

## Junior - Stage 2 Format Rules



### Application

- a) Cricket Illawarra Junior Competition – Stage 2 Formats
  - Level 1 – Under 13
  - Level 2 – Under 13
- b) Game Conduct – played in accordance with the Association Competition Administration rules (PCA-000), the Junior General Competition rules (PC-J0GC) and the Codes & Policies.
- c) Document Structure – basis from the [MCC Laws of Cricket](#). Unless conditions are specified differently in this document, the MCC Laws of Cricket should always be adhered to.
- d) Reference documents – see association website [cricketillawarra.org.au](http://cricketillawarra.org.au)
- e) Age Category Team Nominations – should numbers entering a specific Level be deemed not viable and a combined age category competition is formed, the higher Level denote rules will apply.

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## The Laws of Cricket: The Preamble - The Spirit of Cricket

(see PC-J0GC-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Association affiliates, and makes team captains, coaches & managers responsible always for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### Law 1 – The Players

#### A. Players Age

1. Age category – at the start of the season
  - ✓ Under 13 – players aged 12, 11 & 10 years old.

#### B. Nomination of Team

1. Ideal team number = 9 players.
2. Minimum team number = 7 players for a game to commence. (see PC-J0GC-Forfeit)
3. Greater than Ideal team number – is allowed, noting player participation opportunities will be affected.
4. Team Line-up
  1. Exchanged at the toss containing the player names participating in the game.
  2. Failure to exchange lists may result in no points being awarded to either side.

#### C. Player Participation Opportunities

1. All players may
  - ✓ Bat and those players that did not bat **must** bowl.
  - ✓ Bowl and those players that did not bowl **must** bat.
2. See Appendix-Table 1 - Player Participation - Batting & Bowling Limits Breakdown.
3. Breach of Player Participation rule – will be handled by the PC-J0GC-Players rule.

#### D. Clothing

1. Dress standard – players are required to always observe the dress standards, wearing predominately white attire (long pants, shirt, socks, enclosed footwear) with a Club coloured cap or white hat.
2. Playing shirts – approved coloured shirts are optional; provided all players in the team are wearing the same shirt design.

#### E. Safety Equipment

1. Helmet requirement
  1. Worn always whilst batting & wicket-keeping.
  2. Minimum Australian Standard – must display label approval (BS7928:2013) or greater year.
2. Protective Items – although taken for granted, it is essential
  1. when batting and wicket-keeping, all participants use correct leg pads, gloves and protectors when playing with cricket balls.
  2. Wearing additional protection – optional based on game conditions and/or personal preference.

### Law 2 – The Umpires

Law 2 shall apply. (also see PC-J0GC-The Umpires)

#### A. Operation

1. Bowler End Officiating – umpires alternate after every 5 completed overs. Bowling team umpire has first over.

2. Starting New over – umpires should only permit starting, having confirmed the scorers are ready for play.

**B. Law 2.7 Fitness for play (2.7)** shall apply subject to

1. Weather Conditions
  1. Unless games have been cancelled (Association or by Team official agreement prior to start) all teams must attend the allocated venue (see PC-J0GC-Wet Weather).
  2. Teams to remain at venue for at least 1 hour (from scheduled start time) to evaluate the possibility of play starting and continuing (see PC-J0GC-Fitness for Play).
2. Changing ground conditions
  1. Teams are allowed to work on the pitch or ground prior to the scheduled starting time on any day. All work done after the scheduled starting time must be done under the supervision of the umpires.
  2. No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the groundsman
3. Synthetic Pitch Surface  
Pitch surface may be swept during the game at the captains or umpires' discretion
4. Lightning – (see PC-J0GC- Junior Lightning Safety Code)

## Law 3 – Scorers

Law 3 shall apply. (also see PC-J0GC-Scorers & Scoring)

**A. Game Day Scoring**

1. Complete game & player information is to be recorded and maintained throughout the game.
2. Starting New over – scorers signal the umpires confirming ready for play to continue.

