COLTS T20 RULES

Cricket Australia: JUNIOR CRICKET FORMATS - DETAILED RULES SUMMARY

	ACT Local Rules
Summary	PLAYING and COMPETING
Purpose	Community club
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players
Indicative age	U16 - U18
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	<u>Colts</u> Kookaburra Club Match 156g (White) Kookaburra Senator 156g (White)
Time	140mins (2.25hrs) playing time per day. Please refer to Match Management Tips in the <u>Coaching Support Pack</u> for further information.
Equipment	 Helmets <u>must be worn at all times</u> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference 2 sets of stumps with bails Bat size suitable to individual player Measuring tape or string to measure boundary Boundary markers
Boundary	50m 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	Turf Wicket 20.12m (standard pitch length)
Team	 11 players (male) on the field per team (when fielding) Teams can nominate up to 14 players in the squad on the Team sheet handed to the scorers prior to start of the match 10 wicket dismissals equals the end of innings.
Batting	No compulsory retirement
Bowling	 6 balls per over (Wides and No Balls are to be re-bowled, with a maximum of 8 balls per over) Final over of the innings will have 6 legitimate balls (all Wides and No Balls will be re-bowled) There is a maximum of 4 overs per bowler 10 overs to be bowled from one end at a time
Fielding	No fielders within 10 metres of the batsman (except regulation off-side slips, gully and wicket keeper) Powerplay 1 - no more than two (2) fielders shall be permitted outside the fielding restriction area during overs 1 to 6 inclusive.

	Powerplay 2 - no more than 5 (5) fielders shall be permitted outside the fielding restriction area during overs 7 to 20 inclusive.
Dismissals	All modes of dismissal count as per the laws of cricket.