



## **Sixers Cricket League – CHDCA Stage 2 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.

**SUMMARY** Playing and competing

**PURPOSE** Community club and school

**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 3-hour window.

**INDICATIVE**

**AGE** U12 or U13

**COACH** • Accredited Community (Level 1) Coach

**GAME TYPE** • T20 (20 over game)

**BALL**

- 142g hard or leather (Kookaburra Zenith or better)

**TIME**

- 120mins (2hrs)
- The Association/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.
- Please refer to Match Management document for time saving strategies.

**EQUIPMENT**

- Helmet's **must be worn at all times** whilst batting & wicket-keeping.
- Pads
- Gloves
- Protector (males)
- Additional safety equipment is able to 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**

- 40m (minimum), 50m (maximum)
- Boundary is to be measured from the centre of the pitch.
- Refer to Boundary Setup Document for further information on the boundary setup process.

**PITCH TYPE AND LENGTH**

- Hard wicket or Turf Wicket.
- 18m length
- For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).

Wickets can be set up to bowl from one end.

**OVERS** • 20 overs maximum per team (120 balls)

**TEAM** • 9 players per team

- 7 players per team minimum are required to play.
  - 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
- Team of equal numbers can all bat and bowl as long as when fielding, only 9 players are on the field at any time.

**INNINGS**

- 1 x 60 minute innings of 20 overs (maximum) per team
- No drinks break allowance

**BATTING**

- With allowances for varying team size, the following retirement rules apply:
  - 7 player team – batters retire at max 20 balls faced
  - 8 player team – batters retire at max 20 balls faced
  - 9 player team – batters retire at max 20 balls faced
  - 10 player team – batters retire at max 15 balls faced
  - 11 player team – batters retire at max 15 balls faced
  - 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.
  - All balls (regardless of whether wides/no balls) will be included in the batter's ball count
  - The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen:
- 7 player team: 6 wickets  
8 player team: 7 wickets  
9 player team: 8 wickets

**BOWLING**

- 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).
  - Minimum of 2, maximum of 4 overs per bowler.
- \*Please see Recommended Bowling Breakdown for recommended over per player options.
- All players must bowl (including wicket-keeper).
  - Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.
  - Bowlers can change ends after 10 overs.
  - Bowlers 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.
- Teams have the option to change wicket-keepers after 12 overs.
- 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.

**DISMISSALS** • All modes of dismissal count except LBW