**B. Online System Detail Requirement**

1. After each game – complete game & player information must be entered (see Law 16)
2. Mandatory system information
  1. Game summary detail – all types of extras itemised
  2. Player batting
    - full score card with dismissal detail
    - total runs, itemised 4s & 6s, FOW, balls faced (time optional)
  3. Player bowling – itemised; overs, maidens, wickets, runs and importantly number of wides & no-balls
  4. Player fielding – itemised; number of catches, wicket-keeper catches, stumping, (Run outs optional)

*Note: Data is a Cricket Australia mandatory requirement used in the game format analysis.*

## Law 4 – The Ball

Law 4 shall apply.

**A. Approved Brand & Type**

- Kookaburra balls of suitable quality (142 grams)
- (Level 1) – Red colour 2-piece – Practice
- (Level 2) – Red colour 2-piece – Red King or Practice

**B. New Ball**

- New ball compulsory at start of each innings

**C. Ball Condition (Optional Exchange)**

1. (All Levels) – Ball damaged by moisture (dew or weather) – may be replaced with a used second-hand ball of similar age.
2. How? – at the request & option of the fielding team
3. When? – applies to all game lengths – after the completion of the first
  - (30 Over game) = 15 overs & prior to start next over (= ball 15.1),
  - (20 Over game) = 10 overs & prior to start next over (= ball 10.1),
  - (Interrupted Innings) = mid innings overs & prior to start next over
  - **Otherwise the option will be forfeited.**
4. Ball Exchange Process
  1. Prior to the bowling innings – proposed ball is displayed & shown to the opposition / umpire for agreement on condition
  2. Ball then left with the scorers / umpires until required for use

## Law 5 – The Bat

Law 5 shall apply.

- a) Recommended Bat size – Size 5 or 6 (weight <2lb or <900g)

## Law 6 – The Pitch

Law 6 shall apply subject to;

**A. Area of pitch (6.1)**

- a) Pitch length – 18 metres from stump to stump.
- b) Stump position – for simplicity in measurement, stumps will be brought in at each end to the 2 front popping crease lines (17.7m). (see Appendix-Pitch Setup)
- c) Pitch surface – synthetic covering.
- d) Pitch width – determined and defined by the width of the artificial covering.

**B. Fitness of pitch for play (6.2)**

Pitch surface may be swept during the game at the captain or umpire discretion.

## Law 7 – The Creases

Law 7 shall apply subject to;

- a) Pitch being shortened, the front popping crease should be remarked with chalk or tape that is easily removable. (Paint should be avoided as the full pitch length could be used by older age groups).

## Law 8 – The Wickets

Law 8 shall apply subject to;

- a) Free-standing portable stumps (with removable bails) shall be used to sit atop of the pitch surface at the shortened ends.
- b) Away team to assist and provide second set of free-standing portable stumps.

## Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply.

## Law 10 – Covering the Pitch

Law 10 shall apply.

## Law 11 – Intervals

Law 11 shall apply subject to;

- a) Drinks break (not exceeding 4 minutes) may be taken at the change of bowling ends and change of innings.

## Law 12 – Start of Play; Cessation of Play

### A. Playing Times (12.1, 12.2)

Details	30 Over Game			20 Over Game		
	Start	Finish	Minutes	Start	Finish	Minutes
Game	8:00	11:10	190	8:00	10:10	130
Session 1	8:00	9:30	90	8:00	9:00	60
Break (innings change)			10			10
Session 2	9:40	11:10	90	9:10	10:10	60
Cut-off / Add-on Time		11:10	0		10:30	20
Game (mid-week)				4:30	6:40	130
Session 1				4:30	5:30	60
Break (innings change)						10
Session 2				5:40	6:40	60
Cut-off / Add-on Time					6:40	0

1. Scheduled Times
  1. Subject to interruptions
  2. Laws 12.6, 12.7, 12.8 shall NOT apply.
2. Session Times
  - Duration – time from its commencement
  - Next Session – commences immediately after the previous session concludes.
  - Team batting first – bats during session 1.
  - Team fielding first – bats during session 2.
3. Cut-off / Add-on Time
 

Time is added to the end of each day to the maximum Cut-off time should

  1. Lost ball or injury occurs.
  2. Interruptions and Lost time occur.

### B. Lost Time

1. Objective
  1. Rearrange the time remaining and overs, so both teams have the opportunity of batting for the same duration and number of overs.
  2. All Add-on time available on day to be utilised before any reduction in time and overs occurs.
  3. Cut-off time on day not to be exceeded.
2. Calculation of the lost time, overs per team and Player opportunities
  1. Time & Overs = follow Appendix-Lost Time Guide.
  2. New Session times = remaining game time is divided equally between both teams with new session Cut-off times determined and advised.

