

## 20 OVER DETAILED MATCH DAY RULES

### Stage 3 Premier League and T20 Social Bash

<b>DESCRIPTION</b>	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.	<b>BATTING (cont)</b>	<ul style="list-style-type: none"> <li>• If the retirement limit is enforced, any retired batters may return to the crease once all others have batted, in the order they retired</li> <li>• If the team has more than 11 players, those that did not bowl should 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 10 wickets have fallen or the batting team has completed their allotted overs</li> </ul>
<b>AGE</b>	T20 Social Bash: U14/U15 and U18 Stage 3 Premier League: U15-U18	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (All Wides and no-balls are to be re-bowled to a maximum of 8 per over, except in the last over where all no balls and wides shall be re-bowled)</li> <li>• A minimum of 5 players must bowl.</li> <li>• There is a maximum of 4 overs per bowler</li> <li>• Bowlers change ends after 10 overs.</li> <li>• Refer NJCA Playing Conditions for circumstances where Free Hits apply after No-balls (official umpire must be present)</li> </ul>
<b>COACH</b>	Accredited Community (Level 1) Coach	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• There is no requirement to rotate fielding positions during the match</li> <li>• No fielders within 10 metres (except regulation off side slips, gully and wicket keeper).</li> <li>• Those players that did not bat in the first innings should bowl or wicket-keep in the second innings.</li> <li>• If a team has less than 11 players present, they may request fielding assistance from the opposition team, however there is no obligation on the opposition team to provide fielders. If fielders are provided, they should be placed in non-catching positions (eg back stop).</li> <li>• The bowling order should be rotated from match to match</li> <li>• Refer to NJCA Guidelines for rules regarding Fill-In and Substitute Players</li> </ul>
<b>GAME TYPE</b>	• T20 (20 over game)	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• All modes of dismissal count, except as noted below regarding LBW.</li> <li>• LBW only counts as a mode of dismissal when: <ul style="list-style-type: none"> <li>○ An official umpire is present; or</li> <li>○ When both coaches agree that they are confident and competent to determine LBW appeals</li> </ul> </li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>• Leather two-piece Ball - PINK</li> <li>• T20 Social Bash U14/U15 – 156 g</li> <li>• T20 Social Bash U18 – 156 g</li> <li>• Stage 3 Premier League – 156 g</li> </ul>	<b>UMPIRES</b>	<ul style="list-style-type: none"> <li>• When one official umpire is in attendance, the provision of a square leg umpire is the responsibility of the batting team</li> <li>• When no official umpires are in attendance, the square leg umpire shall be a responsible representative of the batting team.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>• T20 Social Bash – Monday afternoon</li> <li>• Stage 3 Premier League - Friday afternoon</li> <li>• Toss: 15 minutes before game start time</li> <li>• Game start: 4.30pm</li> <li>• 130 mins (&lt;2.5hrs) on one night</li> <li>• Please refer to NJCA Playing Conditions document for adjustments required for match interruptions and penalties for slow over rates</li> <li>• Once the match has commenced, guidance from coaches must only occur at the fall of wicket or between overs, and in any event must not impact on the pace of the match</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmets <b>must be worn</b> at all times whilst batting &amp; wicket-keeping.</li> <li>• Leg Pads, Thigh Pads and Gloves</li> <li>• Protector (males)</li> <li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of stumps with bails.</li> <li>• Bat size as appropriate to player height</li> <li>• Measuring tape or string to measure boundary.</li> <li>• Boundary markers</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• T20 Social Bash: 50m (maximum).</li> <li>• Stage 3 Premier League: 55 m (maximum)</li> <li>• Boundary to be measured from the centre of the pitch.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Hard wicket or Turf wicket</li> <li>• 20.1m (standard pitch length)</li> </ul>		
<b>OVERS</b>	• 20 over maximum per team		
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 11 players per team</li> <li>• 7 players per team minimum are required to play the game</li> </ul>		
<b>INNINGS</b>	• 1 innings of 20 overs (maximum) per team		
<b>BATTING</b>	<ul style="list-style-type: none"> <li>• T20 Social Bash – All batters retire at <b>30 balls</b> faced</li> <li>• Stage 3 Premier League <ul style="list-style-type: none"> <li>○ There is no compulsory retirement</li> <li>○ Any player who faces more than 30 balls in an innings must not bat higher than No 5 in the next batting innings for their team, regardless of which format is played (eg 20 or 40 over format) for the next innings; except that this rule does not apply where the next innings is a finals series match</li> </ul> </li> </ul>		