



Sixers Cricket League – CHDCA Stage 3 (14s) Playing Conditions

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 3rd edition 2022 shall apply.

Preamble – Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

<p>SUMMARY Playing and competing</p> <p>PURPOSE Community club</p> <p>DESCRIPTION</p> <p>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.</p> <p>INDICATIVE AGE</p> <p>U14</p> <p>COACH • Accredited Community (Level 1) Coach</p> <p>GAME TYPE</p> <ul style="list-style-type: none"> • 20 over T20 <p>BALL</p> <ul style="list-style-type: none"> • 142g leather (Kookaburra Zenith or better) <p>TIME</p> <ul style="list-style-type: none"> • 120mins (2hrs) matches to commence at 5pm • The Association or Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. <p>EQUIPMENT</p> <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 stumps with bails. • Bat size: Size 6 (weight <2.2lb or <1000g). • Measuring tape or string to measure boundary. • Boundary markers <p>BOUNDARY</p> <ul style="list-style-type: none"> • 40m (minimum), 50m (maximum). • Boundary to be measured from the centre of the pitch. • Refer to Ground Setup Document for further information on boundary setup process. <p>PITCH TYPE AND LENGTH</p> <ul style="list-style-type: none"> • Hard wicket or Turf wicket • 20.1m (standard pitch length) 	<p>OVERS</p> <ul style="list-style-type: none"> • 20 overs maximum per team <p>TEAM</p> <ul style="list-style-type: none"> • 10 players per team • 7 players per team minimum are required to play the game. <p>INNINGS</p> <ul style="list-style-type: none"> • 1 x 60 minute innings of 20 overs (maximum) per team • No drinks break allowance <p>BATTING</p> <ul style="list-style-type: none"> • Compulsory retirement in Stage 3 (14s) after 30 balls. • Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. • Any retired batters can return when all others have batted, in the order they retired. • If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired. <p>BOWLING</p> <ul style="list-style-type: none"> • 6 balls per over (wides and no balls are not re-bowled except the last over where 6 legal deliveries must be bowled). • There is a maximum of 4 overs per bowler • All players (except the wicket keeper) must bowl two (2) overs in rotation before a bowler can bowl their third over. • Ten (10) overs are to be bowled from the same end and then swap to other end for remaining ten (10) overs. Batters will be required to swap ends after each over. • Bowlers are encouraged to get through overs quickly. <p>FIELDING</p> <ul style="list-style-type: none"> • To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. • No fielders within 10 metres (except regulation off side slips, gully and wicket keeper). <p>DISMISSALS • All modes of dismissal count. LBW – Players should be given a warning prior to subsequent LBW given out.</p>
---	--