3. Player opportunities = Batting (balls faced) and Bowling (overs bowled) is proportionally reduced to revised overs per team. (see Appendix-Table 1 - Player Participation)

### C. Final Series Time

(see Law 16(E)-Final Series Structure & Law 13(F)-Final Series Conditions)

1. Semi-final
  1. Date & Day
    - Scheduled play – weekend 1 on Saturday.
    - Nominated reserve day – weekend 1 on Sunday
  2. Lost Time – overs reduce as per (B)-Lost Time (No Add-on time available).
2. Final
  1. Date & Day
    - Scheduled play – weekend 2 on Saturday
    - Nominated reserve day – weekend 3 played on the Saturday.
  2. Lost Time – overs reduce as per (B)-Lost Time (No Add-on time available).

## Law 13 – Innings

### A. Number of Innings

1. Both teams will each receive 1 innings, limited to a maximum batting time & quota of overs.
  - Maximum batting time = see Law 12-Playing Times table
  - Game length =
    - Draw will highlight over quota
    - May be Level dependent
    - Level 1 – (25 Over game) = 25 overs maximum
    - Level 2 – (30 Over game) = 30 overs maximum
    - (20 Over game) = 20 overs maximum
2. Constitute a game – both teams must each receive 9 overs.

### B. Completed Innings

1. The innings will be deemed as closed (whichever occurs sooner)
  1. is dismissed (classed as All out) based on team number of wickets fallen
    - 7 player team = 6 wickets
    - 8 player team = 7 wickets
    - 9 or more player team = 8 wickets (after any compulsory retiring batter),
  2. at the end of its designated batting session time (not All out) or
  3. after the agreed allotted overs have been bowled (not All out)
2. A completed innings will be deemed a team has received its maximum quota of overs.

### C. The Toss

1. How – the captains shall toss for the choice of innings,
  - on the field of play and in the presence of the umpires.
  - Home captain to toss, Away captain to call
2. When –
  - No later than 15 minutes (or earlier than 30 minutes), before the scheduled or rescheduled game start time.
  - Not until the minimum number of players per team are in attendance.

3. Notification – captain winning the toss must immediately notify the opposing captain and umpires of the decision to bat or bowl. Note the provision of Law 1.3 (Captain).

#### D. Length of Innings

1. Each team will bat for a maximum length of time or quota of overs, unless dismissed earlier.
2. Where the team batting first innings is deemed completed under (B), the team batting second is entitled to bat for its allotted session time and receive its maximum quota of overs.
3. Lost Time
  1. Team batting second shall not bat for a greater time or overs than the team batting first, unless the team batting first innings is completed under (B).
  2. Constitute a Game – an opportunity for the minimum quota of overs to both teams unless the innings is completed under (B).
4. Batting Opportunities – see Law 25-Batsman's Innings
5. Fielding team failure to bowl overs by scheduled session finish time
  1. play ceases after the over in progress and **no further overs are bowled.**

#### E. Bowling & Maximum Overs

1. Bowling Opportunities
  1. All players may bowl. Players that did not bat **must** bowl.
  2. Team  $\leq 9$  players – all players must bowl (including wicket-keeper)
  3. Team  $> 9$  players – all players must bowl (excluding 1 wicket-keeper)
2. Maximum & Minimum overs per bowler (team number dependent)
  - set as per Appendix-Table 1 - Player Participation
  - wicket-keeper (prior or after keeping) – maximum 3 overs
  - Coaches are encouraged to rotate the opportunity for players to bowl the stated maximum overs in a game.
3. Maximum overs per bowler from one end
  - (25 & 30 over game) – 3 overs
  - (20 or less over game) – 2 overs.
4. Lost Time & Team overs are reduced
  1. Overs per bowler – adjusted accordingly as per Appendix-Table 1 - Player Participation.
  2. Overs per bowler from one end – proportionally reduced
  3. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced.

