



Metropolitan South West District Cricket Inc.

Junior Cricket Rules Cricket Blast to Stage 3

Updated: September 2024

Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for junior cricket in the Metropolitan South West District. The information applies to all junior cricket stages. Additional rules specific to particular junior stages from Cricket Blast to Stage 3 are attached.

- Cricket Blast (indicative age range 5-9)
- Stage 1 (indicative age range 8-11)
- Stage 2 (indicative age range 10-13)
- Stage 3 (indicative age range 12-17)

Queries

- Any queries should be directed to the MSW Secretary at secretary@mswcricket.com

Codes of Behaviour

Players

- Play by the rules.
- The umpire's decision is final – respect all decisions and never argue with an official.
- Control your temper and remain calm – verbal abuse, sledging or deliberately distracting or provoking an opponent is unacceptable.
- Be a good sport – applaud all good plays whether they are your team's or the opposition's.
- Treat all players with respect – regardless of gender, ability, cultural background or religion.
- Work equally hard for yourself and your team.
- Cooperate with your captain, coach, manager, teammates and opponents.
- Have fun at all times – play to enjoy the game, not just to please others.

Coaches

- Remember that young people participate for pleasure – winning is only part of the fun.
- Compliment the performance of all children – never ridicule or yell at a child.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Ensure all young people receive equal attention and playing opportunities.
- Abide by local conditions – encourage children to settle disagreements calmly.
- Ensure that equipment and facilities meet safety standards and are appropriate for the age and ability of all players.
- Control your temper and remain calm at all times – encourage players to do the same.
- On-field coaching is encouraged in stage 1 cricket.
- Limited on-field coaching is permitted in stage 2 cricket.
- On-field or side-line coaching is not permitted in stage 3 cricket.
- Ensure any physical contact with a young person is appropriate and necessary.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Parents and spectators

- Enjoy the game – remember that children participate in sport for their own enjoyment.
- Encourage children to participate – do not force them.
- Focus on the children's efforts and performances rather than whether they win or lose.
- Respect the decisions and actions of all coaches, managers, captains and match officials.
- Encourage children to respect local conditions and settle disagreements calmly.
- Compliment the performance of all children – never ridicule or yell at a child.
- Lead by example and be a positive role model.
- Support efforts to remove verbal and physical abuse from sporting activities.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Administrators

- Involve young people in planning, leadership, evaluation and decision-making.
- Create pathways for young people to participate in sport – not just as players but as a coaches, umpires and administrators.
- Ensure that rules and other processes suit the age, ability and maturity level of young players.
- Provide quality supervision and instruction for junior players.
- Remember that young people participate for pleasure – don't over-emphasise awards.
- Encourage fair play – not winning at all costs.
- Help develop coaches and officials and help improve standards of coaching and officiating.
- Encourage spectators, officials, parents, coaches, players and the media to follow codes of behaviour.
- Ensure your behaviour and comments are positive and supportive.
- Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Association rules

Membership and registration

- Clubs must be affiliated members of MSW Cricket prior to 31 October each season.
- Players must be registered by their clubs with MSW Cricket.
- The Executive Committee of each club must hold registration certificates of all players in the club.
- To be eligible for MSW representative cricket teams, a player must be registered at a member club and play cricket matches for that MSW club during the season.

Age of players

- For MSW representative cricket, a player's age must sit within the relevant age group on 31 August of the year the season commences.
- Age guidelines for stage cricket are indicative only. Stage cricket is based on player development and skill level.

Clothing and equipment

- All players must wear their club's uniform.
- For red ball cricket, shirts, long trousers and shorts must be mainly white; any coloured apparel must be approved by the MSW management committee.
- For white/pink ball cricket, it is permissible, but not compulsory, to wear coloured clothing, consistent with the club's uniform and at the option of the club (white clothing is acceptable).
- MSW's approved ball supplier is Keith Dudgeon Cricket Specialists.
- Shoes must be 'sports' type, and some turf pitches require spiked shoes.
- Club caps or sun hats are mandatory when fielding (optional during night games).
- Applying plenty of sunscreen on exposed skin is recommended.
- It is mandatory that helmets in stage 2 and 3 are British Standard – BS7928:2013.
- It is the responsibility of the coach/umpire to ensure that helmets are worn when mandated. It is the responsibility of the player, parent or other guardian supplying the helmet, that it is British Standard.

Umpires

- Each team shall provide an official umpire and scorer.
- The umpire may be a parent with suitable knowledge of the rules and etiquette of the game – a parent is not permitted to officiate while their child is batting or bowling.
- Only one umpire from each team should officiate at any given time (except in extenuating circumstances and with the agreement of the opposing team).
- Stage 3 - the umpire from the batting team umpires from the bowler's end, and the bowler's team umpire stands at square leg. The only exception is if there is no suitably qualified umpire available, and both teams agree.
- Umpiring must be objective, unbiased and consistent between innings, particularly with respect to wide and no-balls.
- Electronic communication between the umpire and scorers or teams is prohibited.

Grounds

- A Game Day Checklist must be completed and signed by representatives of each team prior to play and held by each club for at least seven years – a copy can be downloaded from MSW at www.mswwicket.com.au or is available as a mobile app.
- The safety of players is paramount – safety first, play second.
- Under no circumstances should a game be started if it is raining or showering.
- Play should only be suspended if conditions (eg. lightning, rain) make play dangerous.
- If conditions do not improve after 40 minutes, play shall be suspended for the day and a draw recorded – no time shall be added for lost playing time.
- A decision on the fitness of the ground for play (or use of an alternative ground) must be made by representatives from each team (preferably the coaches) and/or official umpires, in consultation with the club groundsman if applicable.
- If team representatives disagree about ground fitness or conditions, there will be no play and the game recorded as a draw.
- Changes to location and timing of scheduled matches must be approved by the MSW Management Committee.

