



ISEC STAGE 2 FORMAT RULES



Stage Junior Cricket Stage 2

Summary Playing & Competing

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 2- 3-hour window.

Indicative Age Under 13

- Skill Objectives**
- Hit moving ball on 2 sides of field with horizontal and vertical bat shots
 - Judge where and when runs can be scored
 - Bowl over 18m with straight arm and within batter’s reach
 - Catch and throw > 30m
 - Encourage bowlers to set their own field with use of outfielders and infielders
 - Demonstrate respect for others and an understanding of team dynamics
 - Contribute to and influence the outcome of the game

Game	One Day Games – 20 overs	Two Day Games - 30 overs
Ball	<ul style="list-style-type: none"> • 142g hard or leather ball 	<ul style="list-style-type: none"> • 142g hard or leather ball
Time	<ul style="list-style-type: none"> • 120 mins 	<ul style="list-style-type: none"> • 180 mins
Equipment	<ul style="list-style-type: none"> • Helmet’s must be worn at all times whilst batting & wicket-keeping. • Pads • Gloves • Protector • Additional safety equipment can 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) is recommended. • Measuring tape or string to measure Pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease. 	<ul style="list-style-type: none"> • Helmet’s must be worn at all times whilst batting & wicket-keeping. • Pads • Gloves • Protector • Additional safety equipment can 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) is recommended. • Measuring tape or string to measure Pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease.
Boundary	<ul style="list-style-type: none"> • 45m (max) 	<ul style="list-style-type: none"> • 45m (max)
Pitch type and length	<ul style="list-style-type: none"> • Hard Wicket or Turf Wicket - 18m length 	<ul style="list-style-type: none"> • Hard Wicket or Turf Wicket - 18m length
Team Size	<ul style="list-style-type: none"> • 9 players per team • 7 players per team minimum are required to play the game. If less than 7 players on the day, game 	<ul style="list-style-type: none"> • 9 players per team • 7 players per team minimum are required to play the game. If less than 7 players on the day, game



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- 12 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).

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Innings

- 1 innings per team

- *1 innings per team*

Batting

- All batters must retire once they have faced a maximum of 20 balls.
- Batters can retire once they have faced a minimum number of balls which is determined by the number of players divided by 120 balls (20 overs)

Nos of Players	Min balls faced	Max balls faced
12	10	20
11	11	20
10	12	20
9	13	20

- Any retired batters can return when all others have batted, in the order they retired.
- All balls (regardless of whether wides/no balls) will be included in the batter's ball count.
- Maximum 12 players are permitted to bat per innings.
- If the team has more than 9 players, those players that did not bowl must bat.
- Once 8 wickets have fallen the team is **ALL OUT**

- All batters must retire once they have faced 35 balls.
- Batters can retire once they have faced a minimum number of balls which is determined by the number of players divided by 180 balls (30 overs)

Nos of Players	Min balls faced	Max balls faced
12	15	35
11	16	35
10	18	35
9	20	35

- Any retired batters can return when all others have batted, in the order they retired.
- All balls (regardless of whether wides/no balls) will be included in the batter's ball count.
- Maximum 12 players are permitted to bat per innings.
- If the team has more than 9 players, those players that did not bowl must bat.
- Once 8 wickets have fallen the team is **ALL OUT**.

Bowling

- 6 balls per over (except the last over where 6 legal deliveries must be bowled).
- Maximum of 4 overs per bowler.
- If the team has 9 players or less, all players must bowl (excluding wicket-keeper).
- If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.
- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.
- Bowlers change ends at 10 overs or can bowl from one end for the entire game at competition manager's discretion.

- 6 balls per over (except the last over where 6 legal deliveries must be bowled).
- Maximum of 5 overs per bowler.
- If the team has 9 players or less, all players (excluding wicket-keeper) must bowl.
- If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.
- Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match.
- Bowlers change ends at 15 overs or can bowl from one end for the entire game at competition manager's discretion.

Fielding

- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.
- 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 the field each over.
- Teams have the option to change wicket-keepers after 10 overs.

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Dismissals

- All modes of dismissal count except LBW where a warning will be given for the first positive adjudication. A second positive adjudication will mean the batter is OUT.

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