#### F. Final Series Conditions

1. Playing Conditions – as per normal rounds. Divided time applies.
2. Lost Time
  1. Nominated Reserve day – only used should initial Schedule day be a total washout or game started and not constituted (with initial game figures & stats cleared & restarted)
  2. Game Result – overs have been reduced, determined by Law 16 (A)-Determining the Result.
3. Game Result Achieved – once a team records 1 run past the opposition, game will conclude immediately.

### Law 14 – The Follow-On

Law 14 shall not apply. No follow-on in Stage 2 Junior Format.

### Law 15 – Declaration and Forfeiture

Law 15 shall not apply. No declaration in Stage 2 Junior Format.

## Law 16 – The Result

### A. Determining the Result

1. Winning team
  1. scored more runs than the opposition when each team has received the designated number of overs.
  2. Interrupted constituted game – where the team batting second does not receive the designated number of overs – determined via Revised Target Score Calculation
2. Game status & result
  1. 'Abandoned' (no result or Draw) – game commenced, either one or both teams is prevented from receiving its allocated number of overs and a result has not been achieved. (Game not constituted)
  2. 'Cancelled' – game did not commence from an interruption (no delivery bowled, total wash out)
  3. 'Tie' – at the completion of the game; both teams have scored the same number of runs (as per Laws of Cricket).
3. Final Series result
  - Abandoned (N/R), Cancelled, Tie – higher ranked team at that point of final series, declared the winner.

### B. Revised Target Score Calculation

1. Calculation method – Duckworth Lewis system
  - PlayHQ Electronic Scoring Application while live scoring
2. Calculation responsibility – scorers / team officials (both teams) to perform & compare and AGREE on calculation values
  - Overs at start of innings = Game length dependant 30 or 20 (uninterrupted game)
  - Interruptions – include in either session
    - Note: Wicket value at an interruption – always add 2 to current value as the entry figure (e.g. actual 3 wickets lost, entry wicket value = 3+2 = 5), normalising App calculation feature for 9 player fixtures.
  - How? – see Website-How to Guide-Duckworth/Lewis method
3. Target score
  - will always be a whole number & one run less will constitute a Tie.
  - Team officials then advise umpires of target score.
4. Non-agreements – umpires to arbitrate and review data entry.

### C. Entering Results in Cloud System

1. Game results and player statistics
  - must be submitted after the completion of each game (including washouts) by the stipulated time.
  - minimum information required – see Law 3
2. Game team line-up
  - must only contain the players who physically attended and participated.
  - All other players must be removed.
3. Details & timing required – see PC-J0GC-Submission of Cloud System Results



## D. Competition Points

<i>System Result Code</i>	<i>Points</i>	<i>Comment</i>
Win	5	
Lost	1	
Forfeit Win	5	
Forfeit Loss	0	
Tie	3	
Cancelled Abandoned or N/R	2	game not started (or total wash out) game started & abandoned with no result
DLS Outcome	Win value	Result determined by D/L
Bye	0	
Bye (uneven rounds)	X	Association only manual update average points

## E. Final Series Structure

(All Levels)

- Final Ladder position ranking – ordered by Total Ladder Points > Separator = Quotient
1. Game Length
    - Level 1 = 25 Over game format
    - Level 2 = 30 Over game format
  2. Number of Contesting Teams = top 4
  3. Structure Type = 2-Stage Series Type
    - Semi-finals – Teams 1v4, 2v3
    - Final – SF winners

## Law 17 – The Over

Law 17 shall apply subject to;

### A. Operation

1. Overs will be bowled from one end consecutively.
2. Over Ball Limit – 6 balls per over (maximum of 8 balls per over) except when;
  - Dead ball is called – this ball will be re-bowled.
  - Last over in each innings – 6 legal deliveries must be bowled.
3. Over End Change
  1. Bowlers
    - (20 over game) – 10 overs
    - (25 over game) – 12 overs
    - (30 over game) – 15 overs
  2. Batters – end of over; except when the bowlers change end.