Play

- Short-pitched deliveries:
 - Stage 1, Stage 2 Flag – slow/fast bowling, reaching the batter above shoulder height, when standing in a normal batting stance, shall be called a no ball.
 - Stage 2 Medallion, Shield and Plate – 1 short-pitched delivery (bouncer) is permitted to be bowled to each batter each over. Subsequent short-pitched deliveries will be called a no ball.
 - Cup - 2 short-pitched deliveries (bouncers) are permitted to be bowled to each batter each over. Subsequent short-pitched deliveries will be called a no ball.
- Any full-pitched delivery reaching the batter above waist height, when the batter is standing in an upright stance within the crease, shall be called no ball.
- A full-pitched delivery reaching the batter above waist height, and deemed dangerous by an umpire, will result in a 1st and final warning for the bowler. A 2nd infringement by the same bowler during the same innings will result in that bowler being immediately withdrawn from bowling for the remainder of that innings.
- Batting retirements are permitted immediately after the relevant retirement criteria has been met. In stage 2 and 3, at the discretion of the batter and/or batting team coach, retirements can be delayed until the end of the over, but no later.
- Batting retirements refer to a batter's first bat. If a batter returns to bat after all other batters have batted, no further retirement restrictions are enforced.
- If a ball landing on or off a synthetic pitch behaves erratically in the opinion of the umpire (e.g. by hitting the edge of the pitch or a clump of grass), the umpire should declare the ball 'dead' and no additional runs are to be taken. However, if a ball hits the edge of the pitch and moves further wide, it is to be called wide.
- Batters are not permitted to changing stance from right-handed to left-handed (or vice versa) during the bowler's run-up.
- A dismissal by 'Mankad' is prohibited. Where the batter at the non-striker's end is leading off excessively the umpire should remind the batter of their obligations.

- Teams playing 2-day, 2-innings cricket may declare their 1st and/or 2nd innings closed. If declarations are deemed to have been made to manufacture an artificial outright result, the Management Committee reserves the right to deduct points from teams.
- Games in stage 3 where conditions have not allowed any play on day 1 of a 2-day game will be played as a 1 day game on the 2nd scheduled day of play.
 - ½ day games - 30 over game using “Stage 3 - 30 Over Rules”
 - Full day games – 40 over game using “Stage 3 – 40 Over Rules”
- Teams playing 2-day formats may substitute players between day 1 and day 2. These players must be nominated before the toss at the start of the game on day 1.
- When wickets remain in an innings, games should continue until the end of the allocated game time, even if the game result has been concluded. ie. the team batting second in a 1-day game will continue to bat even if they pass the score of the first team. Scores should continue to be entered in PlayCricket (if used).
- MSW Management Committee approval is required for a player moving 2 or more divisions in any given season. Breaches are to be penalised with the opposition awarded win points on forfeit.
- Detailed rules specific to different junior stages and types of cricket (e.g. T20) are attached – otherwise the normal rules of cricket apply as administered by the MCC.

Results

- Each team must keep an accurate scorebook. Electronic scoring is permitted. A second format (eg. paper copy, nxCricket) is recommended as a backup.
- At the end of the match, teams must agree on scores and the result.
- In the situation of time lost in a match, a result can be achieved if both sides have had the opportunity to face half the allotted overs for the game. If teams face an unequal number of overs (both receiving equal to or greater than half), then the result shall be determined based on the score at the end of the last full over received by the team receiving the lesser overs.
- Both teams must enter the match result and individual scores into PlayCricket no later than midnight on the Wednesday after the game. Failure to enter or confirm match results may incur a points penalty but only after notice in writing is given to the club involved and the results not entered within 7 days.
- No individual player PlayCricket statistics are to be entered for stage 2/3 T20 cricket.
- For Stage 2 and 3, a ladder is maintained in PlayCricket with points awarded:
 - 6 – win on 1st innings
 - 10 - outright win after leading on 1st innings
 - 6 – lose 1st innings, win outright
 - 4 – win 1st innings, lose outright
 - 3 - draw, tie, washout or abandoned game
 - 6 - bye
 - 0 - loss
- No bonus points are awarded.
- Where weather has impacted on a round of fixtures within a division, the round shall be declared entirely abandoned if 2 or more matches are abandoned. All teams, including any “bye” teams, will be awarded competition points for a draw.
- In competitions that have a final/s, final’s qualification will be determined initially by competition points. In the event of points being equal, net run rate will be used.
- Stage 1 cricket: PlayCricket used offline can be helpful for match management (eg. overs bowled, balls faced). Live scoring using PlayCricket is not permitted in Stage 1 matches, even if there is no intent to upload scores after the game.

Bad Weather

- Generally, when weather prevents play, every 6 minutes of lost time is considered to be 2 lost overs to the game. Unless by agreement between the coaches, abandoning play should be delayed as long as possible. (see “Grounds” above)

Breaks within matches

- An innings break of 10mins is allowed.
- Drinks breaks should be limited to 3 minutes and taken at approximately halfway through the innings of 20,30 and 40 over games. Games of 55 and 70 overs are to have 5-minute drinks breaks as specified in the relevant rules. Provision should be made for more frequent drinks breaks if weather conditions necessitate.

Forfeits

- A win by forfeit may be claimed if a team is unable to commence play within 15 minutes after the scheduled starting time. Maximum competition points for that game are awarded to the winning team.
- A waiting coach/manager may agree to time adjustments so that a game is played.
- Before claiming a forfeit, every attempt should be made to achieve a start of play.

Time and adjustments for slow over rates

- To maximise player participation, matches should be played for the full duration, e.g. a team batting second that passes the opposition’s score should bat out the full number of overs.
- If a team bowling first fails to complete the required number of overs by the end of the allotted time, then the number of overs in their batting innings will be restricted to the number they bowled.
- If a team bowling second fails to bowl the required number of overs in the allotted time, 6 penalty runs/over not bowled will be applied to the batting team’s total.

Compliance and disputes

- The rules in this document may not be varied by participants on or before game days without the approval of a member of the MSW management committee.
- Umpires, coaches and managers should intervene if MSW’s codes of behaviour are breached – for example, in instances of bad behaviour by spectators or offensive comments by players.
- If the matter cannot be settled between the clubs involved, a detailed written report must be submitted to the Secretary of MSW Cricket (secretary@mswcricket.com).
- The MSW management committee will investigate and make a determination.
- The MSW management committee reserves the right to suspend any player, official, other participant or other party from future matches.
- Appeals must be submitted in writing to the MSW Secretary no later than seven days after the MSW management committee decision has been handed down.

Girl's cricket

Gender

- All players must be female.
- If a team is short of players, it is much preferred that batting teams loan players to the fielding team to make up the full complement of fielders.

Age

- Player age is flexible for all stages.
- Players 18+ years old can play Stage 3, but must not be sufficiently skilled to regularly be selected for women's grade cricket.

Clothing

- Team clothing in club colours (or at least a coloured shirt) is highly recommended. Otherwise, players must wear cricket whites and club caps or white cricket hats.

Stage 1 Intermediate and Super 7's - 20 Over Rules

SUMMARY	Playing the game	OVERS	<ul style="list-style-type: none"> • 20 overs per team (120 balls)
PURPOSE	Community club and school	TEAM	<ul style="list-style-type: none"> • 7 players per team • 5 players per team is the minimum required to play the game. • 9 players per team is the recommended maximum to be allocated to a team (maximum 7 players on field at any given time).
DESCRIPTION	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. Teams may use PlayCricket scoring to help manage the game e.g. count balls faced, but must not upload individual scores or match result.		
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 	INNINGS	<ul style="list-style-type: none"> • 1 innings of 20 overs per team
GAME TYPE	<ul style="list-style-type: none"> • T20 (20 over game) 	BATTING	<ul style="list-style-type: none"> • All balls (regardless of whether wides/no balls) will be included in the batter's ball count • Batters to swap ends following a dismissal. If there is a run out, the not out batter is required to face the next delivery • As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> - 5 player team – batters retire at 24 balls - 6 player team – batters retire at 20 balls - 7 player team – batters retire at 17 balls - 8 player team – batters retire at 15 balls - 9 player team – batters retire at 13 balls • If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. $17 \times 7 = 119$) • Batters are to retire as soon as they face their allotted balls, not at the end of the over
BALL	<ul style="list-style-type: none"> • Soft Stitch Cricket ball 105g 		
TIME	<ul style="list-style-type: none"> • 120 mins (2 hours) • Cut off time to apply for first innings, at half the allotted time less 5 minutes 		
EQUIPMENT	<ul style="list-style-type: none"> • Protector • Other protective equipment including gloves, pads and helmets are optional • Additional safety equipment can be worn based on match conditions and/or personal preference. • 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. • Modified ball (as per specifications above). • Measuring tape or string to measure pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease. 		
BOUNDARY	<ul style="list-style-type: none"> • Boundary is to be measured from the batter's end stumps • 30m – Super 7's • 35m - Intermediate 	BOWLING	<ul style="list-style-type: none"> • 6 balls per over (maximum) • All players are to bowl (wicket-keepers are to bowl at least one over each) • Maximum overs bowled by a player is 4 overs • Bowlers are to bowl from the one end for the entire game
		FIELDING	<ul style="list-style-type: none"> • Rotation of fielders is required to ensure all players experience all positions • No fielders within 10 metres of batter or each other (except wicket-keeper), to encourage singles and safety • Each team is required to use two (2) wicket keepers (10 overs each) • If more than 7 players are present at a match, they should rotate onto the field each over.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Outfield or hard wicket surface • Measured stump to stump • 14m length – Super 7's • 16m length – Intermediate 	DISMISSALS	<ul style="list-style-type: none"> • Unlimited dismissals (each player will face the nominated number of balls each) For each dismissal, 4 runs per wicket will be added to the opposition (bowling team's) batting total at the end of the innings • The following dismissals apply in this format: Bowled, Caught, Caught and Bowled, Run Out, Stumped, Hit Wicket.

Stage 1 Advanced - 20 Over Rules

SUMMARY	Playing the game	OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
PURPOSE	Community club and school	TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play the game. 9 players per team is the recommended maximum to be allocated to a team (maximum 7 players on field at any given time).
DESCRIPTION	<p>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. Teams may use PlayCricket scoring to help manage the game e.g. count balls faced, but must not upload individual scores or match result.</p>		
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 	BATTING	<ul style="list-style-type: none"> All balls (regardless of whether extras eg. wides/no balls) will be included in the batter's ball count. Batter to swap ends following a dismissal. If there is a run out, the not out batter is required to face the next delivery As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 5 player team – batters retire at 24 balls 6 player team – batters retire at 20 balls 7 player team – batters retire at 17 balls 8 player team – batters retire at 15 balls 9 player team – batters retire at 13 balls If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. $17 \times 7 = 119$) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game) 		
BALL	<ul style="list-style-type: none"> Soft Stitch Cricket ball 125-130g 		
TIME	<ul style="list-style-type: none"> 120 mins (2 hours) Cut off time to apply for first innings, at half the allotted time less 5 minutes 		
EQUIPMENT	<ul style="list-style-type: none"> Protector Pads Gloves Helmets are recommended while batting and wicket-keeping Additional safety equipment can be worn based on match conditions and/or personal preference 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Modified ball (as per specifications above). Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease. 		
BOUNDARY	<ul style="list-style-type: none"> Boundary is to be measured from the batter's end stumps 40m 	FIELDING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (wicket-keepers are to bowl at least one over each) Maximum overs bowled by a player is 4 overs Bowlers are to bowl from the one end for the entire game with option to change at halfway through the innings Teams are to face an equal number of overs from each end
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface Measured stump to stump 16m 	DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each) For each dismissal, 4 runs per wicket will be added to the opposition (bowling team's) batting total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught and Bowled, Run Out, Stumped, Hit Wicket.

