



GAME DAY RULES – STAGE 3 – 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	U14 - U15			
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 156g (White) Kookaburra Red King 156g (White) Kookaburra Colt 156g (White)			
Time	150mins (2.5hrs) - Please refer to Match Management Tips in the CA Junior Cricket App & the Match Timing Guide on the CACT website - 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. - 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 & length	Hard wicket 20.12m (standard pitch length)			
Team	11 players on the field per team 7 players per team minimum are required to play the game - Coach to nominate first 5 batters, 5 different bowlers and wicket keeper. The nominated WK can bat anywhere in the order - Teams can nominate up to 14 players in the squad on the Team sheet handed to the scorers prior to start of the match			
	Number of players in the team	Designated number of batters	Designated number of bowlers	Wicket Keeper
	14	6	7	1
	13	6	6	1
	12	5	6	1
	11	5	5	1
	10	4	5	1
	9	4	4	1
	8	3	4	1

		7	3	3	1
		Less than 7	forfeit		
Batting	• Compulsory retirement after 40 balls faced. This includes no-balls but not wides • Any retired batters may return to the crease once all others have batted, in the order that they retired. In the case where a batter retires after passing the compulsory requirement and the team has lost 9 wickets, if there has been a 12th nominated batter, that player must bat • More than 11 players may be nominated to form a team, however a team 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				
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 minimum of 5 players must bowl. All players nominated as bowlers must complete 2 overs before any nominated batter can bowl • In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following bowling restrictions shall apply: a. Nominated bowlers must bowl half the allocated overs for the innings b. No bowler can bowl more than 20% of the allocated overs • There is a maximum of 4 overs per bowler • 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) • 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 • 10 overs to be bowled from one end at a time. Volunteer umpires must change positions every 5 overs				
Fielding	• Rotation of fielders is recommended to ensure all players experience all positions • 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 batsman (except regulation off-side slips, gully and wicket keeper) • 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*.				