



Australian Cricket Junior Formats Rules



Stage	STAGE 1
Summary	PLAYING THE GAME
Purpose	COMMUNITY CLUB and SCHOOL
Description	This format is designed for those kids who have completed the MILO T20 Blast program 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	U10, U11 Modified and U13 Girls Plate
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
	Not played for points
Ball	Modified ball (<i>circumference 21-22.5cm, ideal weight 125-142g</i>)*
	*Synthetic balls as per endorsed recommendations
Time	120 mins (2hrs)
	The game can be completed in 2hrs with time saving strategies. The Competition Manager have the option to include a cut-off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines (community.cricket.com.au)</i>
	Pads
	Gloves
	Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	40m (maximum) - measured from batter's end stumps
Pitch type / length	Hard wicket surface - 16m length
Overs	20 overs per team (120 balls)
Team	7 players per team (maximum of 7 players on field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 17 balls (based on 7 players)
	* if there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
	All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.
	Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery
Bowling	6 balls per over (maximum)
	All players are to bowl (each Wicket-Keeper is to bowl one over each)
	e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)
	Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
	Bowlers are to bowl from the one end for entire game
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy & Guidelines</i>)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions.
	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)
Minimum & maximum players and impact	7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
	5 players per team minimum are required to play the game
	9 players per team maximum are to be allocated to a team (only 7 on field at any given time).
	Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl
	The number of players impact the players' opportunity to develop skills in the game, for example;
	5 player team – 5 players bowl 4 overs and batters retire at 24 balls
	6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls
7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls	

	8 player team - 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls
	9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls
Equipment	2 sets of portable stumps (with base and bails) *minimum of 1 set of portable stumps
	Bat size: Size 4 (<1.8lb or <800gm) is recommended
	Modified ball (as per specifications above)
	Measuring tape or string to measure Pitch length and boundary
	Boundary markers
	Chalk, tape or paint to mark crease

Stage	STAGE 1
Summary	PLAYING THE GAME
Purpose	COMMUNITY CLUB and SCHOOL
Description	This format is designed for those kids who have completed the MILO T20 Blast program 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 11 Division 1 (T20)
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
	Competitive / played for points
Ball	142g hard or leather (male)
Time	120 mins (2hrs)
	The game can be completed in 2hrs with time saving strategies. The Competition Manager have the option to include a cut-off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> (community.crickets.com.au)
	Pads
	Gloves
	Protector (males)
	* additional safety equipment is available based on match conditions and/or personal preference
Boundary	40m (maximum) - measured from batter's end stumps
Pitch type / length	Hard wicket surface - 16m length
Overs	20 overs per team (120 balls)
Team	7 players per team (maximum of 7 players on field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 17 balls (based on 7 players)
	* if there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
	All balls (regardless of whether wides/no balls) will be included in the batter's ball count
	Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery
Bowling	6 balls per over (maximum)
	All players are to bowl (each Wicket-Keeper is to bowl one over each)
	e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)
	Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
	Bowlers are to bowl from the one end for entire game
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy & Guidelines</i>)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions.
	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 Competition Manager has the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings
Minimum & maximum players and impact	7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
	5 players per team minimum are required to play the game
	9 players per team maximum are to be allocated to a team (only 7 on field at any given time).
	Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl

	The number of players impact the players' opportunity to develop skills in the game, for example;
	5 player team – 5 players bowl 4 overs and batters retire at 24 balls
	6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls
	7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls
	8 player team - 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls
	9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls
Equipment	2 sets of portable stumps (with base and bails) *minimum of 1 set of portable stumps
	Bat size: Size 4 (<1.8lb or <800gm) is recommended
	Modified ball (as per specifications above)
	Measuring tape or string to measure Pitch length and boundary
	Boundary markers
	Chalk, tape or paint to mark crease

STAGE	STAGE 2
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB and SCHOOL
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 in a 3-hour window.
Indicative age	Under 12 and Under 13 (30 overs)
Coach	Accredited Community (Level1) Coach
Game type	30 over (maximum) game
	Competitive / for points
Ball	142g hard or leather (male)
	142g hard or leather (female)
Time	180mins (3hrs)
	The game can be completed in 3hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines (community.cricket.com.au)</i>
	Pads
	Gloves
	Protector (males)
	* additional safety equipment is available based on match conditions and/or personal preference
Boundary	45m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length
	* option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	30 overs maximum per team (180 balls)
Team	9 players per team (maximum of 9 players on field)
Innings	1 innings of 30 overs (maximum) per team
	<i>The Associations or Competition Manager have the option to play split innings (2 innings per team of 15 overs each)</i>
	The batting teams innings is complete after 8 wickets have fallen
Batting	All batters retire at 35 balls (with the assumption that some players will be dismissed)
	Any retired batters can return when all others have batted, in the order they retired
	All balls (regardless of whether wides/ no balls) will be included in the batter's ball count
	The innings is deemed as closed after 8 wickets have fallen
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)
	All players are to bowl (each Wicket-Keeper is to bowl one over each)
	e.g. 5 players x 4 overs, 2 players x 3 overs, 2 players x 2 over (i.e. Wicket-Keepers)
	Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
	Bowlers change ends at 15 overs
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy & Guidelines</i>)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
	Each team is required to use two (2) wicket keepers (15 overs each)
	If more than 9 players are present at a match, they should rotate onto the field each over.
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
	7 players per team minimum are required to play the game
	11 players per team maximum are to be allocated to a team (only 9 on field at any given time).
	Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl
	The number of players impact the players' opportunity to develop skills in the game, for example; 7 player team – 4 players bowl 5 overs; 1 player bowls 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls

	8 player team – 5 players bowl 4 overs; 1 player bowls 6 overs; 2 players bowl 2 overs (wk) and batters retire at 35 balls
	9 player team - 5 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 2 overs (wk) and batters retire at 35 balls
	If teams have 10-11 players, they are encouraged to rotate fielders after every over
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps
	Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended
	Modified ball (as per specifications above)
	Measuring tape or string to measure Pitch length and boundary
	Boundary markers
	Chalk, tape or paint to mark crease

STAGE	STAGE 2 - T20
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB and SCHOOL
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 in a 2-hour window.
Indicative age	Under 12 and Under 13 (T20)
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
	Competitive / for points
Ball	142g hard or leather (male)
	142g hard or leather (female)
Time	120 mins (2hrs)
	The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i>
	Pads
	Gloves
	Protector (males)
	* additional safety equipment is available based on match conditions and/or personal preference
Boundary	45m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length
	* option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	20 overs per team (120 balls)
Team	9 players per team (maximum of 9 players on field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 20 balls (with the assumption that some players will be dismissed)
	Any retired batters can return when all others have batted, in the order they retired
	All balls (regardless of whether wides/ no balls) will be included in the batter's ball count
	The innings is deemed as closed after 8 wickets have fallen
	Innings is closed after 8 wickets are lost
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)
	All players are to bowl (each Wicket-Keeper is to bowl one over each)
	e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)
	Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
	Bowlers change ends at 10 overs
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions.
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
	Each team is required to use two (2) wicket keepers (10 overs each)
	If more than 9 players are present at a match, they should rotate onto the field each over.
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
	7 players per team minimum are required to play the game
	11 players per team maximum are to be allocated to a team (only 9 on field at any given time).
	Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl
	The number of players impact the players' opportunity to develop skills in the game, for example;
	7 player team – 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls
	8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls
9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls	

	If teams have 10-11 players, they are encouraged to rotate fielders after every over
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps
	Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended
	142gm hard or leather ball
	Measuring tape or string to measure Pitch length and boundary
	Boundary markers
	Chalk, tape or paint to mark crease

STAGE	STAGE 3
Summary	PLAYING and COMPETING
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. Some playing conditions are included for u15 level to enhance the quality of the game and align to representative cricket. These playing conditions would be removed beyond U15 level.
Indicative age	U14, U15, U16, U18 and Colts (40 overs)
Coach	Accredited Community (Level1) Coach
Game type	40 over game (maximum) – male 30 over game (maximum) – female
Ball	156g leather (male) 142g leather (female)
Time	180mins (3hrs) - female and 240 mins (4hrs) – male The game can be completed in 3hrs (female)/4hrs (male) with time saving strategies. The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket 20.12m (standard pitch length)
Overs	40 overs maximum (male) per team or 30 over maximum (female) per team
Team	11 players per team
Innings	1 innings of 40 overs (maximum) per team (male) 1 innings of 30 overs (maximum) per team (female) <i>Associations and Competition Managers have the option to play split innings (2 innings per team of 15/20 overs each)</i>
Batting	There is no compulsory retirement in Stage 3 The Coach can retire players (60 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female) Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy & Guidelines</i>)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) u15 only - Mandatory field placements in playing conditions to encourage and provide opportunities for skill development e.g. 4 players within 5m of boundary or 2 close fielders between wk and gully during periods of play
Dismissals	All modes of dismissal count / as per the laws of cricket
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps for hardwicket Bat size: Size 6 (weight <2.2lb or <1000g) 156gm leather ball (male) or 142gm leather ball (female) Measuring tape or string to measure boundary Boundary markers

STAGE	STAGE 3 - T20
Summary	PLAYING and COMPETING
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. Some playing conditions are included for u15 level to enhance the quality of the game and align to representative cricket. These playing conditions would be removed beyond U15 level.
Indicative age	U14, U15, U16, U18 and Colts (T20)
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
Ball	156g leather (male)
	142g leather (female)
Time	120 mins (2hrs)
	The game can be completed in 2hrs with time saving strategies. The Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i>
	Pads
	Gloves
	Protector (males)
	* additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket
	20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	11 players per team
Innings	1 innings of 20 overs per team
	There is no compulsory retirement in Stage 3
Batting	The Coach can retire players (40 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (All wides and no-balls are to be re-bowled)
	A minimum of 5 players must bowl
	There is a maximum of 4 overs per bowler
	Bowlers change end after each over
	The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy & Guidelines</i>)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions.
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
	u15 only - Mandatory field placements in playing conditions to encourage and provide opportunities for skill development e.g. 4 players within 5m of boundary or 2 close fielders between w-k and gully during periods of play
Dismissals	All modes of dismissal count
Equipment	2 sets of stumps with bails
	Bat size: Size 6 (weight <2.2lb or <1000g)
	156gm leather ball (male) or 142gm leather ball (female)
	Measuring tape or string to measure boundary
	Boundary markers