



## ISEC STAGE 1 FORMAT RULES



<b>Stage</b>	Junior Cricket 1
<b>Summary</b>	Playing the Game
<b>Description</b>	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.
<b>Indicative Age</b>	Under 11
<b>Skill Objectives</b>	<ul style="list-style-type: none"><li>• Hit moving ball on two sides of field</li><li>• Run between wickets with judgement and calling</li><li>• Bowl over 16m with straight arm within batter's reach</li><li>• Catch and throw &gt;20 m</li></ul>
<b>Coach</b>	Accredited Community (Level 1) Coach
<b>Game Type</b>	<b>T20</b>
<b>Ball</b>	<ul style="list-style-type: none"><li>• Modified ball (circumference 21-22.5cm, ideal weight 120-140g)</li></ul>
<b>Time</b>	120 mins
<b>Equipment</b>	<ul style="list-style-type: none"><li>• Helmet's must be worn at all times whilst batting &amp; wicket-keeping.</li><li>• Pads</li><li>• Gloves</li><li>• Protector</li><li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li><li>• 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li><li>• Bat size: Size 4 (&lt;1.8lb or &lt; 800gm) is recommended</li><li>• Modified ball (as per specifications above).</li><li>• Measuring tape or string to measure pitch length and boundary.</li><li>• Boundary markers</li><li>• Chalk, tape or paint to mark crease.</li></ul>
<b>Boundary</b>	40m (max) - measured from the batters end stumps
<b>Pitch type and length</b>	Outfield or hard wicket surface - 16m length
<b>Overs</b>	<b>20 overs per team</b>
<b>Team Size</b>	<ul style="list-style-type: none"><li>• 7 players per team</li><li>• 5 players per team is the minimum required to play the game.</li><li>• 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</li></ul>
<b>Innings</b>	1 innings per team



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### Batting

- All balls (regardless of whether wides/no balls) will be included in the batter's ball count.
- Batter to swap end 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

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### Bowling

- 6 balls per over (maximum)
- All players are to bowl (each Wicket-Keeper is to bowl one over each)
- Maximum overs bowled by a player are 4 overs
- Bowlers are to bowl from the one end for the entire game

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### Fielding

- Rotation of fielders is required to ensure all players experience all positions
- 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)
- If more than 7 players are present at a match, they should rotate onto the field each over.

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### Dismissals

- Unlimited dismissals (each player will face the nominated number of balls each)
- The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 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.