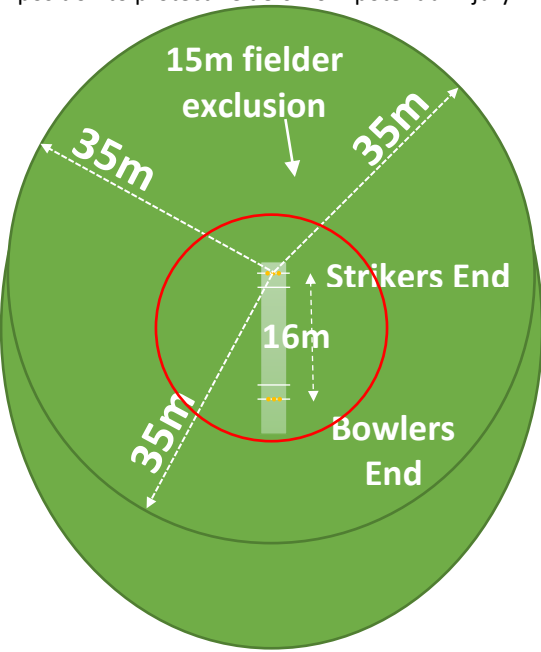




# UNDER 10 RULES (STAGE 1)

<b>AGE</b>	Under 10 at 1 <sup>st</sup> September of the season, unless permit approval is granted by the Association																				
<b>ELIGIBILITY</b>	Players <b>must</b> be registered online in PlayHQ <b>before</b> they can play in matches.																				
<b>GAME TYPE</b>	20 over game																				
<b>BALL</b>	Red Kookaburra 'Softaball'																				
<b>TIME</b>	2 hours 20 minutes																				
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>British Standard BS7928:2013 <b>Helmets must be worn</b> at all times whilst batting &amp; wicket-keeping.</li> <li>Gloves and Protector <b>must be worn at all times</b> whilst batting &amp; wicket-keeping. Pads are <b>optional</b>.</li> <li>Additional safety equipment can be worn based on match conditions or personal preference.</li> <li>Recommended Bat size: Size 4 (&lt;1.8lb or &lt;800gm)</li> <li>1 set of portable stumps with bails</li> <li>1 set of standard stumps with bails</li> <li>Measuring tape or string to measure pitch length and boundary.</li> <li>Boundary markers (cones).</li> <li>Chalk or tape to mark crease.</li> </ul>																				
<b>BOUNDARY AND PITCH LENGTH</b>	<ul style="list-style-type: none"> <li>16m Stump to Stump.</li> <li>35m Circle from striker's end stumps.</li> <li>Portable stumps at bowlers end.</li> <li>Coaches are encouraged to mark fielding spots with fielding discs or paint 15m from the batter's position to protect fielders from potential injury.</li> </ul> 																				
<b>TEAM</b>	<ul style="list-style-type: none"> <li>5 Minimum, 9 Maximum per team.</li> <li>Recommended is 7 players per team.</li> <li>7 Maximum on field at any given time.</li> </ul>																				
<b>INNINGS</b>	1 innings of 20 overs (120 balls) per team																				
<b>BATTING</b>	<table border="1" style="width:100%; text-align:center;"> <thead> <tr> <th colspan="5">PLAYERS PER TEAM</th> </tr> <tr> <th>5</th> <th>6</th> <th>7(ideal)</th> <th>8</th> <th>9</th> </tr> </thead> <tbody> <tr> <td colspan="5">Batting : Max balls faced per batter before retiring</td> </tr> <tr> <td>24</td> <td>20</td> <td>17</td> <td>15</td> <td>13</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>Balls Faced include Wides and No Balls</li> </ul>	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Batting : Max balls faced per batter before retiring					24	20	17	15	13
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<b>BATTING (CONT'D)</b>	 <ul style="list-style-type: none"> <li>All players will face the allocated number of balls regardless of how many dismissals occur.</li> <li>Unlimited dismissals (each player will face the nominated number of balls each)</li> <li><b>4 runs per dismissal</b> are to be added to the opposition (bowling team).</li> <li>The following dismissals apply: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket. <b>No LBWs.</b></li> <li>Batter to swap ends following a dismissal. For a run out the not out batter should face the next delivery.</li> <li>If there is an extra ball to be bowled, the batter facing at the time will face the ball.</li> </ul>																														
<b>BOWLING AND FIELDING</b>	 <table border="1" style="width:100%; text-align:center;"> <thead> <tr> <th colspan="5">PLAYERS PER TEAM</th> </tr> <tr> <th>5</th> <th>6</th> <th>7(ideal)</th> <th>8</th> <th>9</th> </tr> </thead> <tbody> <tr> <td colspan="5">Bowling : Number of overs per bowler</td> </tr> <tr> <td>5x4overs</td> <td>2x4overs</td> <td>3x4overs</td> <td>6x3overs</td> <td>4x3overs</td> </tr> <tr> <td></td> <td>4x3overs</td> <td>2x3overs</td> <td>2x1 over</td> <td>3x2overs</td> </tr> <tr> <td></td> <td></td> <td>2x1over</td> <td></td> <td>2x1 over</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>6 balls per over maximum.</li> <li>It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl maximum overs throughout the season.</li> <li>Bowlers are to bowl from the one end only</li> <li>Wides &amp; no-balls will incur a 1 run penalty</li> <li>Rotation of fielders is recommended to ensure players experience all positions.</li> <li>No fielders within 15 metres of batter (except Wicketkeeper) for safety.</li> <li>Each team is to use 2 wicket keepers (10 overs each).</li> <li>If more than 7 players are present at a match, rotate a player onto the field each over.</li> </ul>	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Bowling : Number of overs per bowler					5x4overs	2x4overs	3x4overs	6x3overs	4x3overs		4x3overs	2x3overs	2x1 over	3x2overs			2x1over		2x1 over
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<b>UMPIRING</b>	<ul style="list-style-type: none"> <li><b>The fielding side appointed umpire is the controlling umpire for each innings.</b></li> <li>A wide or leg-side wide will be called <b>only</b> if the ball when bowled on the matting, then deviates off the matting prior to the batting crease line.</li> <li>No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners.</li> <li>Any ball bouncing more than once before reaching the popping (batter's) crease, or bounces wholly off the pitch is a No Ball, and can be hit by the batter</li> <li>Any ball that is played at by a batter that has both feet completely off the pitch shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side.</li> <li>Any ball that stops before reaching the batting (popping) crease shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side.</li> <li>In instances where the match is played on a hard wicket, Umpires are directed to call 'Dead Ball' against any ball which shoots from the gap in the matting. 'Shoots' means a ball acted in an unnatural manner..</li> </ul>																														