

14 OVER DETAILED MATCH DAY RULES

Term 1 Summer Smash (Mixed)

DESCRIPTION	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to be quick and stimulate action and test game sense and skills whether batting, bowling or fielding. This Early Stage 1 community cricket format is structured so that all players have the opportunity across the course of the season to participate in the match on an equal basis to their teammates.	TEAM	<ul style="list-style-type: none"> • 7 players per team • 4 players per team is the minimum required to play the game. • 10 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).
INDICATIVE AGE	Boys and girls who are aged U8-U11 and have not played organised cricket before.	INNINGS	<ul style="list-style-type: none"> • 1 innings of 14 overs per team
COACH	Accredited Community (Level 1) Coach	BATTING	<ul style="list-style-type: none"> • All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap ends following a dismissal. If there is a run out the not out batter is required to face the next delivery. • As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> ○ 5 player team – 4 batters retire at 17 balls, with 1 player retiring at 16 balls. ○ 6 player team – batters retire at 14 balls ○ 7 player team – batters retire at 12 balls ○ 8 player team – 4 batters retire at 11 balls, 4 batters retire at 10 balls. ○ 9 player team – 4 batters retire at 10 balls, 4 batters retire at 9 balls, 1 batter retires at 8 balls ○ 10 player team – 3 batters retire at 10 balls, 6 batters retire at 9 balls • Batters are to retire as soon as they face their allotted balls, not at the end of the over. • Coaches are to rotate the opportunity for their players to face the maximum balls from week to week. At the end of the season, all players should have faced, on average, a similar number of balls in relation to games played as each other. • Coaches are to strongly discourage players from marking the centre by scraping marks with their shoes and/or bat as this damages the playing surface. Centre can be marked with chalk as needed.
GAME TYPE	14 over (maximum) game		BOWLING
BALL	Kookastar 142g semi-soft cricket ball - RED	TIME	<ul style="list-style-type: none"> • Monday or Friday night • Toss: 20 mins before game start • Game to start at 5pm • 120 mins (2hrs) • Please refer to NJCA Playing Conditions document for time saving strategies, and adjustments required for match interruptions • Guidance from coaches is encouraged but must be done in a way that does not slow the game down. Time management is crucial to player experience, so coaches need to consider this and avoid slowing the pace of the game. As the competition progresses, coaches are expected to be providing opportunities for the players to think and learn for themselves, wherever possible, while the match is in progress. • The next two batters should always be padded up and ready to head to the crease, to ensure the timely completion of matches
EQUIPMENT	<ul style="list-style-type: none"> • Helmets must be worn at all times whilst batting & wicket-keeping. • Pads • Gloves • Protector (males) • Additional safety equipment can be worn based on match conditions and/or personal preference. • 2 sets of portable stumps recommended (with base and bails), one set to be provided per team – minimum 1 set of portable stumps required. • Bat size: Size 3 or 4 (<1.8lb or <800gm) is recommended, or as appropriate for player height • Modified ball (as per specifications above). • Measuring tape or string to measure pitch length and boundary. • Boundary markers • Chalk or tape to mark crease line as well as crease centre is provided by NJCA 		
BOUNDARY	<ul style="list-style-type: none"> • 30m (maximum) • Boundary is to be measured from the batter's end stumps. • Refer to Boundary Setup Document for further information on the boundary setup process. 	PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Outfield or hard wicket surface. • 14m length – measured stump to stump.
OVERS	14 overs per team (84 balls)		

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FIELDING	<ul style="list-style-type: none"> • Rotation of fielders is required to ensure all players experience all positions. • Rotation of fielders occurs in a clockwise direction at the end of each over • 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 (7 overs each) • Following the drinks break, players return to the field in the position they would have been in if there had been no drinks break. The two wicket keepers will generally swap positions with each other, in terms of where the first wicket keeper takes to the field after drinks. • If more than 7 players are present at a match, it is generally efficient if the bowler leaves the field at the completion of their over, and the extra player takes to the field in the position the bowler would otherwise have moved to if there had been no extra players. • If a team has less than 7 players present, their opposition is required to assist with fielding. Preference is to place opposition fielders in non catching positions, where possible (eg back stop). You do not bat or bowl for your opposition.
DISMISSALS	<ul style="list-style-type: none"> • Unlimited dismissals (each player will face the nominated number of balls each) • 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. LBW does not apply.
OTHER	<ul style="list-style-type: none"> • Players who already play Saturday morning cricket are NOT eligible to play Summer Smash. Summer Smash is designed as an entry level competition for players who are new to cricket. It is not provided as an additional offering for players participating in Saturday morning junior cricket.
UMPIRES	<ul style="list-style-type: none"> • Each match should have a Game Manager who will act as the official umpire. The Game Manager is provided by NJCA. The provision of a square leg umpire is the responsibility of the fielding team. • When no official umpire or game manager are in attendance, the square leg umpire shall be a responsible representative of the fielding team.