

2021/22 Season

*We ask those supervising games to encourage good sportsmanship and help players to improve their basic cricketing skills.*

Unless stated otherwise, matches will be played under the rules adopted by the NSW Cricket Association.

<b>Description</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>Age</b>	Players must be under 15 years old (U15) on 1 <sup>st</sup> September.
<b>Game Type</b>	T20. 20 overs maximum per team.
<b>Attire</b>	Whites are to be worn and <b>all players are to wear hats and sunscreen.</b>
<b>Supervision</b>	Teams must be supervised by a person over the age of 16 who will umpire/score as required. Coaching is allowed only during breaks of play (end of over, fall of wicket, etc). <b>All coaches must have a Working With Children Check.</b>
<b>Playing Times</b>	Approximately 2 hours. Teams are to be ready to bowl the first ball at 9.00am after tossing at 8.50am. Matches should conclude when both teams have faced 20 overs per side. There is a five minute interval between innings.
<b>Ball</b>	<b>156gm Kookaburra ball.</b>
<b>Equipment</b>	<ul style="list-style-type: none"> <li>• 2 sets of stumps with bails</li> <li>• Boundary markers</li> </ul>
<b>Protective Equipment</b>	<ul style="list-style-type: none"> <li>• Helmet (including the Wicket Keeper) must be worn at all times.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector (males)</li> </ul> <p>* additional safety equipment is available based on match conditions and/or personal preference</p>
<b>Boundary</b>	50m (maximum) measured from the middle of the wicket.
<b>Pitch Type &amp; Length</b>	Hard wicket surface – 20.1m length (standard pitch length) <ul style="list-style-type: none"> <li>• Move stumps in at each end to the crease lines. (17.7m)</li> </ul>
<b>Team</b>	11 Players per team. (maximum of 11 players on the field)

<p><b>Batting</b></p>	<p>There is no compulsory retirement in Stage 3.                  Competition manager/association can enforce player retirement (40 balls faced) at their discretion.                  If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</p>
<p><b>Bowling</b></p>	<ul style="list-style-type: none"> <li>• 6 balls per over (All wides and no-balls to be re-bowled))</li> <li>• A minimum of 5 players must bowl</li> <li>• Maximum of 4 overs per bowler</li> <li>• Bowlers changes ends at the end of each over</li> </ul>
<p><b>Fielding</b></p>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, rotation of fielders is recommended.</li> <li>• No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).</li> <li>• Each team is required to use two wicket keepers.</li> </ul>
<p><b>Dismissals</b></p>	<p>All modes of dismissal count.</p>
<p><b>Wides</b></p>	<p>The umpire shall call WIDE if the ball:</p> <ol style="list-style-type: none"> <li>1. Pitches on the edge or off the pitch and passes out of reach of the batsman</li> <li>2. Pitches on the pitch and passes out of reach of the batsman</li> </ol> <p>If a player makes the decision to move away from his normal guard position and actually hits a ball which is (or could be) called “wide” by the umpire, the “wide” is nullified and the player can then be out stumped, bowled, caught, run out etc.</p>
<p><b>No Balls</b></p>	<p>The umpire shall call NO-BALL if the ball:</p> <ol style="list-style-type: none"> <li>1. Pitches and passes over the height of the batsman’s shoulder</li> <li>2. Is fast and passes the batsman over waist height on the full</li> <li>3. Is delivered by the bowler in contravention of the front foot rule</li> <li>4. Bounces wide of the pitch and then bounces back within the batsman’s reach</li> </ol>
<p><b>Scoring</b></p>	<p>Scorers for both teams should sit together and agree on the scores at the end of each over. In the event of a disagreement, they should clarify same with the umpire before the next over commences. If the result of the match hinges on scoresheets that do not correspond, the matter should be resolved before leaving the ground after the match. Failing this, the decision of the Association’s Vice President – Juniors will be final.</p>

	The result of the game is to be written on the score sheet for the game and signed by both team managers.
<b>Interruption of Play</b>	<p>In the event of loss of playing time for any reason (late start, weather, state of the ground etc) the match should be reduced in overs by one over per three minutes of lost play, eg a six minute loss of playing time would reduce the match to 36 overs, that is 18 overs per side. If, however, both teams do not receive 8 overs each, the match shall be drawn.</p> <p>In a rain-interrupted match, the team batting first may have received its 25 overs but the team batting second may face less than 25 overs. In this case, provided the second team has faced 8 or more overs, the winner will be the team with the highest score at the corresponding over. If the team batting second faces less than 8 overs, the match is drawn.</p>
<b>Points</b>	Win 4; Loss 1; draw or washout 2.5; tie 3; bye 4; forfeit (win), equal to the highest points awarded to any team in that round; forfeit (loss) 0.
<b>Premiership</b>	A final will be played between the top two teams on the competition ladder after all the preliminary rounds. There will be no semi-finals.
<b>Representative</b>	To be eligible for Junior Representative cricket a player must be registered with a club affiliated with the ADCA and be an active player for a junior team.
<b>Changes to Fixtures</b>	Any variation to fixture times or grounds (eg completing a game during the week) must be agreed between both team managers and the Association Vice President - Juniors before the start of the match, and take into account the availability of the ground.
<b>Results</b>	<p>The match result is to be entered into My Cricket, by either team, by Midnight on Sunday evening, or in the case of rescheduled games, six hours after completion. It is the responsibility of the “home” side (ie the team that appears first in the draw) to ensure the match result is entered by this time. Each team must enter their player scores by 6pm on the Tuesday following the game.</p> <p>Failure to enter the results into MyCricket on time will result in a penalty of one point for every day it is not done. Penalty points will be deducted from the team’s points.</p> <p><b>Matches will be locked at 6pm on the Tuesday following the game. Results and player scores will not be able to be entered after this time. Teams that have not entered results by this time will incur a penalty as above, and forego the opportunity to enter their individual players’ scores for that match.</b></p>

ADCA Rules Committee: