

30 OVER DETAILED MATCH DAY RULES

Stage 2 Junior Cricket (Mixed U12 & U13 and All-Girls Stage 2 U13)

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 in a 3-hour window.	BATTING	<ul style="list-style-type: none"> All batters retire at 35 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. Coaches should strongly discourage players from marking the centre by scraping marks with their shoes and/or bat as this damages the playing surface. Centre can be marked with chalk as needed.
AGE	Mixed Junior Cricket: U12 & U13 All-Girls Leagues: U13* <i>*focus is on ability over age in all-girls leagues.</i>	BOWLING	<ul style="list-style-type: none"> 6 balls per over. Wides and no balls are NOT to be re-bowled except the last over where 6 legal deliveries must be bowled. Maximum of 4 overs per bowler, except where a team has only 7 players, in which case some players may bowl up to 5 overs. Maximum of 3 overs in a spell. 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: <ul style="list-style-type: none"> at least 9 players must bowl (follow NJCA bowling guide); All players who are not wicket-keepers must bowl at least two overs. 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). Please refer to attached Bowling breakdown for per player bowling restrictions and guidelines Those players that did not bat must bowl. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match throughout the season. Bowlers change ends at 15 overs. Bowlers can bowl from one end for the entire game if ground conditions require, subject to agreement from both teams
COACH	• Accredited Community (Level 1) Coach		
GAME TYPE	• 30 over (maximum) game		
BALL	• 142g hard or leather: Kookaburra Colt 142 g RED		
TIME	<ul style="list-style-type: none"> Saturday morning Toss: 20 minutes before game start time Game start: 8.30am, or earlier by prior mutual arrangement between both teams and umpire (if relevant) 200 mins (<3.5 hrs) plus innings break Please refer to Detailed Playing Conditions document for adjustments required for match interruptions and penalties for slow over rates. 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	<ul style="list-style-type: none"> Helmets must be worn at all times whilst batting & wicket-keeping. Leg and Thigh Pads, Gloves, Protector (males) Additional safety equipment is able to be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – 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	<ul style="list-style-type: none"> Mixed Junior Cricket: 45m (maximum) All-Girls League: 35 m to 40 m (maximum) Boundary is to be measured from the centre of the pitch. 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> 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	• 30 overs maximum per team (180 balls)		
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (max 9 players on field at any given time). 		
INNINGS	• 1 innings of 30 overs (maximum) per team		

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FIELDING	<ul style="list-style-type: none"> • Fielding rotations can be implemented at the discretion of the Coach • Each teams is required to use two wicket-keepers (15 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. If fielders are provided, they should be place in non-catching positions (eg back stop). Players running late is generally not considered a reasonable excuse to request fielding assistance • Refer to NJCA Guidelines for rules on Fill-In and Substitute Players
DISMISSALS	<ul style="list-style-type: none"> • All modes of dismissal count (except LBW which is only permitted when an official umpire is present)
UMPIRES	<ul style="list-style-type: none"> • When one official umpire is in attendance, the provision of a square leg umpire is the responsibility of the fielding team • When no official umpires are in attendance, the square leg umpire shall be a responsible representative of the fielding team.

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Stage 2 Bowling Restrictions / Guide - NJCA Local Rules



*WK - wicketkeeper

In Summary:

- The maximum number of overs in most circumstances is **FOUR**
- Players can only bowl five overs if there are **SEVEN** players on the team
- Under no circumstances can a player bowl more than **FIVE** overs
Wicketkeepers are deemed to have an active part in the game, and should not bowl more overs than any other player in the team
- There is a maximum of **THREE** overs in a spell
- If you have nine or less players, all players will bowl and you should follow the NJCA bowling restrictions guide:
- If you have more than nine players, all players can bowl, however:
 - At least nine must bowl (follow NJCA bowling guide);
 - All players who are not wicket keepers must bowl at least two overs;
 - 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)
- Stage 2 cricket requires coaches to support the development of all players. The opportunity to bowl the maximum overs should be rotated around the team during the season.
- Experience suggests that the coach / manager should start the game with a clear plan on whether their Wks are bowling, and if so, when they will bowl, especially if you have nine or less players. Failure to bowl your second WK their nominated overs in the first 15 overs presents a risk that your team will exceed the bowling restrictions. Failure to plan does not permit you to bowl a player a fifth over if you have eight or more players (or a sixth over if you have seven players).
- If a player is not able to bowl due to injury, the dispensation must be obtained from NJCA to field a non-bowling / non-WK player.