Stage 1 Girls – 20 Over Rules (T20)

SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	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. Teams may use PlayCricket scoring to help manage the game e.g. count balls faced, but must not upload individual scores or match result.
PLAYERS	This competition is intended for younger beginning cricketers with 1-2 years of cricket experience and aged up to about 11 years.
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> Soft Stitch Cricket ball 105g white (KD Rapid)
TIME	<ul style="list-style-type: none"> 120 mins (2 hours) Cut off time to apply for first innings, at half the allotted time less 5 minutes.
EQUIPMENT	<ul style="list-style-type: none"> Helmets are recommended while batting and wicket-keeping Pads (optional for Super 7s) Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 4 (<1.8lb or <800gm) is recommended Modified ball (as per specifications above). Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 30m but 35m for intermediate and 40m advanced Boundary is to be measured from the batter's end stumps.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface. 16m length – measured stump to stump.
OVERS	MSW Laurel: 20 overs per team (120 balls) MSW Ribbon: 15 overs per team (90 balls)
TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play the game. 9 players per team is the recommended maximum to be allocated to a team (maximum 7 players on field at any given time).

BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery. As there is allowances for varying team size, the following retirement rules apply (numbers in brackets are form SW Ribbon): <ul style="list-style-type: none"> 5 player team – batters retire at 24 (18) balls 6 player team – batters retire at 20 (15) balls 7 player team – batters retire at 17 (12) balls 8 player team – batters retire at 15 (11) balls 9 player team – batters retire at 13 (9) balls 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) Batters are to retire as soon as they face their allotted balls, not at the end of the over. MSW Ribbon: If two wides have been bowled in succession, the ball shall be placed on a batting tee on either side of the wicket and the batter may play a shot off the tee. The "tee" ball shall be deemed to be the second of the two wide deliveries. The "wide" ball count shall reset to zero after a tee shot is taken.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each wicket-keeper is to bowl at least one over each) Maximum overs bowled by a player is 4 overs Bowlers are to bowl from the one end for the entire game with option to change at halfway through the innings for advanced
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions No fielders within 15 metres of batter or each other (except wicket-keeper) to encourage singles and safety Each team may use up to two (2) wicket keepers (10 overs each) If more than 7 players (or 6 for MSW Ribbon) are present at a match, they should rotate onto the field each over.
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each). For each dismissal, 4 runs per wicket will be added to the opposition (bowling team's) batting total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught and Bowled, Run Out, Stumped, Hit Wicket.
COMPETITION Vs PARTICIPATION	<ul style="list-style-type: none"> This grade is primarily participatory in nature with an element of competition. It is recognized that there is a need to balance this against the often significant variation in skill and experience between girls playing in this grade. Games are to be played to win fairly and within the rules. Equal batting and bowling participation of players in the game is required. Captains, coaches and players must also be mindful of the need to ensure that less skilled players are able to enjoy the game and participate. It is recommended that in the course of a game, players opposed in batting and bowling be somewhat matched in level of skill and/or their "level" of play.

Stage 2 – 20 Over Rules

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 2 nd or 3 rd 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 1/2-hour window. No PlayCricket statistics are retained.		
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 		
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game) 		
BALL	<ul style="list-style-type: none"> 142g leather Pink ball preferred – both teams must play with the same colour ball 		
TIME	<ul style="list-style-type: none"> 150 mins (2 ½ hours) Cut off time to apply for first innings, at half the allotted time less 5 minutes 		
EQUIPMENT	<ul style="list-style-type: none"> Protector Pads Gloves Helmets must be worn at all times while batting, and wicket-keeping up to the stumps Additional safety equipment can be worn based on match conditions and/or personal preference Coloured clothes are permitted 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required Measuring tape or string to measure pitch length, boundary and inner circle Boundary markers and inner circle discs Chalk, tape or paint to mark crease. 		
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch 		
INNER CIRCLE	<ul style="list-style-type: none"> 20m Ends of circle to be measured from the middle stump Sides of circle to be a straight line parallel to the pitch 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket 18m length – measured stump to stump For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m) 		
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls) 		
		TEAM	<ul style="list-style-type: none"> 9 players per team Minimum 7 players to commence the game 11 players per team recommended maximum are to be allocated to a team (maximum 9 players on field at any given time) To be eligible for a finals match, players must have played in a minimum of 2 round games
		INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
		BATTING	<ul style="list-style-type: none"> Batting team can retire a batter at not less than 10 balls and a batter may face a maximum of 20 deliveries Only legal deliveries + no balls (ie: excluding wides) will be included in the batter's ball count. If retirement limit employed, any retired batters may return to the crease once all others have batted, in the order they retired If the team has more than 9 players all players may bat but the innings is deemed closed after 8 wickets have fallen or the batting team has completed their allotted overs No 'Last Man Standing' rules Players that did not bowl or keep must bat Players must bat at least once for every 2 games that they play, including finals
		BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) A minimum of 7 players must bowl Maximum of 3 overs per bowler Players that did not bat must bowl or keep All no balls are followed by a "free hit" Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball Wides - some allowance is given to bowlers on both the off and leg side. Coaches/umpires are encouraged to discuss wide interpretations prior to the commencement of play Teams have the discretion to agree to allow 5 or 10 overs to be bowled from one end at a time Teams are to face an equal number of overs from each end
		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 of the bat (except regulation off-side slips, gully and wicketkeeper) Fielding restrictions (at time of bowling delivery) – number of fielders outside inner circle <ul style="list-style-type: none"> Overs 1-5: maximum 2 fielders Overs 6-20: maximum 4 fielders Umpires are encouraged to warn teams/captains of breaches of fielding restrictions prior to being calling a no ball If more than 9 players are present at a match, they should rotate onto the field
		DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count A warning is required before being given out LBW. LBWs (warning and out) must be 'plumb' Umpires should be rotated in a "traditional" format so that both team's umpires share bowling and square leg

