



GAME DAY RULES – COLTS – 40 OVER FORMAT

| | ACT Local Rules |
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| 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 | 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 | <ul style="list-style-type: none"> Accredited Community (Level 1) Coach |
| Game type | <ul style="list-style-type: none"> 40 Over One-day Cricket |
| Ball | Kookaburra Club Match 156g (White) Kookaburra Senator 156g (White) |
| Time | <ul style="list-style-type: none"> 310 mins (5.2 hrs) - Please refer to Match Management Tips in the CA Junior Cricket App & on the CACT website A 5 min drink break halfway through an innings and a maximum interval of 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 | <ul style="list-style-type: none"> Helmets must be worn at all times whilst batting & wicket-keeping within 7 metres of the stumps 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 | <ul style="list-style-type: none"> 60m. 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 | <ul style="list-style-type: none"> Hard wicket 20.12m (standard pitch length). Turf Wicket can be used if available |
| Team | <ul style="list-style-type: none"> 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 7 players per team minimum are required to play the game 10 wicket dismissals equals the end of innings |
| Batting | <ul style="list-style-type: none"> No Compulsory retirement More than 11 players may be nominated to form a team, and they must inform the other team by providing a team list before the match may commence. A team |

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| | <p>which exceeds 11 players may bat all its nominated players on the basis that an innings is completed at the fall of the 10th wicket if there is time remaining and the other team agrees</p> <ul style="list-style-type: none"> • Batters deliberately losing their wicket or being retired early to have a retired batsman return is against the spirit of cricket |
| Bowling | <ul style="list-style-type: none"> • 6 balls per over (Wides and No Balls are to be re-bowled, with a maximum of 8 balls per over) • A bowler shall be allowed to bowl two fast short pitched delivery per over. Subsequent deliveries are to be called a No Ball. (A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease) • The delivery following any No Ball shall be a free hit for whichever batter is facing it • Illegal actions should not be called No ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to the batter the bowler should be asked to slow down or removed from the attack • If a bowler deliberately throws the ball, a No ball shall be called. If a bowler deliberately throws the ball a second time, umpires shall remove the bowler from the attack • Umpires are to note that Law 25 applies for Wides, notably 'passing wide of the striker unless it is sufficiently within their reach for them to be able to hit it with their bat by means of a normal cricket stroke.' It should not be interpreted in the same manner as it would be in a One Day International. A ball passing down the leg side of a batter is not necessarily a Wide • A bowler cannot bowl more than 20% of the overs to be bowled in an innings • Current Cricket Australia Pace Bowling guidelines apply |
| Fielding | <ul style="list-style-type: none"> • No fielders within 10 metres of the batsman (except regulation off-side slips, gully and wicket keeper) • An imaginary circle approximately 25 meters from the pitch is to be agreed on by both coaches • Powerplay 1 - no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive. • Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive • Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive • No fielders are allowed to field at any time within 10 meters of the batter unless they are fielding in the slips • At the instant of delivery, there must be no more than five fielders on the leg side |
| Dismissals | <ul style="list-style-type: none"> • All modes of dismissal count |