

# UNDER 16 TWENTY20 RULES (STAGE 3)



**JUNIOR CRICKET 3**



<b>AGE</b>	Under 16 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 for their 'home' Club in PlayHQ before they can play.
<b>COACH</b>	Accredited Community <b>Level 1</b> Coach
<b>GAME TYPE AND RESULT</b>	1 innings of 20 overs (120 balls) per team. Matches conclude once a result is achieved.
<b>BALL</b>	156g 2-piece <b>PINK</b> Kookaburra leather ball
<b>TIME</b>	5:30pm (evening matches) A 15-minute break at change of innings
<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 within 7 metres of the batter's end stumps</li> <li>Pads, 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>Boundary markers and stumps to be provided by host Club</li> </ul>
<b>BOUNDARY AND PITCH LENGTH</b>	<ul style="list-style-type: none"> <li>50m Circle from middle of the pitch</li> <li>All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players.</li> <li>Host clubs are to ensure that a 27 metre ring is marked on the ovals being used for 20/20 matches with line marking paint or light weight plastic markers.</li> <li>The host club will be required to place a mark on each side of the stumps 30cm from the centre of leg 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.</li> </ul>
	<p>The diagram shows a top-down view of a cricket pitch. A central vertical line represents the pitch, with stumps at each end. A dashed line indicates a 20.1m distance from the center of the leg stump to the inner edge of a blue circular boundary. Dashed lines also indicate a 50m radius from the center of the pitch to the outer edge of this boundary.</p>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>All modes of dismissals count</li> <li>Batters shall retire at 25 runs, they can return and shall retire again at 50 runs in all Twenty20 Matches of 20 overs per innings.</li> <li>Retired batters can return to the crease once all other batters have batted, in order of</li> </ul>

	<p>their score, lowest to highest. Second time retired batters may return to the crease unrestricted until 10 wickets have fallen or the allocated overs are bowled.</p>
<b>BOWLING AND FIELDING</b>	<ul style="list-style-type: none"> <li>6 balls per over (all wides and no balls are re-bowled up to a maximum of 8 balls for the over, with the exception of the final over of the innings where all wides and no-balls shall be re-bowled.</li> <li>Any 'No Ball' will result in a 'Free Hit'</li> <li>Maximum of 4 overs per bowler, with the exception of permit players (below)</li> <li>Overs are to be bowled in blocks of 5 overs.</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 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).</li> <li>If more than 11 players are present at a match, rotate a player onto the field accordingly.</li> <li>At the most, 5 fielders can be on the leg side at the moment the ball is bowled.</li> <li>During the first 6 overs of an innings, there cannot be more than 2 fielders outside the 27 metre ring at the moment the ball is bowled.</li> <li>There can be a maximum of 5 fielders outside the 27 metre ring, after the first 6 overs (ie. from overs 7-20).</li> </ul>
<b>BATTING AND BOWLING (PLAYING DOWN PERMIT PLAYERS ONLY)</b>	<ul style="list-style-type: none"> <li>Players on a permit shall be restricted to 15 runs and 2 overs per match.</li> <li>Players on permits cannot bat again once retiring on their relevant max. score</li> <li>Permit players shall be indicated in the scorebook or, where possible on the team sheet and/or PlayHQ.</li> </ul>
<b>UMPIRING AND PLAYER QUALIFICATION</b>	<ul style="list-style-type: none"> <li>If there is no A&amp;EHCA 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.</li> <li>All Wides and no-balls will be re-bowled.</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, or bowled wholly off the actual pitch is a No Ball.</li> <li>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.</li> <li>To qualify for Finals, a player must have played in at least one (1) match during the Twenty20 competition.</li> </ul>