

Boys T20 Smash U10 Playing Conditions

Quick Summary	
Number of Players	Maximum 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.
Maximum Innings Length	20 overs
Pitch Length	16m stump to stump.
Boundary Size	Maximum 30m circle from the batter's stumps.
Exclusion Zone	"Ice Cream Cone" shaped with 18m semi-circle behind stumps and triangle from umpire at bowler's end to the 18m points square both sides of the batter's end stumps. At no time can more than 4 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time the batter plays their shot.
Bowlers Run Up	10m from stumps at bowler's end.
Spin/Slow Bowling Overs	2 overs of spin/slow – wicket-keeper must be standing up to the stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	3 overs a game.
Minimum Overs Bowling	2 overs unless a designated wicket-keeper. If the wicket-keeper is changed, both wicket-keepers must bowl minimum overs.
Balls Batting	30 balls (5 overs) in pairs including any wides/no balls.
Batting Dismissals	Batters bat in pairs for 5 overs per pair, if dismissed, they change ends.
Maximum Balls Per Over	6 balls maximum except last over which is unlimited.
No Balls	Yes with Free Hits
LBW, Stumping	No
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	No official drinks break, however if innings is progressing quickly enough a 3-minute maximum break can be taken.
When Result Occurs	The team batting second wins when they score more runs than the first innings and all batters have passed their grace period (no batter can be retired early) or the overs are completed. The team fielding second wins when they bowl out the team batting second for less runs than they scored, or the overs are completed with the team batting second scoring less runs.
Who can Umpire	Coaches can umpire if there are no other options. Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
Coaching during games	No supporters shall communicate with any player or players on the field of play other than to cheer them on. Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down. No "yelling" instructions to players from the sidelines should occur.

CricHQ Match Type: Age & Stage (Under 10 T20) – ACA



1. Team Composition

Maximum 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.

- Players should be Under 10 on 1 April 2019. ACA may grant dispensation upon request.
- For all dispensation requirements and the application process please visit the Junior and Youth General Playing Conditions via our website.
- If in doubt, please talk to your Club Manager and request that they contact the Junior and Youth Cricket Coordinator at ACA.

2. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss and will automatically be batting first. If a team is not available to start a match on time they will be deemed to have lost the match. All players must be entered into CricHQ prior to the match.

3. Hours of Play & Over Rate

- **Saturday T20 Grade:**
 - Priority 1 time-slot: 9.30am – 12.00pm
 - Priority 2 time-slot: (Friday) 5.00pm – 7.30pm
 - Priority 3 time-slot: 12.30pm – 3.00pm
- This is a full season competition term 4 and term 1.
- ACA plans to schedule all games in their priority 1 time-slot, only if, due to no ground availability or both teams request will ACA action either the 2nd or 3rd time-slot. If this is actioned, ACA endeavor to give the teams as much notice as possible.
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a 3-minute break can be taken.
- The first innings should conclude no more than 1 hour and 5 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
- The second innings should conclude no more than 1 hour and 5 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed.

4. Players, Officials & Spectators Conduct

- This competition is played in accordance with the ACA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.
- No supporters shall communicate with any player or players on the field of play.
- Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.
- Under no circumstance shall team officials remonstrate with umpires.
- Team officials and spectators should recognise that the participation and enjoyment of the players is paramount at all times.
- **All Game Managers** are to have registered and completed the online vulnerable persons module including police vetting.
- **All Coaches** are to have registered and completed the [Advanced Foundations Coaching Course](#) including police vetting.

5. Length of Innings

Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings.

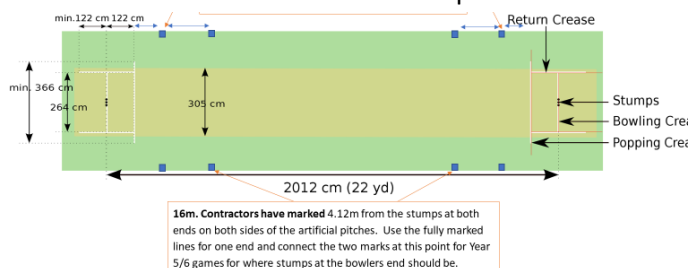
Determination of Result:

- The team that has the most runs at the completion of both innings is the winner.

If CricHQ says the game is over when the team batting second passes the score of the first team, IGNORE THIS AND CONTINUE AS THE RESULT IS ONLY DETERMINED AS ABOVE.

6. Pitch Length

16m. Use marked lines at one end and connect the two marks provided by contractors at the other end for the bowlers' end stumps and a further 1.22m for the popping crease.

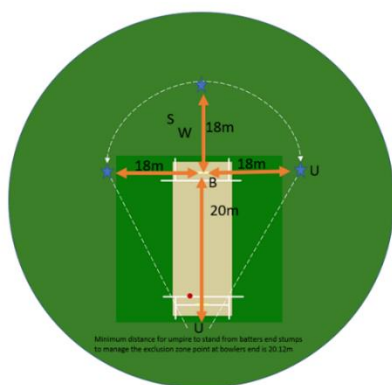


It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

7. Boundaries

Maximum 30m circle to be marked by cones. Measured from the batter's end.