Stage 2 - 30 Over Rules

SUMMARY	Playing and competing	INNINGS	<ul style="list-style-type: none"> 1 innings of 30 overs (maximum) per team
PURPOSE	Community club and school	BATTING	<ul style="list-style-type: none"> All batters retire at minimum 15 balls and maximum 40 balls faced (with the assumption that some players will be dismissed) Batters must retire if 50 runs are achieved (irrespective of balls faced) Any retired batters can return when all others have batted, in the order they retired Only legal deliveries + no balls (ie: excluding wides) will be included in the batter's ball count. If a team has more than 9 players, all players may bat but the innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs If the batting team has no remaining not out batters and less than 8 wickets have fallen, "out" batters may return for a second innings in the order of the lowest score. The usual retirement rules apply. No 'Last Man Standing' rules
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.		
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 		
GAME TYPE	<ul style="list-style-type: none"> 30 over (maximum) game 		
BALL	<ul style="list-style-type: none"> 142g leather 		
TIME	<ul style="list-style-type: none"> 180-220 min (3-3$\frac{2}{3}$ hours) Cut off time to apply for first innings, at half the allotted time less 5 minutes. 	BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) Maximum of 5 overs per bowler Fast and medium pace bowlers cannot bowl more than 4 consecutive overs Rest periods between spells for fast and medium bowlers – to be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell If the team has more than 9 players, all players can bowl Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season Bowlers change ends at 15 overs, however if agreed by the team coaches, bowlers can bowl from one end for the entire game Teams are to face an equal number of overs from each end All no balls are followed by a "free hit" Bounces and no ball rule <ul style="list-style-type: none"> Medallion - Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball Flag - Any ball that bounces 3 or more times before reaching the popping (batting) crease shall be called a no ball
EQUIPMENT	<ul style="list-style-type: none"> Protector Pads Gloves Helmets <u>must be worn at all times</u> while batting, and wicket-keeping up to the stumps Additional safety equipment is able to be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease 		
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket 18m length For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m) 		
OVERS	<ul style="list-style-type: none"> 30 overs maximum per team (180 balls) 		
TEAM	<ul style="list-style-type: none"> 9 players per team 11 players per team recommended maximum, with 9 players on field at any time 7 players per team minimum are required to play the game 	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 of the bat (except regulation off-side slips, gully and wicketkeeper) Teams have the option to change wicket-keepers after 15 overs
		DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count A warning is required before being given out LBW. LBW's, both warning and out, must be "plumb" Umpiring should be rotated in a "traditional" format so that both team's umpires share bowling and square leg umpiring

Stage 2 Girls – 20 Over Rules (T20)

SUMMARY	Playing and competing	BATTING <ul style="list-style-type: none"> All batters retire at 20 legal balls faced (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. Only legal deliveries (ie: excluding wides and no-balls) will be included in the batter's ball count. If the team has more than 9 players all players can bat, however the innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs. If the team has more than 9 players, any players that did not bowl must bowl. If the batting team has no remaining not out batters and less than 8 wickets have fallen, "out" batters may return for a second innings in the order of the lowest score. The usual retirement rules apply.
PURPOSE	Community club and school	
DESCRIPTION	A format that looks to further develop the cricket skills of kids who have played at least 2 or 3 years of junior cricket. The emphasis here is on the active participation basis of Stage 2 cricket balanced with elements of the competitive nature of Stage 3 cricket, where all players generally get to bat, bowl and field	
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 	
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game) 	
BALL	<ul style="list-style-type: none"> 142g pink hard leather 2-piece ball KD Knight 142g or Kookaburra Jaffa 142g or equivalent. 	
TIME	<ul style="list-style-type: none"> 150 mins (2.5 hours) Cut off time to apply for first innings, at half the allotted time less 5 minutes. Six penalty runs shall be added to the score of the batting team for each over that the bowling team does not complete within the allocated time. Stoppages in play (usually due to rain delay) shall reduce the number of allocated overs by one over per 3.5 minutes of time lost. 	
EQUIPMENT	<ul style="list-style-type: none"> Helmets must be worn at all times while batting and wicket-keeping Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 1 or 2 sets of portable stumps recommended (with base and bails) Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease 	
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is 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"> Turf (preferable) or synthetic wicket. 18m length—measured stump to stump. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m). 	
OVERS	<ul style="list-style-type: none"> 20 overs per team 	
TEAM	<ul style="list-style-type: none"> 9 players per team 6 players per team is the minimum recommended to play the game 11 players per team recommended maximum are to be allocated to a team (maximum 9 players on field at any given time) Batting team will provide fielders at the fielding team's request when the fielding team has fewer than 9 players 	
		BOWLING <ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). Maximum of 4 overs per bowler. Teams are encouraged to complete the full 20 overs of each innings, even if 8 wickets have fallen. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs. A minimum of 5 players must bowl. Teams have the discretion to agree to allow 5 or 10 overs to be bowled from one end at a time, or to change ends each over. Any ball that bounces 2 or more times before reaching the batter shall be called a no ball. If a no-ball is bowled, a "free hit" is awarded to the batting side for the next delivery. A free hit is not awarded if the no-ball occurs on the last delivery of an over.
		FIELDING <ul style="list-style-type: none"> No fielders within 10 meters of the bat (except regulation off-side slips, gully and wicket-keeper) If more than 9 players are present at a match, they should regularly rotate onto the field. Teams have the option to change wicket-keepers after 10 overs.
		DISMISSALS <ul style="list-style-type: none"> All modes of dismissal count A warning is required before being given out LBW. LBWs, both warning and out, must be plumb and satisfy all of the requirements for this dismissal mode Umpires swap at the bowling end at the end of each over
		COMPETITION VS PARTICIPATION <ul style="list-style-type: none"> This grade is competitive in nature, however it is recognized that there is a need to balance this against the often significant variation in skill and experience between girls playing in this grade. Games are to be played to win fairly and within the rules. Equal participation of players is not required, but participation of all players in each of the primary disciplines of the game is strongly encouraged. Captains, coaches and players must also be mindful of the need to ensure that less skilled players are able to enjoy the game and participate. It is recommended that in the course of a game, players opposed in batting and bowling be somewhat matched in level of skill and/or their "level" of play.