### B. Lost Time

1. Should lost time occur and the innings overs are reduced; and where the innings length is
  - greater than 9 overs – bowlers change ends midway through those allotted overs.
  - 9 overs – no bowler change of end occurs

## Law 18 – Scoring Runs

Law 18 shall apply.

## Law 19 – Boundaries

Law 19 shall apply. (also see Appendix-Boundary Setup)

- a) Boundary size – 45 metres (maximum & recommended), 40 metres (minimum).
- b) Boundary measured from the middle of the pitch.

## Law 20 – Dead Ball

Law 20 shall apply.

- a) Dead Ball is called, if the ball deviates from the edge of the wicket-matting, concrete, or a raised turf pitch, with the ball being re-bowled.

## Law 21 – No Ball

Law 21 shall apply subject to; general guides listed below (MCC Law)

- a) No-ball is called, with one penalty run being added to the team score when:
  1. part of the bowler front foot is not behind the popping crease (21.5)
  2. should the bowler break the wicket in delivering ball (21.6)
  3. any ball that bounces more than twice before reaching the batting crease (21.7)
  4. any ball that lands or bounces off the pitch (21.7)
  5. any ball comes to rest in front of striker's wicket (21.8)
  6. any ball after pitching, passes or would have passed over head height of the striker standing upright at the popping crease (21.10)
  7. the ball is above shoulder height of the batter, in an upright standing position, from a short-pitched ball (41.6)
  8. the ball is above waist high of the batter in a standing position for a full toss (41.7)
- b) Re-bowling a No-ball – number is limited (see Law 17-The Over)

Note: additional completed runs

1. Ball hit by bat – batter also gets credited with any completed runs.
2. Ball misses' bat – any completed runs are scored as byes.
3. Ball strikes batter body & misses' bat – any completed runs are scored as leg byes.
4. Team running total – add the penalty plus all additional completed runs

## Law 22 – Wide Ball

Law 22 shall apply subject to;

- a) Calling a wide – any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch, with one penalty run being added to the batting team score.
- b) Re-bowling a Wide – number is limited (see Law 17-The Over)

## Law 23 – Bye and Leg Bye

Law 23 shall apply.

## Law 24 – Fielder's Absence; Substitutes

Law 23 shall not apply.

- a) Only an eligible player may act as a sub fielder (see PC-J0GC-Substitute fielder).

- b) Team short on players – the opposition may lend players to the fielding team by agreement (maximum 9 players on the field).

## Law 25 – Batter’s Innings

Law 25 shall apply subject to;

### A. Player Opportunities

1. Nominated players – all have an opportunity to bat.
2. Batting order – players that did not bowl **must** bat.
3. Retirement limits – assumed that players will be dismissed.
4. Maximise participation – coaches are encouraged to monitor the batting innings, with batting orders rotated each game allowing opportunities to reach the set retirement limits.

### B. General

1. Batters change ends at the end of each over; except when the bowlers change ends.

### C. Batter Retiring (25.4)

1. Batters must compulsorily retire after facing the ball limit (unless dismissed beforehand)
  - set as per Appendix-Table 1 - Player Participation
2. Compulsorily retired batters
  1. Can return to complete their innings in the order of their retirement
  2. However **NO** retired batter can return to the crease until all nominated players have batted (ie player 10, 11, etc or injury related retirement)
3. Batter Ball Count
  - all balls faced including no-balls & wides
  - returning batter is again limited to the same compulsory retirement value based on team players (e.g. 30 balls)

### D. Lost Time with Team Overs Reduced

Player opportunities (balls faced) will be adjusted accordingly as per Appendix-Table 1 - Player Participation.

### E. Protective Equipment – The Batter

Players while batting must wear – helmet with grille fitted, protector, leg guards & batting gloves.

## Law 26 – Practice on the Field

Law 26 shall apply.

