

# 30 OVER DETAILED MATCH DAY RULES

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club and school
<b>DESCRIPTION</b>	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> 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.
<b>INDICATIVE AGE</b>	U12 or U13
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>30 over (maximum) game</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>Additional safety equipment is able to 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 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</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>	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket or Turf Wicket.</li> <li>18m length</li> <li>For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> </ul>

<b>OVERS</b>	<ul style="list-style-type: none"> <li>30 overs maximum per team (180 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 30 overs (maximum) per team</li> <li>The Associations or Competition Manager have the option to play split innings (2 innings per team of 15 overs each).</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>All batters retire at 35 balls faced (with the assumption that some players will be dismissed).</li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>Maximum 9 players are permitted to bat per innings.</li> <li>If the team has more than 9 players, those players that did not bowl must bat.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>Maximum of 5 overs per bowler.</li> <li>*Please see Recommended Bowling Breakdown for recommended over per player options</li> <li>If the team has 9 players or less, all players (excluding wicket-keeper) must bowl.</li> <li>If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season.</li> <li>Bowlers change ends at 15 overs.</li> <li>Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>Teams have the option to change wicket-keepers after 15 overs.</li> <li>No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>