

GAME DAY RULES – STAGE 1 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 designed for those kids who have completed CA's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.	
Indicative age	Under 10 & 11 & Stage 1 girls	
Coach	Accredited Community (Level 1) Coach	
Game type	T20 (Minimum overs to constitute a match – 5 overs each)	
Ball	Stage 1 Div 1 & 2 Kookaburra Red King 142g (White) Kookaburra Colt 142g (White) Kookaburra Crown or Practice 142g (White)	Stage 1 Ungraded Kookaburra Star/Softaball Or if unavailable Modified Ball (circumference 21-22.5cm, weight 120g – 140g)
Time	150 mins - 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 - Bowlers are to bowl from the one end for the entire game. Volunteer umpires must change positions every 5 overs	
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 portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. - 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	40m - measured from the batters' end stumps - Refer to Ground Setup Document on the CA Junior Cricket App for further information on boundary setup process	
Pitch type and length	Hard wicket 16m length – measured from stump to stump	
Team	7 players per team 5 players per team is the minimum required to play the game 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time)	
Innings	1 innings per team	

Batting	• All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery. • As there is allowances for varying team size, the following retirement rules apply: • 5 player team – batters retire at 24 balls • 6 player team – batters retire at 20 balls • 7 player team – batters retire at 17 balls • 8 player team – batters retire at 15 balls • 9 player team – batters retire at 13 balls
Bowling	• 6 balls per over (maximum) • All players must bowl a minimum of 2 overs each (each Wicket-Keeper is to bowl one over each). The aim should be that all players bowl 1 over in the first 10 overs & one over in overs 11-20 • Maximum overs bowled by a player are 4 overs. Where matches overs are reduced, a bowler is not permitted to bowl more than 20% of the allocated overs • If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be re- bowled over arm • 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 • 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
Fielding	• Rotation of fielders is required to ensure all players experience all positions. It is recommended that players rotate in a clockwise or anticlockwise direction after each over • No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety • Each team is required to use two (2) wicket keepers (10 overs each) • If more than 7 players are present at a match, they should rotate onto the field each over
Dismissals	• Unlimited dismissals (each player will face the nominated number of balls each) • The consequence for dismissals is 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings • The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket
Tie	• Super Overs are not applicable to Stage 1 matches