## Law 27 – The Wicket-Keeper

Law 27 shall apply subject to;

### A. General

1. Teams have the option to change wicket-keepers after
  - (20 over game) – 10 overs
  - (25 over game) – 12 overs
  - (30 over game) – 15 overs
  - Lost time & overs are reduced – mid innings

## B. Protective Equipment – The Wicket-Keeper

At all times, players while keeping must wear leg guards, protector, keeping gloves & helmet with grille fitted

## Law 28 – The Fielder

Law 28 shall apply subject to;

### A. Number of Fielders

1. On field, play in progress – 9 fielders maximum, however other players may be rotated through the field (Substitutes – see Law 24)
2. Fielding position experience – player fielding rotations can be implemented at the Coach discretion

### B. Safety – Restricted area

1. Safety & encourage singles – at the instant of delivery
  - No fielders within 10 metres of the batter, or each fielder
  - Expectation – wicket-keeper, regulation off-side slips, gully
2. No player may enter this restricted area until the ball:
  1. is hit by the batter, or
  2. strikes the body, or
  3. strikes the equipment of the batter, or
  4. passes through to the wicket-keeper.

## Law 29 to Law 35 – Types of Dismissals

Law 29 to Law 35 shall apply.

- Law 29 – The Wicket Is Down
- Law 30 – Batter Out Of His/Her Ground
- Law 31 – Appeals
- Law 32 – Bowled
- Law 33 – Caught
- Law 34 – Hit The Ball Twice
- Law 35 – Hit Wicket

## Law 36 – Leg Before Wicket

- a) Level 1 – all modes of dismissal count, except a batter CANNOT be dismissed LBW.
- b) Level 2 – all modes of dismissal count, including LBW.

## Law 37 to Law 40 – Types of Dismissals

Law 37 to Law 40 shall apply.

- Law 37 – Obstructing The Field
- Law 38 – Run Out
- Law 39 – Stumped
- Law 40 – Timed Out

## Law 41 – Unfair Play

Law 41 shall apply with the following amendments and interpretations.

Application and use of the Unfair Play rule should follow a common sense approach considering the player skill level and junior development goals. Awarding of penalty runs shall not apply.

### A. Bowling of dangerous and unfair short-pitched deliveries (41.6)

1. Law 41.6.2 – the unfair short-pitched bowling is amended to shoulder height. (Not above head height)
2. Law 41.6.3 – the umpire caution is amended to an advisory position with guidance provided. The first and final warning shall not apply.
3. Laws 41.6.4 & 41.6.5 shall not apply.

### B. Bowling of dangerous and unfair non-pitching deliveries (41.7)

1. Law 41.7.1 – above waist height applies. The umpire caution is amended to an advisory position with guidance provided. The first and final warning shall not apply.
2. Laws 41.7.2, 41.7.3, 41.7.4 shall not apply.

## Law 42 – Players Conduct

Law 42 shall not apply, replaced with;

- a) Teams, players, and officials must adhere to the Associations' 'Codes of Behaviour' as adopted.
- b) Law 42.1 – Unacceptable conduct – all breaches shall be reported and handled in accordance with the Associations' Junior Code of Behaviour document.

## Appendix

**TABLE 1 – PLAYER PARTICIPATION – BATTING & BOWLING PER PLAYER BREAKDOWN**

1. Player Participation Limits
  - set & based on game day factors – Team Overs and Players per Team
  - as team overs reduce & team size increases – level of involvement & participation per player decreases
  - Denote \* = Ideal team player number
  - Team number > 11 – balls faced & overs per player – common sense approach & by agreement
2. Coach Requirement
  - Enforce & follow Table 1 limits
  - Encouraged to maximise & rotate the player opportunities each game

Batting	Bowling
<ul style="list-style-type: none"> <li>▪ All players may bat</li> <li>▪ Players that did not bat must bowl</li> <li>▪ Compulsory retirement after meeting balls faced limit, unless dismissed prior</li> </ul>	<ul style="list-style-type: none"> <li>▪ All players may bowl</li> <li>▪ Players that did not bat must bowl</li> <li>▪ Team &lt;=9 players – all must bowl (inc keeper)</li> <li>▪ Team &gt;9 players – all must bowl (exc 1 keeper)</li> <li>▪ Wicket-keeper                             <ul style="list-style-type: none"> <li>- (prior or after keeping) – maximum 3 overs</li> </ul> </li> </ul>