Stage 3 – 20 Over Rules (T20)

SUMMARY	Playing and competing	TEAM	<ul style="list-style-type: none"> • 11 players per team • minimum 7 players to commence game • Teams are permitted to play with more than 11 players, but a maximum of 11 players are allowed on the field at any time • To be eligible for a finals match, players must have played in a minimum of 2 round games
PURPOSE	Community club	INNINGS	<ul style="list-style-type: none"> • 1 innings of 20 overs per team
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. No PlayCricket statistics are retained.	BATTING	<ul style="list-style-type: none"> • Batting team can retire a batter at not less than 10 balls, and a maximum of 20 deliveries • Only legal deliveries + no balls (ie: excluding wides) will be included in the batter's ball count. • If retirement limit employed, any retired batters may return to the crease once all others have batted, in the order they retired • If a team has more than 11 players, all players may bat but the innings is deemed close after 10 wickets have fallen or the batting team has completed their allocated overs • No 'Last Man Standing' rules • Players that did not bowl or keep must bat • Players must bat at least once for every 2 games that they play, including finals
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 	BOWLING	<ul style="list-style-type: none"> • 6 balls per over (all wides and no-balls are to be re-bowled) • A minimum of 7 players must bowl • There is a maximum of 3 overs per bowler • Players that did not bat must bowl or keep • All no balls are followed by a "free hit" • Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball • Wides – Shield: some allowance is given to bowlers on both the off and leg side. Coaches/umpires are encouraged to discuss wide interpretations prior to the commencement of play • Wides – Plate: all deliveries down leg side are to be called wides. A wide marker 90cm to the off side of middle stump indicates the off-side wide position • Teams have the discretion to agree to allow 5 or 10 overs to be bowled from one end at a time • Teams are to face an equal number of overs from each end
GAME TYPE	<ul style="list-style-type: none"> • T20 (20 over game) 	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 offside slips, gully and wicket-keeper) • Fielding restrictions (at time of bowling delivery) – number of fielders outside inner circle <ul style="list-style-type: none"> • Overs 1-5: maximum 2 fielders • Overs 6-20: maximum 5 fielders • Umpires are encouraged to warn teams/captains of breaches of fielding restrictions prior to being calling a no ball
BALL	<ul style="list-style-type: none"> • 156g leather 4-piece (male) • 142g leather (female) • Pink ball preferred – both teams must play with the same colour ball 	DISMISSALS	<ul style="list-style-type: none"> • All modes of dismissal count • LBWs must be 'plumb' • Batting team's umpire should stand at the bowler's end
TIME	<ul style="list-style-type: none"> • 150mins (2 ½ hours) • Cut off time to apply for first innings, at half the allotted time less 5 minutes 		
EQUIPMENT	<ul style="list-style-type: none"> • Protector • Pads • Gloves • Helmets <u>must be worn at all times</u> while batting, and wicket-keeping up to the stumps • Additional safety equipment can be worn based on match conditions and/or personal preference • Coloured clothes are permitted • 2 sets of stumps with bails • Measuring tape or string to measure boundary and inner circle • Boundary markers and inner circle discs 		
BOUNDARY	<ul style="list-style-type: none"> • 50m Shield • 60m Plate • Boundary to be measured from the centre of the pitch • Boundary of oval may be used if already marked 		
INNER CIRCLE	<ul style="list-style-type: none"> • 25m • Ends of circle to be measured from the middle stump • Sides of circle to be a straight line parallel to the pitch • Inner circle of oval may be used if already marked 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard Wicket or Turf Wicket • 20.1m (standard pitch length) 		
OVERS	<ul style="list-style-type: none"> • 20 overs per team (120 balls) 		

Stage 3 - 30 Over Rules

SUMMARY	Playing and competing	TEAM	<ul style="list-style-type: none"> • 11 players per team • minimum 7 players to commence game • Teams are permitted to play with more than 11 players, but a maximum of 11 players are allowed on the field at any time
PURPOSE	Community club	INNINGS	<ul style="list-style-type: none"> • 1 innings of 30 overs
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	BATTING	<ul style="list-style-type: none"> • Batting team can retire a batter at not less than 15 balls and a batter may face a maximum of <ul style="list-style-type: none"> - Plate divisions – 50 deliveries - Shield divisions – 40 deliveries • Batters must retire if 50 runs are achieved (irrespective of balls faced) • Only legal deliveries + no balls (ie: excluding wides) will be included in the batter's ball count. • If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired • If a team has more than 11 players, all players may bat but the innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allotted overs • No 'Last Man Standing' rules
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 	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 6 overs per bowler • Fast and medium pace bowlers cannot bowl more than 4 consecutive overs • Rest periods between spells for fast and medium bowlers – to be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell • Bowlers may change end after each over • All no balls are followed by a "free hit" • Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball • Teams have the discretion to agree to allow 5 or 10 overs to be bowled from one end at a time • Teams are to face an equal number of overs from each end
GAME TYPE	<ul style="list-style-type: none"> • One Day game 	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 offside slips, gully and wicket keeper)
BALL	<ul style="list-style-type: none"> • 142g leather – female, Shield Development and Shield Introduction • 156g 4-piece leather – Shield, Plate, Plate Development, Plate Introduction, Cup and Cup Development 	DISMISSALS	<ul style="list-style-type: none"> • All modes of dismissal count • LBWs must be 'plumb' • Batting team's umpire should stand at the bowler's end
TIME	<ul style="list-style-type: none"> • 180-220 min (3-3 $\frac{2}{3}$ hours) • Cut off time to apply for first innings, at half the allotted time less 5 minutes 		
EQUIPMENT	<ul style="list-style-type: none"> • Protector • Pads • Gloves • Helmets <u>must be worn at all times</u> while batting, and wicket-keeping up to the stumps • Additional safety equipment can be worn based on match conditions and/or personal preference • 2 sets of stumps with bails • Measuring tape or string to measure boundary • Boundary markers 		
BOUNDARY	<ul style="list-style-type: none"> • 50m Shield and Girl's • 60m Plate and Cup • Boundary to be measured from the centre of the pitch. • Boundary of oval may be used if already marked 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf wicket • 20.1m (standard pitch length) 		
OVERS	<ul style="list-style-type: none"> • 30 over game 		

