Tamworth Junior Cricket Association

Early Stage 1 (U9) and Stage 1 (U10 - U11) Saturday

Description	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding. Stage 1 community cricket is structured so that all players have the opportunity across the course of the season to participate in the match on an equal basis to their teammates.
Indicative Age	Mixed Junior Cricket: U9 and U10 - U11
Game Type	20 over (maximum) game
Ball	- Kookastar 142g semi-soft cricket ball - The home team is responsible for supplying the ball. The team listed first in the fixture is considered the home team
Time	- Saturday morning - Toss: 20 mins before game start - Game to start at 8.30am, or earlier by prior mutual arrangement between both teams - 120 mins (2hrs) - Guidance from coaches should consider the age and experience of the team. It is important to ensure that skill development is not inhibited by 'over-coaching'. Time management is crucial to player experience, so coaches need to consider this and avoid slowing the pace of the game. As the season progresses, coaches are expected to be providing opportunities for the players to think and learn for themselves, wherever possible - The next two batters should always be padded up and ready to head to the crease, to ensure the timely completion of matches
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 4 (<1.8lb or <800gm) is recommended, or as appropriate for player height - Modified ball (as per specifications above). - 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	- 40m (maximum) - Boundary is to be measured from the batter's end stumps
Pitch Type and Length	- Outfield or hard wicket surface - Early Stage 1 - 14m length measured stump to stump - Stage 1 - 16m length measured stump to stump
Overs	20 overs per team (120 balls)
Team	- Max 7 players on the field at any given time - 5 players per team is minimum required to play the game - 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time)
Innings	- 1 innings of 20 overs per team
Batting	- All players to bat in the innings. Players are to face the same amount of balls as every other batter in their team (with leeway for odd numbers) - All balls (regardless of whether wides/no balls) will be included in the batter's ball count. - Batter to swap ends following a dismissal. If there is a run out the not out batter is required to face the next delivery.

	- As there is allowances for varying team size, the following retirement rules apply:
	  - 5 player team – batters retire at 24 balls
	  - 6 player team – batters retire at 20 balls
	  - 7 player team – batters retire at 17 balls
	  - 8 player team – batters retire at 15 balls
	  - 9 player team – batters retire at 13 balls
	- If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
	- Batters are to retire as soon as they face their allotted balls, not at the end of the over.

Bowling	- 6 balls per over maximum. No Balls and Wides are NOT re-bowled in ANY overs.
	- All players are to bowl. Each Wicket-Keeper is to bowl one over each, unless there are only 5 players and the WKs bowl more. Those who WK should always bowl minimum overs.
	- Maximum overs bowled by a player are 4 overs
	- Bowlers are to bowl from the one end for entire game
	- As there is allowances for varying team size, the following bowling breakdown applies:
	  - 5 player team – 5 players x 4 overs
	  - 6 player team – 2 players x 4 overs | 4 players x 3 overs
	  - 7 player team – 3 players x 4 overs | 2 players x 3 overs | 2 players x 1 over
	  - 8 player team – 6 players x 3 overs | 2 players x 1 over
	  - 9 player team – 4 players x 3 overs | 3 players x 2 overs | 2 players x 1 over
	- Coaches to rotate the opportunity for their players to bowl the maximum overs from week to week. This requires the coach to consider fielding placement prior to the start of every game. At the end of the season, all players should have bowled, on average, a similar number of overs as each other.

Fielding	- Rotation of fielders is required to ensure all players experience all positions. - Rotation of fielders occurs in a clockwise direction at the end of each over - No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety - Each team is required to use two (2) wicket keepers (10 overs each) - Following the drinks break, players return to the field in the position they would have been in if there had been no drinks break. The two wicket keepers will generally swap positions with each other, in terms of where the first wicket keeper takes to the field after drinks. - Maximum 7 players on the field to ensure more gaps and encourage runs scored off the bat - If more than 7 players are present at a match, it is generally efficient if the bowler leaves the field at the completion of their over, and the extra player takes to the field in the position the bowler would otherwise have moved to if there had been no extra players. - If a team has less than 7 players present, their opposition is required to assist with fielding. You do not bat or bowl for your opposition. - 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	- Unlimited dismissals (each player will face the nominated number of balls each) - 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. - 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