**Note: Level 1 (25 over game) starting value**

Team Overs	Batting – Players Per Team (Player Balls Faced)					Player Max Overs	Bowling – Players Per Team (Players X Overs)				
	7	8	9 *	10	11		7	8	9 *	10 1x0	11 1x0
30	30	30	30	25	20	5	4x5 1x4 2x3	6x4 2x3	2x5 2x4 2x3 3x2	2x5 2x4 2x3 3x2	4x4 2x3 4x2
29	29	29	29	24	19	5	4x5	6x4	2x5	2x5	4x4
28	28	28	28	23	19	5	4x5	6x4	2x5	2x5	4x4
27	27	27	27	22	18	5	3x5	5x4	2x5	2x5	3x4
26	26	26	26	21	17	5	3x5	5x4	2x5	2x5	3x4
25	25	25	25	20	17	5	2x5	3x4	2x5	2x5	2x4
24	24	24	24	19	16	5	2x5	3x4	1x5	1x5	2x4
23	23	23	23	18	15	5	1x5	3x4	1x5	1x5	2x4
22	22	22	22	17	15	5	1x5	2x4	1x5	1x5	1x4
21	21	21	21	16	14	5	1x5	2x4	1x5	1x5	1x4
20	20	20	20	15	15	4	3x4 2x3 2x1	6x3 2x1	2x4	2x4	4x3 2x2 4x1 1x0
19	19	19	19	14	14	4	2x4 3x3 2x1	5x3 1x2 2x1	2x4	2x4	3x3 3x2 4x1
18	18	18	18	13	13	4	4x3 3x2	4x3 2x2 2x1	2x4	2x4	3x3 2x2 5x1

Team Overs	Batting – Players Per Team (Player Balls Faced)					Player Max Overs	Bowling – Players Per Team (Players X Overs)				
	7	8	9 *	10	11		7	8	9 *	10 1x0	11 1x0
17	17	17	17	12	12	3	4x3 2x2 1x1	3x3 3x2 2x1	3x3	3x3	2x3 3x2 5x1
16	16	16	16	12	12	3	3x3 3x2 1x1	2x3 4x2 2x1	3x3	3x3	1x3 4x2 5x1
15	15	15	15	11	11	3	3x3 2x2 2x1	2x3 3x2 3x1	2x3	2x3	1x3 3x2 6x1
14	14	14	14	10	10	3	7x2	6x2 2x1	1x3 3x2 5x1	1x3	4x3 6x1
13	13	13	13	9	9	3	6x2 1x1	5x2 3x1	1x3 2x2 6x1	1x3	3x2 7x1
12	12	12	12	9	9	2	5x2 2x1	4x2 2x1	3x2 6x1	3x2	2x2 8x1
11	11	11	11	8	8	2	4x2 3x1	3x2 5x1	2x2 7x1	2x2	1x2 9x1
10	10	10	10	7	7	2	3x2 4x1	2x2 6x1	1x2 8x1	1x2	10x1
9	9	9	9	6	6	1	2x2 5x1	1x2 7x1	9x1	9x1 1x0	9x1 2x0

**LOST TIME CALCULATION – OVER REDUCTION GUIDE**

**TABLE 2 – Lost Time in Session 1**

- For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 6.0 minutes lost.
- For time lost DURING INNINGS of the TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 6.0 minutes lost.

**TABLE 3 – Lost Time in Session 2**

- Time lost DURING INNINGS of the TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE 3.0 minutes lost.

