



GAME DAY RULES – STAGE 2 GIRLS – T20 FORMAT

	ACT Local Rules																												
Summary	PLAYING and COMPETING - The Laws of Cricket apply except where specific local rules have been applied in this document. IF ANY DOUBT EXISTS, COACHES/TEAM MANAGERS & CAPTAINS SHOULD MEET BEFORE A BALL IS BOWLED TO AGREE ON THE WAY FORWARD																												
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.																												
Indicative age	Stage 2 Girls																												
Coach	Accredited Community (Level 1) Coach																												
Game type	T20 (20 over game). Minimum overs to constitute a match – 5 overs each																												
Ball	Kookaburra Special Test 142g (White) Kookaburra Red King 142g (White) Kookaburra Colt 142g (White) Kookaburra Crown 142g (White)																												
Time	150 mins (2.5hrs) - Please refer to Match Management Tips in the CA Junior Cricket App & on the CACT website - Bowlers bowl from one end for 10 overs at a time. Volunteer umpires must change positions every 5 overs - Drink breaks (except in extreme heat) during an innings are not applicable in T20 matches. An interval of maximum 10 mins for a change of innings is accounted for in the scheduled playing time. The interval period should be as brief as possible																												
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 <i>Chalk, tape or paint to mark crease</i>																												
Boundary	45m. 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 & length	Hard wicket 18m length																												
Team	8 players on the field per team 6 players minimum are required to play the game - Coach to nominate the first 4 batters, 4 different bowlers and wicket keeper. The nominated WK can bat anywhere in the order. See below for instances where there are teams with more or less than 9 players <table><tr><th>No. of players</th><th>Nominated batters</th><th>Nominated bowlers</th><th>Wicket Keeper</th></tr><tr><td>11</td><td>5</td><td>5</td><td>1</td></tr><tr><td>10</td><td>4</td><td>5</td><td>1</td></tr><tr><td>9</td><td>4</td><td>4</td><td>1</td></tr><tr><td>8</td><td>3</td><td>4</td><td>1</td></tr><tr><td>7</td><td>3</td><td>3</td><td>1</td></tr><tr><td>< 7</td><td>forfeit</td><td></td><td></td></tr></table> - If the innings is shortened to 10 overs or less due to interruptions, all bowlers must bowl at least 1 over before any batter is permitted to bowl.	No. of players	Nominated batters	Nominated bowlers	Wicket Keeper	11	5	5	1	10	4	5	1	9	4	4	1	8	3	4	1	7	3	3	1	< 7	forfeit		
No. of players	Nominated batters	Nominated bowlers	Wicket Keeper																										
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	- Teams can nominate up to 11 players in the squad on the Team sheet handed to the scorers prior to start of the match 7 wicket dismissals equals the end of innings
Innings	1 innings per team
Batting	- All batters retire at 15 balls faced (with the assumption that some players will be dismissed) - All players nominated as batters must bat before any bowler. - Any retired batters can return when all others have batted, in the order they retired. In the case where a batter retires after passing the compulsory requirement and the team has lost 7 wickets, if there has been a 10th nominated player, that player must bat - Maximum 9 players are permitted to bat per innings - If the team has more than 9 players, those players that did not bowl must bat
Bowling	6 balls per over (max 8 balls except the last over - 6 legal deliveries must be bowled) - Maximum of 4 overs per bowler. All players nominated as bowlers must complete 3 overs before any nominated batsman can bowl. - If the team has 9 players or less, all players must bowl (excluding wicket-keeper) - If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl - Any fast-paced delivery which, after pitching, passes or would have passed over shoulder height of the striker standing upright at the crease, is to be considered dangerous, and either umpire shall call and signal a No ball - If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease, regardless of the speed of the bowler, either Umpire shall call and signal No ball (if doubt exists, err towards calling a No ball) - The delivery following any No Ball shall be a free hit for whichever batter is facing it - Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball shall be called Wide - In a match where the overs are reduced, nominated bowlers must bowl half the allocated overs & no bowler can bowl more than 20% of the allocated overs Current Cricket Australia Pace Bowling guidelines
Fielding	- To ensure players experience all fielding positions, fielding rotations should be implemented. If more than 8 players are present at a match, they should rotate onto the field each over - An imaginary circle approximately 20 meters from the pitch is to be agreed on by both coaches. For the first 6 overs a maximum of 2 fielders are allowed outside this circle. From overs 7 to 20, a maximum of 5 fielders are allowed outside this circle - No fielders within 10 metres of the bat (except regulation off side slips, gully and WK) - At the instant of delivery, there must be no more than five fielders on the leg side - Teams have the option to change wicket-keepers after 10 overs
Dismissals	All modes of dismissal count as per the laws of cricket
Tie	- ONLY in semi-final & grand final matches where both teams have had the opportunity of batting for the agreed number of overs, and if the scores are equal, the result shall be decided by a Super Over - If a Super Over is not possible due to inclement weather, bad light or any other reason the match shall be deemed a tie* - The second innings batting team, bats first in the Super Over. Bowling team nominate the end which to bowl. Batting team to nominate 3 batters with the fall of 2 wickets to constitute the end of the Super Over. The team with highest total after the completion of the Super Over is declared the winner*