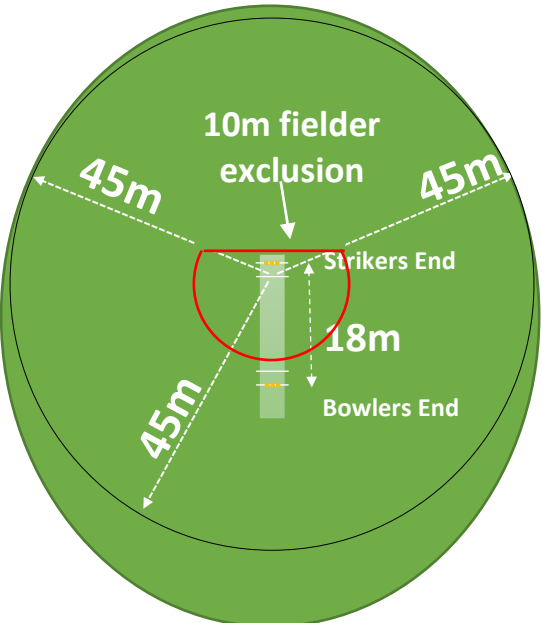




# UNDER 12 RULES (STAGE 2)



**JUNIOR CRICKET 2**



<b>AGE</b>	Under 12 as at 1 <sup>st</sup> September prior to the current season, unless permit approval has been granted by the Association																				
<b>ELIGIBILITY</b>	Players <b>must</b> be registered online in PlayHQ before they can play.																				
<b>COACH</b>	Accredited Community <b>Level 1</b> Coach																				
<b>GAME TYPE</b>	20 overs maximum																				
<b>BALL</b>	Red Kookaburra 142g Leather ball only																				
<b>TIME</b>	3 hours																				
<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>Padding, Gloves and Protector <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Additional safety equipment can be worn based on match conditions or personal preference.</li> <li>Bat size: Size 5/6 (&lt;2lb or &lt;900gm) is recommended.</li> <li>2 set of portable 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>18m Stump to Stump</li> <li>45m Circle from striker's end stumps.</li> <li>Portable stumps at bowlers end or both ends..</li> </ul> 																				
<b>TEAM</b>	<ul style="list-style-type: none"> <li>7 Minimum, 11 Maximum per team.</li> <li>Recommended is 9 players per team.</li> <li>9 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>7</th> <th>8</th> <th>9(ideal)</th> <th>10</th> <th>11</th> </tr> </thead> <tbody> <tr> <td colspan="5">Batting : Max balls faced per batter before retiring</td> </tr> <tr> <td>20</td> <td>20</td> <td>20</td> <td>15</td> <td>15</td> </tr> </tbody> </table>	PLAYERS PER TEAM					7	8	9(ideal)	10	11	Batting : Max balls faced per batter before retiring					20	20	20	15	15
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<p><b>BATTING</b></p> 	<ul style="list-style-type: none"> <li>All balls (regardless of wides/no balls) will be included in the batter's ball count.</li> <li>Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings and have the ability to retire any players at any time prior to the retirement limit set above to encourage maximum participation.</li> <li><b>All modes of dismissals count including LBW</b></li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count</li> <li>The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen:             <ul style="list-style-type: none"> <li>-7 player team: 6 wickets</li> <li>- 8 player team: 7 wickets</li> <li>- 9-11 player team: 8 wickets</li> </ul> </li> </ul>
<p><b>BOWLING AND FIELDING</b></p> 	<ul style="list-style-type: none"> <li>Maximum 8 balls per over except for the last over where six legal deliveries must be bowled.</li> <li>Maximum of 4 overs per bowler.</li> <li>Bowlers must have a break of double the amount of overs bowled between spells.</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match throughout the season.</li> <li>Bowlers may opt to bowl from the one end only or change ends after 10 overs.</li> <li>Wides &amp; no-balls will incur a 1 run penalty and must be re-bowled up to the 8-ball maximum</li> <li>Rotation of fielders is recommended to ensure players experience all positions.</li> <li>No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).</li> <li>Teams have the option to change wicket-keepers after 10 overs.</li> <li>If more than 9 players are present at a match, rotate a player onto the field each over.</li> </ul>
<p><b>UMPIRING</b></p>	<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 (batsmen's) crease is a No Ball.</li> <li>No Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. Batters can hit these balls.</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. This ball is to be re-bowled.</li> </ul>