

OVERVIEW



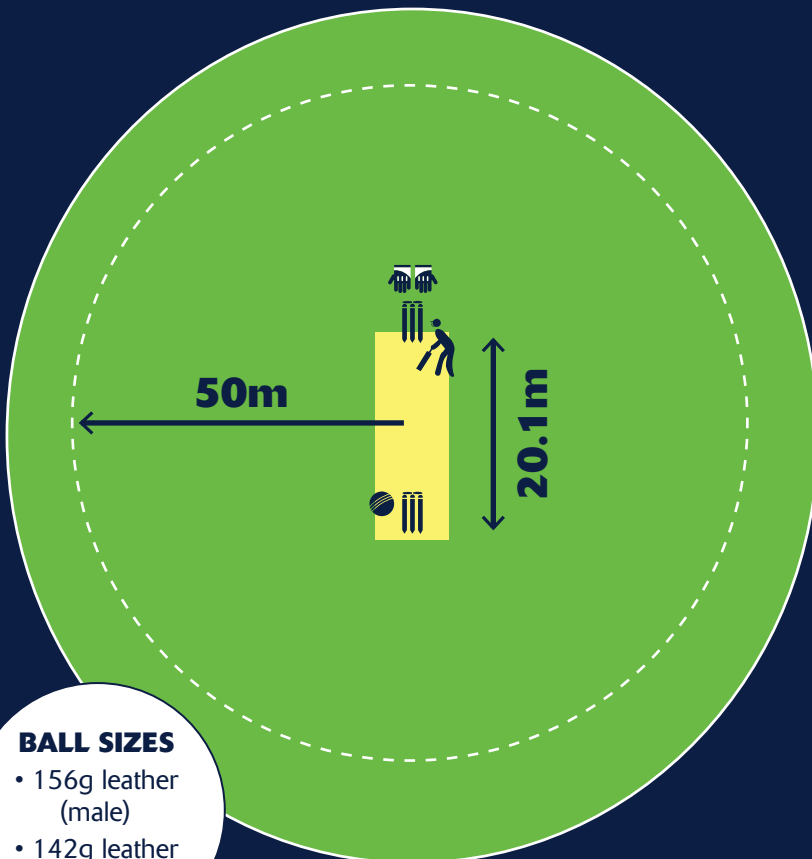
TIME

120 mins
(2 hrs)



6 balls per over (maximum)

Maximum of 4 overs per bowler.



BALL SIZES

- 156g leather (male)
- 142g leather (female)

50m (maximum)

Boundary is to be measured from the centre of the pitch.

20.1m

standard pitch length.

Fielding rotations can be **implemented** at the **discretion of the Coach**.

11 players
per team

20 overs
per team

All modes of dismissal count.

There is **no compulsory retirement** in Stage 3.

20 OVER DETAILED MATCH DAY RULES



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.
INDICATIVE AGE	Under 14-19 Boys Year 7-12 / Girls Year 8 (Region & State only) / Girls Year 9-12
COACH	Accredited Community (Level 1) Coach (Optional)
GAME TYPE	T20 (20 over game)
BALL	<ul style="list-style-type: none"> • 156g leather (male) • 142g leather (female)
TIME	<ul style="list-style-type: none"> • 120 mins (2 hrs) • 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. • Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> • Helmet's 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: Size 6 (weight <2.2lb or <1000g). • Measuring tape or string to measure boundary. • Boundary markers
BOUNDARY	<ul style="list-style-type: none"> • 50m (maximum) • Boundary to be measured from the centre of the pitch. • Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard Wicket or Turf Wicket • 20.1m (standard pitch length)

20 OVER DETAILED MATCH DAY RULES



OVERS	20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> • 11 players per team
INNINGS	1 innings of 20 overs per team
BATTING	<p>There is no compulsory retirement in Stage 3.</p> <ul style="list-style-type: none"> • Competition manager/association can enforce player retirement (40 balls faced) at their discretion. • If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.
BOWLING	<ul style="list-style-type: none"> • 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.
FIELDING	<ul style="list-style-type: none"> • To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. • No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).
DISMISSALS	All modes of dismissal count.