



GAME DAY RULES – COLTS – 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	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	Accredited Community (Level 1) Coach
Game type	T20 (20 over game). Minimum overs to constitute a match – 5 overs each
Ball	Kookaburra Club Match 156g (White) Kookaburra Senator 156g (White)
Time	150 mins (2.5 hrs) - Please refer to Match Management Tips in the CA Junior Cricket App & the Match Timing Guide on the CACT website 10 overs to be bowled from one end 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 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	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	Hard wicket 20.12m (standard pitch length). Turf Wicket can be used if available
Team	11 players (male) 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	No compulsory retirement
Bowling	6 balls per over (Wides and No Balls are to be re-bowled, with a maximum of 8 balls per over)

	• Final over of the innings will have 6 legitimate balls (all Wides and No Balls will be re-bowled) • A bowler shall be allowed to bowl one 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 • 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 • There is a maximum of 4 overs per bowler. No bowler can bowl more than 20% of the allocated overs
Fielding	• 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 during overs 1 to 6 inclusive • Powerplay 2 - no more than 5 (5) fielders shall be permitted outside the fielding restriction area during overs 7 to 20 inclusive • At the instant of delivery, there must be no more than five fielders on the leg side
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. If the Super Over is tied, subsequent Super Overs will be played until a result is achieved a Super Over is not possible due to inclement weather, bad light or any other reason the match shall be deemed a tie