

STAGE 3 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	U14, U15, U16, U18, Thunder Girls Cup
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	<p>Colts Kookaburra Club Match 156g (White) Kookaburra Senator 156g (White)</p> <p>All Other Stage 3 Competitions Kookaburra Special Test 156g (White) Kookaburra Red King 156g (White)</p>
Time	140mins (2.25hrs) playing time per day 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. 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</p>
Boundary	<p>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</p>
Pitch type and length	<p>Hard wicket Turf Wicket (Colts) 20.12m (standard pitch length)</p>
Team	<p>11 players (male) on the field per team (when fielding) 9 players (female) on the field per team (when fielding) Coach to nominate first 5 batters, 5 different bowlers and wicket keeper. The nominated WK can bat anywhere in the order. The 5 nominated bowlers must complete 2 overs each before a sixth bowler can bowl an over. See Section 42 for instances where there are teams with more or less than 11 players. The number of batsmen is to be nominated prior to commencing the match 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.</p>

Batting	<p>Compulsory retirement after 40 balls faced. This includes no-balls but not wides (a wide does not give the batter an opportunity to hit the ball and score runs)</p> <p>Any retired batters may return to the crease once all others have batted, in the order that they retired</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>Final over of the innings will have 6 legitimate balls (all Wides and No Balls will be re-bowled)</p> <p>A minimum of 5 players must bowl</p> <p>There is a maximum of 4 overs per bowler</p> <p>10 overs to be bowled from one end at a time</p>
Fielding	<p>Rotation of fielders is recommended to ensure all players experience all positions.</p> <p>No fielders within 10 metres of the batsman (except regulation off-side slips, gully and wicket keeper)</p>
Dismissals	All modes of dismissal count as per the laws of cricket.