**Table 2**

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
6	1	66	11
12	2	72	12
18	3	78	13
24	4	84	14
30	5	90	15
36	6	96	16
42	7	102	17
48	8	108	18
54	9	114	19
60	10	120	20
		126	21

**Table 3**

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
3	1	33	11
6	2	36	12
9	3	39	13
12	4	42	14
15	5	45	15
18	6	48	16
21	7	51	17
24	8	54	18
27	9	57	19
30	10	60	20
		63	21



## BOUNDARY SET UP – BOTH END BOWLING

# BOUNDARY SET UP

## BOTH END BOWLING

  
**FORMAT**  
20 or 30 over

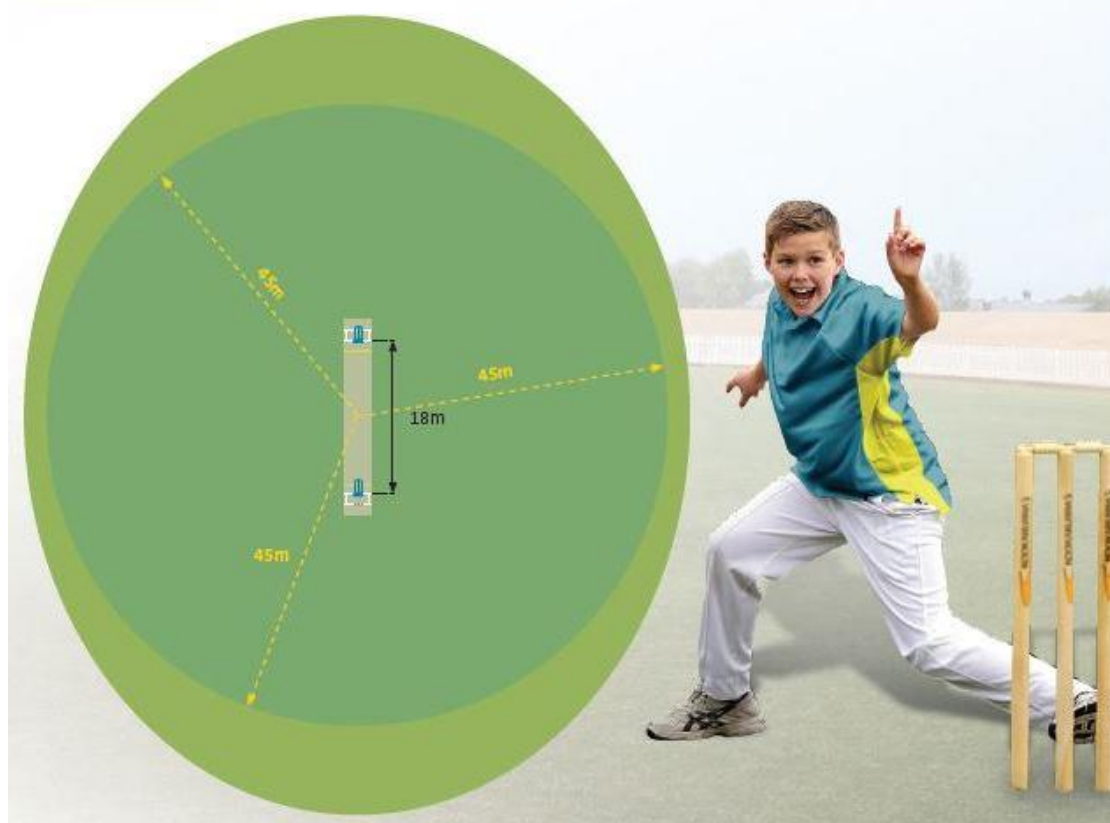
  
**TIME**  
120 or 180 mins

  
**PLAYERS**  
9

**Pitch** 18m

**Boundary** 45m max. – measured from the centre of the pitch.

**Stumps** Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.



1. **Boundary size** – sizes may be modified in part or whole, to compensate for varying ground sizes however recommendations should be adhered to.
2. **Boundary definition** –
  - Marked using plastic PVC cones or domes no more than 20 metres apart
  - Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked
  - All aspects to be agreed to by both coaches and/or captains.
3. **Boundary obstacles** – any obstacles within the boundary must be allotted run scored prior to the start of play and be appropriately sectioned off.

**PITCH SET UP – BOTH END BOWLING**

