

# OVERVIEW



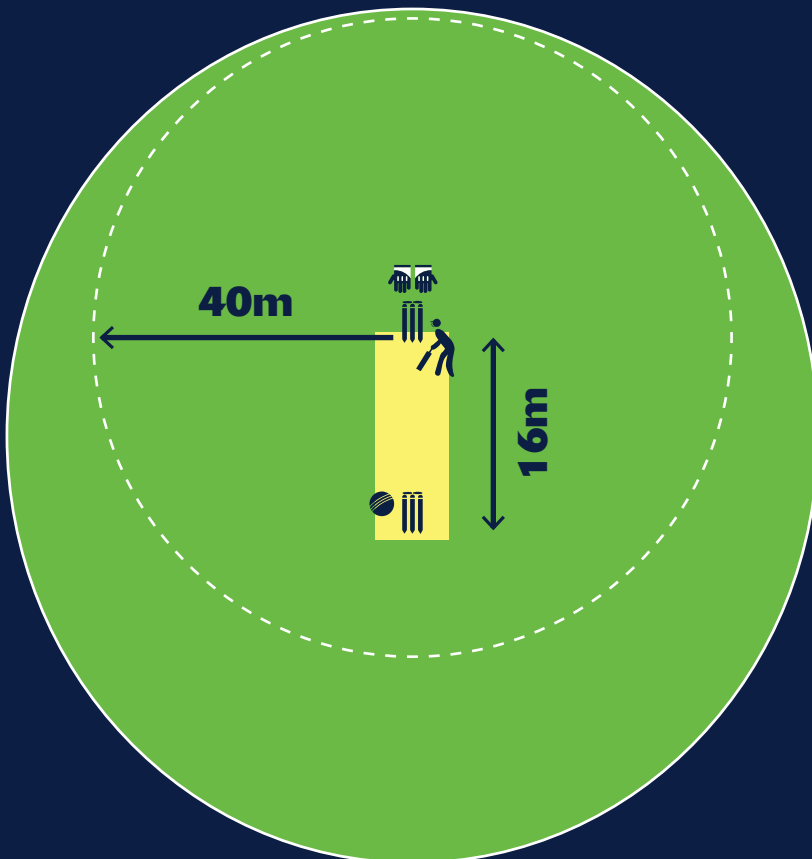
## TIME

120 mins  
(2 hrs)



## 6 balls per over (maximum)

All players are to bowl (Wicket-Keeper is to bowl one over each)



## 40m (maximum)

Boundary is to be measured from the batter's end stumps.

## 16m length

measured stump to stump.

**Rotation of fielders is required** to ensure all players experience all positions

## 7 players per team

5 players per team is the minimum required to play the game.

## 20 overs

per team

## Unlimited dismissals

(each player will face the nominated number of balls each)

Batters are to **retire as soon as they face their allotted balls**, not at the end of the over.

# 20 OVER DETAILED MATCH DAY RULES


**JUNIOR  
CRICKET 1**

<b>SUMMARY</b>	Playing the game
<b>PURPOSE</b>	Community club and school
<b>DESCRIPTION</b>	This format is designed for those kids who have completed Cricket Australia'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.
<b>INDICATIVE AGE</b>	U10 & U11   Girls Year 7 (2025 only)
<b>COACH</b>	Accredited Community (Level 1) Coach (Optional)
<b>GAME TYPE</b>	T20 (20 over game)
<b>BALL</b>	Modified ball (circumference 21-22.5cm, ideal weight 120-140g).* *Synthetic options available as per Stage 1 Modified Balls Guidance.
<b>TIME</b>	<ul style="list-style-type: none"> <li>• 120 mins (2 hrs)</li> <li>• The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>• Please refer to Match Management document for time saving strategies.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmet's must be worn at all times whilst batting &amp; wicket-keeping.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector</li> <li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>• Bat size: Size 4 (&lt;1.8lb or &lt;800gm) is recommended</li> <li>• Modified ball (as per specifications above).</li> <li>• Measuring tape or string to measure pitch length and boundary.</li> <li>• Boundary markers</li> <li>• Chalk, tape or paint to mark crease.</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• 40m (maximum)</li> <li>• Boundary is to be measured from the batter's end stumps.</li> <li>• Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Outfield or hard wicket surface.</li> <li>• 16m length – measured stump to stump.</li> </ul>

# 20 OVER DETAILED MATCH DAY RULES


**JUNIOR CRICKET 1**

<b>OVERS</b>	20 overs per team (120 balls)
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 7 players per team</li> <li>• 5 players per team is the minimum required to play the game.</li> <li>• 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</li> </ul>
<b>INNINGS</b>	1 innings of 20 overs per team
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>• Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>• As there is allowances for varying team size, the following retirement rules apply:               <ul style="list-style-type: none"> <li>– 5 player team – batters retire at 24 balls</li> <li>– 6 player team – batters retire at 20 balls</li> <li>– 7 player team – batters retire at 17 balls</li> <li>– 8 player team – batters retire at 15 balls</li> <li>– 9 player team – batters retire at 13 balls</li> </ul> </li> <li>• If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. <math>17 \times 7 = 119</math>)</li> <li>• Batters are to retire as soon as they face their allotted balls, not at the end of the over.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum)</li> <li>• All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>• Maximum overs bowled by a player are 4 overs               <ul style="list-style-type: none"> <li>*Please see Recommended Bowling Breakdown for recommended over per player options.</li> </ul> </li> <li>• Bowlers are to bowl from the one end for entire game</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• Rotation of fielders is required to ensure all players experience all positions</li> <li>• No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety</li> <li>• Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>• If more than 7 players are present at a match, they should rotate onto the field each over.</li> <li>• The Association or Competition Manager/s have the option to allow the coach of the fielding team to be present on the field to assist the captain with bowling &amp; fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• Unlimited dismissals (each player will face the nominated number of balls each)</li> <li>• The Association or Competition Manager/s have 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.</li> <li>• The following dismissals apply in this format: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket.</li> </ul>