

UNDER 10's and 11's

NOTE: Parents, coaches and children are reminded that the development of players' skills and having fun are much more important than winning.

1. HOURS OF PLAY:

Under 10's - All on Friday Nights 6pm start unless by prior agreement between both Teams – (7 a side matches) Note: All times are QLD time regardless of ground location.

Under 11's – Saturday morning 8am till 10:30am and 11am – 1:30pm (7 a side matches)

2. COACH:

Accredited Community (Level 1) Coach

3. GAME TYPE:

T20 (20 over game)

4. BALL

U10's Modified ball (circumference 21-22.5cm, ideal weight 120-140g) Synthetic options available as per Stage 1 or a soft Kookaburra "CGC" or "Cricket Gold Coast" stamped safety ball is to be used.

U11's 142 gram Kookaburra "CGC" or "Cricket Gold Coast" stamped ball

5.TIME:

120 mins (2 hrs) as a guide

6. PROTECTIVE EQUIPMENT:

Helmet (including the Wicket keeper).

(Please refer to the Helmet section of Well Played - Australian Cricket's Playing Policies & Community Guidelines)

Pads

Gloves

Protector (males)

7. BOUNDARY:

40m (maximum) - measured from batter's end stumps

8. PITCH TYPE AND LENGTH

Outfield or hard wicket surface - 16m length

9. OVERS:

20 overs per team (120 balls)

10. TEAM:

7 players per team (maximum of 7 players on field)

11. INNINGS:

1 innings of 20 overs per team

12. BATTING:

All batters retire at 17 balls (based on 7 players)

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 should face the next delivery.

If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)

13. BOWLING:

6 balls per over (maximum)

All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)

Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match

Bowlers are to bowl from the one end for entire game

Current Cricket Australia Pace Bowling guidelines apply (please refer to Well Played - Australian Cricket's Playing Policies & Community Guidelines)

14. FIELDING:

Rotation of fielders is recommended 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.

15. DISMISSALS:

Unlimited dismissals (each player will face the nominated number of balls each)

For the purposes of scoring in non-competitive matches the Association has introduced a consequence for dismissals rule, 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.

16. MINIMUM & MAXIMUM PLAYERS & IMPACT:

7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)

5 players per team minimum are required to play the game

9 players per team maximum are to be allocated to a team (only 7 on field at any given time)

Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non batter(s) can bowl

The number of players impact the players' opportunity to develop skills in the game, for example;

5 player team – 5 players bowl 4 overs and batters retire at 24 balls

6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls

7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls

8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls

9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls.

17. EQUIPMENT:

2 sets of portable stumps (with base and bails)

Bat size: Size 4 (<1.8lb or <800gm) is recommended

Modified ball (as per specifications above)

Measuring tape or string to measure Pitch length and boundary

Boundary markers

Chalk, tape or paint to mark crease