

## MATCH DAY - RULES

STAGE	STAGE 1	STAGE	STAGE 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 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.	<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>e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match</li> <li>Bowlers are to bowl from the one end for entire game</li> <li>Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies &amp; Community Guidelines</i>)</li> </ul>
<b>INDICATIVE AGE</b>	U11	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>Rotation of fielders is recommended 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> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</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>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>T20 (20 over game)</li> </ul>	<b>MINIMUM &amp; MAXIMUM PLAYERS &amp; IMPACT</b>	<ul style="list-style-type: none"> <li>7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)</li> <li>5 players per team minimum are required to play the game</li> <li>9 players per team maximum are to be allocated to a team (only 7 on field at any given time)</li> <li>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</li> </ul> <p>The number of players impact the players' opportunity to develop skills in the game, for example;</p> <ul style="list-style-type: none"> <li>5 player team – 5 players bowl 4 overs and batters retire at 24 balls</li> <li>6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls</li> <li>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</li> <li>8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls</li> <li>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</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>Modified ball (circumference 21-22.5cm, ideal weight 120-140g)*</li> <li>*Synthetic options available as per Stage 1 Modified Balls Guidance</li> </ul>	<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>2 sets of portable stumps (with base and bails)</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>TIME</b>	<ul style="list-style-type: none"> <li>120 mins (2 hrs)</li> <li>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 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> </ul> <p>Please review time saving strategies summary available on-line.</p>		
<b>PROTECTIVE EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet (including the Wicket keeper).</li> <li>* Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies &amp; Community Guidelines</i></li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>* additional safety equipment is available based on match conditions and/or personal preference</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>40m (maximum) - measured from batter's end stumps</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Outfield or hard wicket surface - 16m length</li> </ul>		
<b>OVERS</b>	<ul style="list-style-type: none"> <li>20 overs per team (120 balls)</li> </ul>		
<b>TEAM</b>	<ul style="list-style-type: none"> <li>7 players per team (maximum of 7 players on field)</li> </ul>		
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 20 overs per team</li> </ul>		
<b>BATTING</b>	<ul style="list-style-type: none"> <li>All batters retire at 17 balls (based on 7 players)</li> <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 should face the next delivery.</li> <li>* 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)</li> </ul>		