

## STAGE 1 - T20 FORMAT RULES

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

	ACT Local Rules
Summary	Playing the Game
Purpose	Community club
Description	This format is designed for those kids who have completed Cricket. Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
Indicative age	Under 10 & 11 and Thunder Girls Junior Cricket Plate (Under 13)
Coach	Accredited Community (Level 1) Coach
Game type	T20
Ball	<p><b><u>Stage 1 Graded</u></b>                      Kookaburra Special Test 142g (Red)                      Kookaburra Red King 142g (Red)</p>
	<p><b><u>Stage 1 Ungraded</u></b>                      Kookaburra Star Softaball                      Or if unavailable                      Modified Ball (circumference 21-22.5cm, weight 120g – 140g)</p>
	<p><b><u>Girls Plate</u></b>                      Kookaburra Special Test 142g (Red)                      Kookaburra Red King 142g (Red)                      Kookaburra Commander 142g (Red)</p>
Time	120 minutes Please refer to Match Management Tips in the <a href="#">Coaching Support Pack</a> for further information.
Equipment	<p>Helmets <b><u>must be worn at all times</u></b> whilst batting &amp; wicket-keeping.                      Pads                      Gloves                      Protector                      Additional safety equipment can be worn based on match conditions and/or personal preference                      2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.                      Bat size suitable to individual player                      Measuring tape or string to measure boundary                      Boundary markers  <i>Chalk, tape or paint to mark crease.</i></p>

Boundary	<p>40m - measured from the batters' end stumps</p> <p>Refer to Ground Setup Document on the CA Junior Formats App for further information on boundary setup process</p>
Pitch type and length	<p>Hard wicket</p> <p>16m length</p>
Team	<p>7 players per team</p> <p>5 players per team is the minimum required to play the game.</p> <p>9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</p>
Innings	<p>1 innings per team</p>
Batting	<p>All balls (other than wides) will be included in the batter's ball count.</p> <p>Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.</p> <p>As there is allowance for varying team size, the following retirement rules apply:</p> <p>5 player team – batters retire at 24 balls</p> <p>6 player team – batters retire at 20 balls</p> <p>7 player team – batters retire at 17 balls</p> <p>8 player team – batters retire at 15 balls</p> <p>9 player team – batters retire at 13 balls</p>
Bowling	<p>6 balls per over (Wides and No Balls are to be re-bowled, with a maximum of 8 balls per over)</p> <p>All players are to bowl (each Wicket-Keeper is to bowl one over each)</p> <p>Maximum overs bowled by a player are 4 overs</p> <p>Bowlers are to bowl from the one end for the entire game</p> <p>The bowler must not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be re- bowled over arm.</p>
Fielding	<p>Rotation of fielders is required to ensure all players experience all positions</p> <p>No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety</p> <p>Each team is required to use two (2) wicket keepers (10 overs each)</p> <p>If more than 7 players are present at a match, they should rotate onto the field each over.</p>
Dismissals	<p>Unlimited dismissals (each player will face the nominated number of balls each)</p> <p>The consequence for dismissals is 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings.</p> <p>The following dismissals apply in this format: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket.</p>