Fielding Exclusion Zone



Markers are placed 18m square either side of the stumps at both ends. The square leg umpire is to be positioned at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end or 20.12m from the batter's end stumps, whichever is further, to the markers either side of the stumps at the batter's end. Further, behind square on either side of the stumps, no fielder can be within 18m except for the wicketkeeper and one slip fielder positioned no closer than in line with the wicketkeeper. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot.

At no time can more than 4 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the batter plays their shot.

If players encroach early, the umpire will signal and call a 'No Ball' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.

Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.

8. Fielding

- **To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field i.e. each player moves clockwise after each over. Bowlers will bowl in the order of rotation until minimum overs are bowled by all players other than first wicket keeper (i.e. player fielding next to bowler on the onside will be the next bowler

always and then after bowling will move to the next fielding position on the offside). Once minimum bowling overs are completed, rotation/bowling order is determined by the Captain.

- Should the designated Captain not be the wicket-keeper or bowling, they may stand in one position, for example at first slip or mid-off and not have to rotate other than when bowling.

9. Ball

A 142gm Kookaburra Commander White Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play. ACA recommends balls are used for at least 3 innings.

10. Dismissals

- One innings of 20 overs each team
- Eight batters are placed into pairs numbered 1-4 by coach/captain.
- Each pair will bat together for 5 overs
- This is a minimum of 30 balls and we would like each batter to face a minimum of 15 balls so batters may need to be told to change ends to achieve this. The scorer can advise the umpire when they feel it is getting near the end of the allocated overs and one batter has some catching up on balls faced to do.
- When dismissed, batters do not face the next delivery and always change ends at the completion of each over. The only penalty for being 'Out' is that batters swap ends (this does not apply to 'Run Out') and the bowling team receives 3 bonus runs add to their Batting total as EXTRAS.

11. Stumpings, LBWs and Mankads

No Stumpings, LBWs or Mankads. Umpires can insist that batters take stance on middle.

Umpires are to ensure backing up batters do not leave early. Dead ball can be called by umpires.

12. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 8 players, but the returning batter must be the lowest scoring batter (dismissed).
- A dismissed batter may only return in the last pair i.e. all other batters have batted.

13. No Balls/Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist when standing in batting stance, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide-lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum **6** deliveries per over. **The last over has no maximum deliveries.**
- No balls and wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No

Ball, even if the delivery for the free hit is called a Wide Ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or*
- b. The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

N.B. *For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply. The last over of the innings will continue until a legitimate delivery is bowled to the batter.*

14. Bowling Restrictions

- Maximum 3 overs per player. Once the bowler has bowled their over the whole field must rotate.
- All players must bowl minimum 2 overs. Any player who bowls minimum or less overs must bat higher than bowlers who bowl additional overs – this is for both innings, therefore if batting first, batters who are expected to bowl extra overs must bat after those that are going to bowl minimum or less overs.
- A minimum of 2 overs of spin/slow bowling per innings – wicket-keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.
- A cone should be placed 10m behind the wickets at the bowler's end, which is the longest run up permitted. Any bowler that starts their run up beyond the cone will be deemed to have bowled a no ball.
- No player may bowl their third over until all players have bowled two overs.

15. Wicket-keeper

A designated wicket-keeper is permitted but not required. No more than two wicket-keepers are to be used during an innings to ensure that the match is not unduly delayed. If a wicket-keeper fields then he/she must also bowl the minimum number of overs. Wicket-keepers must wear ACA approved proper helmets.

16. Umpiring

- Coaches are permitted to umpire; however, it is best practice for coaches not to Umpire unless there are no other alternatives.
- Umpires are to stay in position at the bowlers end and square leg for a minimum of 5 overs before swapping positions. We encourage the same umpires remain throughout the game to ensure consistency.
- All umpires should have completed minimum free online [Umpiring Coaching Modules](#).
- Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
- Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down.
- No “yelling” instructions to players from the sidelines should occur.

17. Grading

ACA will divide entered teams into multiple regional competitions for this grade. Note, ACA will try to schedule games to minimise travel and may not be traditional home grounds for either team.



- Pools will be formed where each team within the pool will play each other in an incomplete round robin for the first 4 to 5 rounds.
- After initial pool play, each competition may be reconfigured based on performances for the remainder of the season and new pools created, if ACA believes they must be, they can be refigured again to ensure teams of similar ability play throughout the season.

18. Points

Win = 3 points Tie or Match Abandoned = 1.5 points Loss = 0 points

19. Wet Weather Interruptions

Overs cannot be reduced, if there is any time lost due to weather interruptions and the full allotment of overs cannot be completed the game will be declared abandoned.

20. Girls, Weather Cancellations, Defaults, Helmet Policy and Other General Conditions

Girls may play in any boy's grades. Please refer to the ACA Playing Conditions Webpage for information on Weather Cancellations, Defaults, Helmet Policies and other General Conditions.