Stage 3 - 40 Over Rules

SUMMARY	Playing and competing	TEAM	<ul style="list-style-type: none"> • 11 players per team • minimum 7 players to commence game • Teams are permitted to play with more than 11 players, but a maximum of 11 players are allowed on the field at any time
PURPOSE	Community club	INNINGS	<ul style="list-style-type: none"> • 1 innings of 40 overs
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	BATTING	<ul style="list-style-type: none"> • Batting team can retire a batter at not less than 15 balls and a batter may face a maximum of 75 balls • Batters must retire if 50 runs are achieved (irrespective of balls faced) • Only legal deliveries + no balls (ie: excluding wides) will be included in the batter's ball count. • If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired • If a team has more than 11 players, all players may bat but the innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allotted overs • No 'Last Man Standing' rules
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 	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 8 overs per bowler • Fast and medium pace bowlers cannot bowl more than 5 consecutive overs • Rest periods between spells for fast and medium bowlers – to be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell • Bowlers change end after each over • All no balls are followed by a "free hit" • Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball • Teams have the discretion to agree to allow 5 or 10 overs to be bowled from one end at a time • Teams are to face an equal number of overs from each end
GAME TYPE	<ul style="list-style-type: none"> • One Day game 	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 offside slips, gully and wicket keeper)
BALL	<ul style="list-style-type: none"> • 156g 4-piece leather 	DISMISSALS	<ul style="list-style-type: none"> • All modes of dismissal count • LBWs must be 'plumb' • Batting team's umpire should stand at the bowler's end
TIME	<ul style="list-style-type: none"> • 300 mins • Cut off time to apply for first innings, at half the allotted time less 5 minutes 		
EQUIPMENT	<ul style="list-style-type: none"> • Protector • Pads • Gloves • Helmets <u>must be worn at all times</u> while batting, and wicket-keeping up to the stumps • Additional safety equipment can be worn based on match conditions and/or personal preference • 2 sets of stumps with bails • Measuring tape or string to measure boundary • Boundary markers 		
BOUNDARY	<ul style="list-style-type: none"> • 50m Shield • 60m Plate • Boundary to be measured from the centre of the pitch. • Boundary of oval may be used if already marked 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf wicket • 20.1m (standard pitch length) 		
OVERS	<ul style="list-style-type: none"> • 40 over game 		

Stage 3 Girls – 20 Over Rules (T20)

SUMMARY	Playing and competing	<p>TEAM</p> <ul style="list-style-type: none"> • 9 players per team • 6 players per team is the minimum recommended to play the game • 11 players per team recommended maximum (maximum 9 players on field at any given time) • Batting team will provide fielders at the fielding team's request when the fielding team has fewer than 9 players 	
PURPOSE	Community club and school		
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 9 players		
PLAYERS	This competition is intended primarily for junior cricketers up to about 17 years of age. Older players who are not of a skill level to be consistently selected for women's grade cricket teams may also participate.		
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 		
GAME TYPE	<ul style="list-style-type: none"> • T20 (20 over game) 		
BALL	<ul style="list-style-type: none"> • 142g pink hard leather 4-piece ball • Examples: KD Typhoon 142g or Kookaburra Senator 142g or equivalent 		<p>BATTING</p> <ul style="list-style-type: none"> • There is no compulsory retirement in Stage 3 • Batting team can enforce player retirement (min 15 balls) at their discretion • Any retired batters can return when all others have batted • Only legal deliveries (ie. excluding wides and no-balls) will be included in the batter's ball count • If the team has more than 9 players, all players can bat, however the innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allocated overs • If the batting team has no remaining not out batters and less than 8 wickets have fallen, "out" batters may return for a second innings in the order of their dismissal. A returning "out" batter may face a maximum of 10 legal deliveries in their second innings and may not return for further innings in the match.
TIME	<ul style="list-style-type: none"> • 150 mins (2.5hours) • Cut off time to apply for first innings, at half the allotted time less 5 minutes • Six penalty runs shall be added to the score of the batting team for each over that the bowling team does not complete within the allocated time • Stoppages in play (usually due to rain delay) shall reduce the number of allocated overs by one over per 3.5 minutes of time lost. 		
EQUIPMENT	<ul style="list-style-type: none"> • Helmets must be worn at all times while batting, and wicket-keeping up to the stumps • Pads • Gloves • Protector • Additional safety equipment can be worn based on match conditions and/or personal preference • 2 sets of stumps with bails • Measuring tape or string to measure boundary • Boundary markers 		<p>BOWLING</p> <ul style="list-style-type: none"> • 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) • Maximum of 4 overs per bowler • The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allocated overs • A minimum of 5 players must bowl • Bowler end will alternate each over • Any ball that bounces 2 or more times before reaching the batter shall be called a no ball
BOUNDARY	<ul style="list-style-type: none"> • 45m • Boundary to be measured from the centre of the pitch • Boundary of oval may be used if already marked 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Turf wicket • 20.1m (standard pitch length) 	<p>FIELDING</p> <ul style="list-style-type: none"> • No fielders within 10 metres (except regulation off-side slips, gully and wicket keeper) • If more than 9 players are present at a match, they should regularly rotate onto the field • Teams have the option to change wicketkeepers after 10 overs 	
OVERS	<ul style="list-style-type: none"> • 20 overs per 		
INNINGS	<ul style="list-style-type: none"> • 1 innings of 20 overs per team 	<p>DISMISSALS</p> <ul style="list-style-type: none"> • All modes of dismissal count • A warning is required before being given out LBW. LBWs, both warning and out, must be plumb and satisfy all of the requirements for this dismissal mode • Umpires swap at the bowling end at the end of each over 	
		<p>COMPETITION VS PARTICIPATION</p> <ul style="list-style-type: none"> • This grade is competitive in nature, however, it is recognized that there is a need to balance this against variation in skill and experience between players • Games are to be played to win fairly and within the rules • Equal participation of players is not required, but participation of all players is encouraged. • Captains, coaches and players must also be mindful of the need to ensure that less skilled players are able to enjoy the game and participate 	

