

STAGE 3 ONE DAY 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 - U18
Coach	Accredited Community (Level 1) Coach
Game type	30 Over One-day Cricket Colts play 50 Over One-day Cricket Colts Division 2 play 40 Over One-day Cricket
Ball	Stage 3 Turf: Kookaburra Club Match 156g (Red) Kookaburra Senator 156g (Red) Stage 3 Synthetic: Kookaburra Special Test 156g (Red) Kookaburra Red King 156g (Red)
Time	195mins (3.25hrs): U14 - U16 Div 1 & 2 & U18 Div 2 240mins (4hrs): Colts Division 2 360mins (6hrs): Colts Please refer to Match Management Tips in the Coaching Support Pack for further information.
Equipment	Helmets must be worn at all times 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	Hard wicket (U14 Div 1 and all Div 2 competitions) Turf Wicket (U15 Div 1, U16 Div 1 and U18 Div 1) 20.12m (standard pitch length)
Team	11 players 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 Captains to agree prior to the commencement of the match if only 11 players will bat or all players will bat if more than 11 are nominated

Batting	<p>30 over matches: Compulsory retirement after 45 balls faced</p> <p>Any retired batters may return to the crease once all others have batted, in the order that they retired</p> <p>Colts & Colts Division 2 No Compulsory retirement.</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>A bowler cannot bowl more than 20% of the overs to be bowled in an innings.</p> <p>10 overs to be bowled from one end at a time in all competitions except Colts and Colts Division 2</p> <p>Current Cricket Australia Pace Bowling guidelines apply:</p> <table border="1" data-bbox="472 584 1201 779"> <thead> <tr> <th>Age of Player</th> <th>Maximum overs per spell</th> <th>Maximum overs per day</th> </tr> </thead> <tbody> <tr> <td>Under 18</td> <td>7</td> <td>18</td> </tr> <tr> <td>Under 17</td> <td>6</td> <td>16</td> </tr> <tr> <td>Under 16</td> <td>6</td> <td>14</td> </tr> <tr> <td>Under 15</td> <td>5</td> <td>12</td> </tr> <tr> <td>Under 14</td> <td>5</td> <td>10</td> </tr> </tbody> </table>	Age of Player	Maximum overs per spell	Maximum overs per day	Under 18	7	18	Under 17	6	16	Under 16	6	14	Under 15	5	12	Under 14	5	10
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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 batsman (except regulation off-side slips, gully and wicket keeper)</p>																		
Dismissals	All modes of dismissal count																		