Tamworth Junior Cricket Association

Stage 2 (U12 - U13) Friday

Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field.
Indicative Age	Mixed Junior Cricket: U12 - U13
Game Type	20 over (maximum) game
Ball	- 142g hard or leather: Kookaburra Colt 142 g - The home team is responsible for supplying the ball. The team listed first in the fixture is considered the home team
Time	- Friday afternoon - Toss: 20 mins before game start - Game to start at 4.00pm, or earlier by prior mutual arrangement between both teams and umpire (if relevant) - 130 mins (<2.5hrs) - Guidance from coaches must not impact on the pace of the match, and should be limited or avoided completely during the course of an over, wherever possible
Equipment	- Helmets must be worn at all times whilst batting and wicket keeping - Pads - Gloves - Protector (males) - Additional safety equipment can be worn based on match conditions and/or personal preference. - 2 sets of portable stumps recommended (with base and bails), one set to be provided per team – minimum 1 set of portable stumps required. - Bat size: Size 5 or 6 (weight <2lb or <900g) or as appropriate for player height - Measuring tape or string to measure pitch length and boundary. - Boundary markers - Chalk or tape to mark crease line as well as crease centre
Boundary	- 45m (maximum) - Boundary is to be measured from the centre of the pitch
Pitch Type and Length	- 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), and a crease marked 1.2 m in front of the stumps
Overs	20 overs per team (120 balls)
Team	- Max 9 players on the field at any given time - 7 players per team is minimum required to play the game - 11 players per team is the maximum to be allocated to a team
Innings	- 1 innings of 20 overs per team
Batting	- All batters retire at 20 balls faced, unless dismissed prior - Any retired batters can return when all others have batted, in the order they retired. - Maximum 9 players are permitted to bat per innings. - If the team has more than 9 players, those players that did not bowl must bat. - All balls (regardless of whether wides/no balls) will be included in the batter's ball count. - The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.
	- Players who do not bat in a game, must bat in the following weeks game. - Coaches are encouraged to rotate the batting order throughout the season.

Bowling	- 6 balls per over (Wides and no-balls are to be re-bowled to a maximum of 8 per over, except in the last over where all no balls and wides shall be re-bowled)
	- Maximum of 4 overs per bowler.
	- Maximum of 2 overs in a spell.
	- All players must have bowled a minimum of 1 over before any player can bowl a 3rd over.
	- If the team has 9 players or less, all players (excluding wicket-keeper) must bowl (wicket keepers to bowl minimum overs).
	- If the team has more than 9 players:
	  o All players must bowl
	  o All players who are not wicket-keepers must bowl at least two overs.
	  o Wicketkeepers should not bowl more overs than any other player in the team (ie WKs should generally not bowl more than two overs, but can bowl less than two overs).
	- Those players that did not bat must bowl at least 3 overs.
	- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match throughout the season.

Fielding	- Fielding rotations can be implemented at the discretion of the Coach - Each teams is required to use two wicket keepers (10 overs each) - No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper). - If more than 9 players are present at a match, they should rotate onto field such that all players are provided near-equal game time. Rotations to occur at the end of an over. - If a team has less than 9 players present, they may request fielding assistance from the opposition team, and the opposition is encouraged to provide the requested fielding support. Players running late is generally not considered a reasonable excuse to request fielding assistance - Coaches to rotate the opportunity for players to be wicketkeeper throughout the season. At the end of the season, all players should have been wicketkeeper a similar amount of games
Dismissals	- The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. LBW does not apply.
Umpires / Scorers	- Each team is required to supply at minimum an umpire and a scorer. - It is up to the discretion of the teams to decide which umpire stands at the bowlers' end, and which umpire stands at square leg. The responsibility of being the bowlers end umpire should be shared between the two teams where possible - It is also suggested to have a team manager to assist the players prepare to bat and field