Stage 3 – 55 Over Rules

SUMMARY	Playing and competing	<p>INNINGS</p> <ul style="list-style-type: none"> • Each team shall seek to bat for a maximum of 55 overs in their first innings • Upon completion of the respective first innings, then a second innings can commence • If team batting first is dismissed in less than 55 overs, then the team batting second shall seek to bat their full 55 overs consecutively, as their first innings • If team batting second is dismissed in less than 55 overs, then team batting first can commence their second innings • A follow on may be enforced by the team batting first, if the team batting second scores more than 75 runs less in their first completed innings • Batting teams may declare their innings closed at any time • 2 x 5-minute drinks breaks – after 18 and 36 overs
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	
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 	
GAME TYPE	<ul style="list-style-type: none"> • Two-day game 	
BALL	<ul style="list-style-type: none"> • 142g leather (female) • 156g leather 4piece (male) 	
TIME	<ul style="list-style-type: none"> • 220mins per day • 16 overs to be bowled in last hour of second day 	
EQUIPMENT	<ul style="list-style-type: none"> • Protector • Pads • Gloves • Helmets <u>must be worn at all times</u> while batting, and wicket-keeping up to the stumps • Additional safety equipment can be worn based on match conditions and/or personal preference • 2 sets of stumps with bails • Measuring tape or string to measure boundary • Boundary markers 	
BOUNDARY	<ul style="list-style-type: none"> • 50m Shield • 60m Plate • Boundary to be measured from the centre of the pitch • Boundary of oval may be used if already marked 	
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf wicket • 20.1m (standard pitch length) 	
OVERS	<ul style="list-style-type: none"> • 55 over game (maximum) – Played over 2 consecutive game days 	<p>BATTING</p> <ul style="list-style-type: none"> • Batting team can retire a batter at not less than 25 balls and a batter may face a maximum of 75 deliveries • Batters must retire if 50 runs are achieved (irrespective of balls faced) • Only legal deliveries + no balls (ie: excluding wides) will be included in the batter's ball count. • If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired • If a team has more than 11 players, all players may bat but the innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allotted overs • No 'Last Man Standing' rules
TEAM	<ul style="list-style-type: none"> • 11 players per team • Minimum 7 players to commence game • Teams are permitted to play with more than 11 players, but a maximum of 11 players are allowed on the field at any time 	
		<p>BOWLING</p> <ul style="list-style-type: none"> • 6 balls per over (all wides and no-balls are to be re-bowled) • There is a maximum of 10 overs per bowler in each innings • Fast and medium pace bowlers cannot bowl more than 5 consecutive overs • Rest periods between spells for fast and medium bowlers – to be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell • Bowlers change end after each over • Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball • Teams have the discretion to agree to allow 5 or 10 overs to be bowled from one end at a time • Teams are to face an equal number of overs from each end
		<p>FIELDING</p> <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)
		<p>DISMISSALS</p> <ul style="list-style-type: none"> • All modes of dismissal count • LBWs must be 'plumb' • Batting team's umpire should stand at the bowler's end

Stage 3 – 70 Over Rules

SUMMARY	Playing and competing	<p>INNINGS</p> <ul style="list-style-type: none"> • Each team shall seek to bat for 70overs in their first innings • Upon completion of the respective first innings, then a second innings can commence • If team batting first is dismissed in less than 70 overs, then the team batting second shall seek to bat their full 70 overs consecutively, as their first innings • If team batting second is dismissed in less than 70 overs, then team batting first can commence their second innings • A follow on may be enforced by the team batting first, if the team batting second scores more than 100 runs less in their first completed innings • Batting teams may declare their innings closed at any time • 2 x 5-minute drinks breaks – after 17 and 52 overs • 15-minute break after 35 overs
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	
COACH	<ul style="list-style-type: none"> • Accredited Community (Level 1) Coach 	
GAME TYPE	<ul style="list-style-type: none"> • Two-day game 	
BALL	<ul style="list-style-type: none"> • 142g leather (female) • 156g leather 4piece (male) 	
TIME	<ul style="list-style-type: none"> • 300mins per day • 9.00am – 2.00pm • 16 overs to be bowled in last hour of second day 	
EQUIPMENT	<ul style="list-style-type: none"> • Protector • Pads • Gloves • Helmets <u>must be worn at all times</u> while batting, and wicket-keeping up to the stumps • Additional safety equipment can be worn based on match conditions and/or personal preference • 2 sets of stumps with bails • Measuring tape or string to measure boundary • Boundary markers 	
BOUNDARY	<ul style="list-style-type: none"> • 60m (maximum) • Boundary to be measured from the centre of the pitch 	
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf wicket • 20.1m (standard pitch length) 	
OVERS	<ul style="list-style-type: none"> • 70 over game (maximum) – Played over 2 consecutive game days 	<p>BATTING</p> <ul style="list-style-type: none"> • Batting team can retire a batter at not less than 25 balls • Batters must retire if 100 runs are achieved • Only legal deliveries + no balls (ie: excluding wides) will be included in the batter’s ball count. • If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired • If a team has more than 11 players, all players may bat but the innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allotted overs • No ‘Last Man Standing’ rules
TEAM	<ul style="list-style-type: none"> • 11 players per team • Minimum 7 players to commence game • Teams are permitted to play with more than 11 players, but a maximum of 11 players are allowed on the field at any time 	
		<p>BOWLING</p> <ul style="list-style-type: none"> • 6 balls per over (all wides and no-balls are to be re-bowled) • There is a maximum of 14 overs per bowler in each innings • Fast and medium pace bowlers cannot bowl more than 6 consecutive overs • Rest periods between spells for fast and medium bowlers – to be at least the same number of overs bowled from the same end as the bowler’s immediately concluded spell • Bowlers change end after each over • Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball
		<p>FIELDING</p> <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)
		<p>DISMISSALS</p> <ul style="list-style-type: none"> • All modes of dismissal count • LBWs must be ‘plumb’ • Batting team’s umpire should stand at the bowler’s end