

STAGE 2 – T20 MATCH RULES

Cricket Australia: [JUNIOR CRICKET FORMATS - DETAILED RULES SUMMARY](#)

	ACT Local Rules
Summary	PLAYING and COMPETING
Purpose	Community club
Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2- 3-hour window.
Indicative age	U12 Ungraded and U13 Division 1
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	<p><u>U12s Ungraded</u></p> <p>Kookaburra Special Test 142g (Red) Kookaburra Red King 142g (Red) Kookaburra Commander 142g (Red)</p> <p><u>U13s Division 1</u></p> <p>Kookaburra Special Test 142g (White) Kookaburra Red King 142g (White)</p>
Time	120mins (2hrs) Please refer to Match Management Tips in the Coaching Support Pack for further information.
Equipment	<p>Helmets must be worn at all times whilst batting & wicket-keeping.</p> <p>Pads Gloves Protector</p> <p>Additional safety equipment can be worn based on match conditions and/or personal preference</p> <p>2 sets of stumps with bails Bat size suitable to individual player Measuring tape or string to measure boundary Boundary markers Chalk, tape or paint to mark crease.</p>
Boundary	45 meters Boundary to be measured from the centre of the pitch Refer to Ground Setup Document on the CA Junior Formats App for further information on boundary setup process
Pitch type and length	Hard wicket 18m length
Team	<p>9 players on the field per team (when fielding) 7 players per team minimum are required to play the game. Coach to nominate first 4 batters, 4 different bowlers and wicket keeper. The nominated WK can bat anywhere in the order. The 4 nominated bowlers must complete 2 overs each before a fifth bowler can bowl an over. See Section 40 for instances where there are teams with more or less than 9 players. The number to bat is to be nominated prior to commencing the match</p>

	<p>Teams can nominate up to 11 players in the squad on the Team sheet handed to the scorers prior to start of the match</p> <p>8 Wicket Dismissals constitutes the end of the innings</p>
Innings	1 innings per team
Batting	<p>All batters retire at 20 balls faced (with the assumption that some players will be dismissed).</p> <p>Any retired batters can return when all others have batted, in the order they retired.</p> <p>All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</p> <p>Maximum 9 players are permitted to bat per innings.</p> <p>If the team has more than 9 players, those players that did not bowl must bat</p>
Bowling	<p>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</p> <p>Maximum of 4 overs per bowler.</p> <p>If the team has 9 players or less, all players must bowl (excluding wicketkeeper).</p> <p>If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.</p> <p>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.</p> <p>Bowlers bowl from one end for 10 overs at a time.</p> <p>Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)</p>
Fielding	<p>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</p> <p>No fielders within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper).</p> <p>If more than 9 players are playing in a match, they should rotate on to the field each over.</p> <p>Teams have the option to change wicket-keepers after 10 overs.</p>
Dismissals	All modes of dismissal count as per the laws of cricket.