C.A. STAGE 1 - Under 10 & Under 11, (Girls Under 12) age groups

Foreword

Modified Cricket has been designed in an effort to provide a form of cricket especially suited for players Under 11 (12) years of age, in order that all players will have an equal opportunity to participate.

Matches will be conducted in line with the Junior Cricket Stage1 of Cricket Australia Junior Pathway.

The Competition Committee may allow a player over the age of 11 (12) years to play in Modified matches if it is considered special circumstances apply. The Club must apply to the Competition Committee and clubs are expected to use this rule in the spirit intended.

There will be no points awarded for Modified Cricket, therefore, there will be no semi-finals or finals.

40. PLAYING CONDITIONS – Stage 1

40.1 **Teams -** will consist of up to nine (9) players each. If either team has less than 9 players the match will proceed as the primary purpose of this format is to provide a game of cricket for the players.

40.2 **Hours of Play – Matches will be scheduled at either 7.45am, 8.30am or 10.15am:** It is expected that these matches will conclude within approximately two hours.

7.45am Scheduled Matches: The innings of team batting first commences at 7.45am and must cease* at 8.50am, Innings of team batting second commences at 9.00am and must cease* at 10.05am.

10.15am Scheduled Matches: The innings of team batting first commences at 10.15am, must cease* at 11.20am, the innings of team batting second commences at 11.30am and must cease* at 12.35pm.

*The innings of the team batting first must finish at the end of the over in progress at the first innings cut-off time. The team batting second is entitled to a maximum of the number of overs faced by the team batting first, but must end the innings at the end of the over in progress at the second innings cut-off time, having reached the maximum or not.

The number of deliveries faced by the team batting first will be available to the team batting second, provided the completion times are met.

There are no scheduled drinks breaks in Stage 1 cricket.

40.3 **Ball to be used –** plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball.

40.4 **Boundary –** maximum 40 metres measured from the batting end stumps and clearly marked.

40.5 **Pitch Length –** pitch to be 16 metres in length measured from stump to stump.

40.6 **Stumps –** normal at batting end with portable stumps at bowling end.

40.7 **Creases –** at the bowling end to be marked with white chalk or white tape.

40.8 **Overs –** 20 per team of 6 balls each including No Balls and Wides.

40.9 **Bowling –** from one end (portable stumps end) for the entire game.

40.10 **Batting –** each player shall face the number balls as determined by the following calculations.

120 balls (20 overs by 6 balls) divided by the number of batters, e.g. 7 batters would face 17 balls each with the last man continuing until he receives 18 balls (8 batters = 15 each; 9 batters = 13 each with the last 2 batters facing remaining 3 balls).

All balls regardless of whether Wides or No Balls will be included in the batter's ball count.

40.11 **Bowler –** maximum of 6 balls per over (including Wides and No Balls).

All players to bowl (e.g. minimum of 2 and maximum of 4 each with the exception of the Wicketkeepers who are required to bowl at least one over each).

40.12 **Fielding –** a maximum of 9 (same number for each team) players (including Wicketkeeper and Bowler) may field at any one time. Rotation of Fielding Positions is required to ensure players experience all positions.
No fielder may field within 15 metres of the batter or each other (except the wicketkeeper).
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.

40.13 **Wicketkeepers -** Each team is required to use a minimum of 2 Wicketkeepers (10 overs each).

40.14 **Dismissals –** unlimited dismissals. Each player will face the allocated number of balls. For each dismissal the Bowling Team's batting score will be increased by 4 runs at the end of the innings.
The LBW Law will not apply.