

GAME DAY RULES – STAGE 2 – 30 OVER 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	U12 and U13
Coach	Accredited Community (Level 1) Coach
Game type	30 over One Day game
Ball	Kookaburra Special Test 142g (White) Kookaburra Red King 142g (White) Kookaburra Colt 142g (White) Kookaburra Crown or Practice 142g (White)
Time	225 mins (3.75hrs) - Please refer to Match Management Tips in the CA Junior Cricket App & the Match Timing Guide on the CACT website - A 5 min drink break halfway through an innings and 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 - Matches may continue until the scheduled close of play. The team batting last can request to receive its maximum first innings overs even after a result has been reached. Play can continue at the agreement of both teams. Official Scoring concludes at this point and results entered in PlayHQ. Scoring can continue in a manual/unofficial capacity.
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 or tape to mark the crease</i>
Boundary	45 meters (maximum). 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
Innings	1 innings per team
Team	9 players per team (9 players in the field of play when fielding)

	- 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 players per team minimum are required to play the game 8 Wicket Dismissals constitutes the end of the innings
Batting	- All batters retire at 30 balls faced (with the assumption that some players will be dismissed) - Any retired batters can return when all others have batted, in the order they retired. If there has been a 10th nominated player, that player must bat before retired batters can return - If the team has more than 9 players, those players that did not bowl must bat
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) - Maximum of 5 overs per bowler - If the team has 9 players or less, all players (excluding wicket-keeper) must bowl - If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl - Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season - Bowlers bowl from one end for 15 overs at a time. Volunteer umpires must change positions every 5 overs - Umpires are to note that Law 22 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 - 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) - 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 Current Cricket Australia Pace Bowling guidelines apply
Fielding	- To ensure players experience all fielding positions, fielding rotations should be implemented at the discretion of the Coach - No fielders within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper) - If more than 9 players are playing in a match, they should rotate on to the field so that everyone gets to field equally in the game - Teams have the option to change wicket-keepers after 15 overs
Dismissals	All modes of dismissal count