

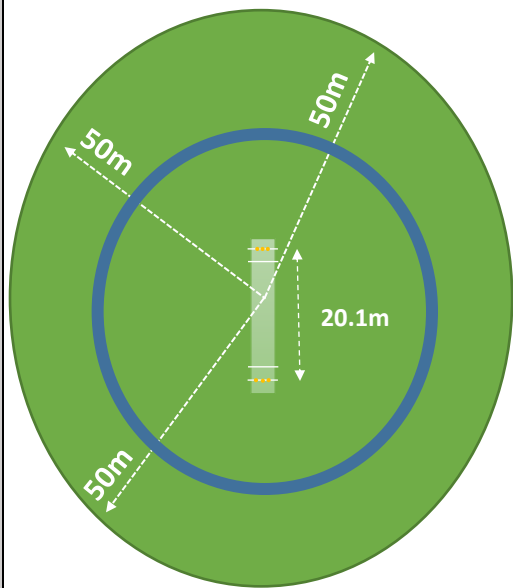
UNDER 16 TWENTY20 RULES (STAGE 3)



JUNIOR CRICKET 3



AGE	Under 16 as at 1 st September prior to the current season, unless permit approval has been granted by the Association
ELIGIBILITY	Players must be registered online for their 'home' Club in PlayHQ before they can play.
COACH	Accredited Community Level 1 Coach
GAME TYPE AND RESULT	1 innings of 20 overs (120 balls) per team in One-Day Matches Matches conclude once a result is achieved.
BALL	156g 2-piece pink Kookaburra leather ball
TIME	5:30pm (evening matches) A 15-minute break at change of innings
EQUIPMENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmets must be worn at all times whilst batting & wicket-keeping within 7 metres of the batter's end stumps Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. Additional safety equipment can be worn based on match conditions or personal preference. Boundary markers and stumps to be provided by host Club
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 50m Circle from middle of the pitch All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players. Host clubs are to ensure that a 30 yard (27 metre) ring is marked on the ovals being used for 20/20 matches with line marking paint or light weight plastic markers. The host club will be required to place a mark on each side of the stumps 12 inches from the centre of middle stump. This mark will be used as a guide for umpires to determine leg side wides. Any leg side delivery passing outside of this guide mark will be deemed a wide.



BATTING	<ul style="list-style-type: none"> All modes of dismissals count There is no retirement for batters with the exception of permit players (below)
BOWLING AND FIELDING	<ul style="list-style-type: none"> 6 balls per over (all wides and no balls are re-bowled) Maximum of 4 overs per bowler, with the exception of permit players (below) Bowlers may change ends after each over, unless by mutual agreement players are to bowl from the one end only Wides & no-balls will incur a 1 run penalty Rotation of fielders is recommended to ensure players experience all positions. No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper). If more than 11 players are present at a match, rotate a player onto the field accordingly. At the most, five (5) fielders can be on the leg side at the moment the ball is bowled. During the first six overs of an innings, there cannot be more than two fielders outside the 30 yard ring at the moment the ball is bowled. There can be a maximum of five (5) fielders outside the 30 yard ring, after the first six overs (ie. from overs 7-20).
BATTING AND BOWLING (PERMIT PLAYERS ONLY)	<ul style="list-style-type: none"> Players on a permit shall be restricted to 15 runs and 2 overs per match. Players on permits cannot bat again once retiring on their relevant max. score Permit players shall be indicated in the scorebook or, where possible on the team sheet and/or PlayHQ.
UMPIRING AND PLAYER QUALIFICATION	<ul style="list-style-type: none"> If there is no A&E HCA appointed umpire or umpires, umpires (one representative from each of the opposing Clubs) shall be appointed to commence the match, one from each end, to control the match as required by these Laws, with absolute impartiality and knowledge of all rules. All Wides and no-balls will be re-bowled. No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners. Any ball bouncing more than once before reaching the popping (batsmen's) crease, or bowled wholly off the actual pitch is a No Ball. The MCC Laws of Cricket shall apply unless amended in the relevant Playing Conditions of the Association. Umpires should have a copy of these rules while they are officiating the match. To qualify for the Grand Final, a player must have played in at least one (1) match during the 20/20 competition.