

### MATCH DAY - RULES

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	FAST 9
COACH	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
GAME TYPE	<ul style="list-style-type: none"> <li>T20 (20 over game)</li> </ul>
BALL	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>
TIME	<ul style="list-style-type: none"> <li>120 mins (2hrs)</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>
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none"> <li>Helmet (including the Wicket keeper).</li> <li>* Please refer to Helmet section of the <i>Well Played Playing Policy &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>
BOUNDARY	<ul style="list-style-type: none"> <li>45m (maximum) - measured from the middle of the wicket</li> </ul>
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> <li>Hard wicket - 18m length</li> <li>* option to move stumps in at each end to the 2 crease lines (17.7m)</li> </ul>
OVERS	<ul style="list-style-type: none"> <li>20 overs per team (120 balls)</li> </ul>
TEAM	<ul style="list-style-type: none"> <li>9 players per team (maximum of 9 players on field)</li> </ul>
INNINGS	<ul style="list-style-type: none"> <li>1 innings of 20 overs per team</li> </ul>
BATTING	<ul style="list-style-type: none"> <li>All batters retire at 20 balls (with the assumption that some players will be dismissed)</li> <li>Any retired batters can return when all others have batted, in the order they retired</li> <li>All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.</li> <li>The innings is deemed as closed after 8 wickets have fallen</li> </ul>

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BOWLING	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 6 balls per over except the last over where 6 legal deliveries must be bowled)</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-Keeper)</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match</li> <li>Bowlers change ends at 10 overs</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>
FIELDING	<ul style="list-style-type: none"> <li>Rotation of fielders is recommended to ensure all players experience all positions.</li> <li>No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)</li> <li>Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>
DISMISSALS	<ul style="list-style-type: none"> <li>All modes of dismissal count</li> </ul>
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none"> <li>9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)</li> <li>7 players per team minimum are required to play the game</li> <li>11 players per team maximum are to be allocated to a team (only 9 on field at any given time).</li> <li>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</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>7 player team - 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls</li> <li>8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls</li> <li>9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK). Batting retirement 20 balls</li> <li>If teams have 10-11 players, they are encouraged to rotate fielders after every over</li> </ul>
EQUIPMENT	<ul style="list-style-type: none"> <li>2 sets of stumps (with base and bails)</li> <li>*minimum of 1 set of portable stumps</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended</li> <li>142gm hard or leather ball</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>