

C.A. STAGE 2
Under 12 & Under 13, Girls Under 15

Foreword

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. Stage 2 is to be played under the published "Australia Cricket Stage 2 30 Over Rules", summarised here:

80 PLAYING CONDITIONS

- 80.1 **Teams** - 9 players per team (maximum 11 can be named in the team). 7 players per team minimum are required to play the game, 11 players per team maximum are to be allocated to a team. Only 9 players can be on the field at any given time, only 9 can bat and up to 11 can bowl, however, any non-batter(s) must bowl (in the first 15 overs), on-bowler(s) must bat (in the first 5).
- 80.2 **Hours of Play** - commence 8.15 am. It is expected that these matches will conclude within approximately four hours. One drink break of no more than 5 minutes will be taken half way through the scheduled number of overs in each innings (if 20 or more).
P.D.C.A. Rules 72, 73, 74 & 75 apply, regarding scheduling & time lost.
- 80.3 **Ball to be used – Under 12** (except Division 1): plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball. – **Under 12 Div 1, Under 13 & Girls Stage 2:** leather ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Colt is the recommended ball
- 80.4 **Boundary** - maximum 45 metres measured from the batting end stumps and clearly marked. Batting is from one end only.
- 80.5 **Pitch Length** - pitch to be 18 metres in length measured from stump to stump.
- 80.6 **Stumps** - normal at batting end with portable stumps at bowling end.
- 80.7 **Creases** - at the bowling end to be marked with white chalk or white tape.
- 80.8 **Overs** - 30 per team.
- 80.9 **Bowling** – from one end (portable stumps end) for the entire game.
- 80.10 **Batting** – All batters retire at 35 balls (with the assumption that some players will be dismissed). 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 8 wickets have fallen.

If a team has more than 9 players, those that did not bowl must bat (in the first 5 batters).

80.11 **Bowler** Maximum 5 overs per bowler, 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled. All players are to bowl (excluding the wicket keeper where only one is used). Players that did not bat must bowl (in the first 15 overs). If more than 9 players are named, up to 11 players may bowl.

80.12 **Fielding** - Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres of the batter (except regulation off side slips, gully and wicket keeper). Each team may use two (2) wicket keepers (15 overs each). If more than 9 players are present at a match, they should rotate onto the field each over. No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.

80.13 **Wicketkeepers** - Each team may use 2 Wicketkeepers (15 overs each).

80.14 **Dismissals** - All modes of dismissal count.