

PLAYER PATHWAYS



AUSTRALIAN CRICKET PATHWAY



The Australian Cricket Pathway is divided into three stages - Foundation, Talent and Elite & Mastery.

Here are some tips to help players develop throughout the player pathway.

- The pathway aligns with key development times to maximise learning.
- The early years are about building the foundations.
- Focus on the holistic development of the individual including mental, tactical and physical development.
- The ability to adapt and perform is assessed throughout the pathway.
- Progression to more difficult competitions based on skill rather than just age.
- Growth is not linear so competency levels may vary as the player develops.

Want to know more about the foundation stages of the pathway? Check out community.cricket.com.au/australian-cricket-pathway



6 KEY AREAS

- CLEAR & ATTRACTIVE ENJOYMENT
- SKILLS & CAPABILITIES
- ALIGNED COMPETITIONS & TALENT ID
- RESOURCES
- COACHING & UMPIRING

AUSTRALIAN CRICKET PATHWAY

BACKYARD TO BAGGY GREEN



ELITE & MASTERY

THE BAGGY GREEN:
Australian teams



TALENT

BREAKTHROUGH:
Australia A & CBA Shooting Stars

STRONG PERFORMANCES:
National senior competitions

SKILL & DETERMINATION:
National 2nd tier competition & performance program

POTENTIAL IS IDENTIFIED:
Premier 1sts, national youth competitions & programs



FOUNDATION

PLAYING & COMPETING:
Junior & senior competition

LEARNING THE SKILLS:
Woolworths Cricket Blast

GET MOVING:
Barbecues, backyards & beaches



CRICKET FOR PEOPLE WITH A DISABILITY

CRICKET IS A SPORT FOR ALL AUSTRALIANS

Over the past five years Australian Cricket has worked to make the game more accessible to everyone, including those with a disability.

The result? Triple the participation of players with a disability and a clear pathway for these players from club cricket, to state teams, to fully funded national teams. There's never been a better time for people with a disability to get involved in cricket!

Cricketers with a disability are encouraged to join mainstream cricket clubs as a starting point. Clubs offer an inclusive environment, welcoming and accepting of everyone. We know this won't suit all players and it's not the only option. There are programs, teams and clubs that specifically cater to cricketers with a disability for example cricketers who are blind or have low vision can join a specific competition around the country.

There's a pathway on offer for cricketers with a disability leading to compete at national and international level.

The inaugural National Cricket Inclusion Championships kicked off in 2017 in Geelong, Victoria. This annual competition features three divisions, Blind and Low Vision, Deaf and Hard of Hearing and cricketers with an Intellectual Disability.

The first sport to bring all three divisions together in one national championship.

Want a taste of the action at these comps? Check out the website: ncic.cricket.com.au

The Australian Blind Cricket team, Australian Deaf Cricket team and Australian Team for Cricketers with an Intellectual Disability regularly compete in international competitions such as World Cups and other series against international teams both in Australia and abroad. The opportunity to travel overseas to places such as South Africa, India, England, Sri Lanka and the Caribbean (among others), is one of many benefits for cricketers with a disability who reach this level.

One of our biggest challenges is spreading the word about the incredible opportunities that exist for cricketers with a disability and this is where you can help us.

If you have (or know of someone with) a disability that would be interested in getting involved in cricket as a player, coach, umpire or volunteer, please visit playcricket.com.au



Since July 1st 2017, Cricket Australia has fully funded all its National Disability Teams, making it the first non-Paralympic sport to do so. This has been made possible through the great support of the Commonwealth Bank who announced the country's single largest investment in women's sport and diversity sports programs in November 2016.






JUNIOR PATHWAY

The **Junior Pathway** is the foundation of the overarching Australian Cricket Pathway which provides a path from entry level programs all the way to Australian Teams. The Junior Cricket Pathway includes a staged approach to help kids develop the required skills in a fun and action packed way. The stages have been developed based on research, testing and community feedback and are considerate of the physical, mental and emotional development of kids.

A key principal of the Australian Cricket Pathway is to encourage players to participate at the stage that is appropriate to their ability level and therefore the ages outlined are indicative only and could vary from males and females based on previous experience.



JUNIOR BLASTERS

LEARN THE SKILLS

DURATION	1hr
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Introduction to Cricket

FUN, GAME-BASED ACTIVITIES



MASTER BLASTERS


LEARN THE GAME

PLAYERS	6
PITCH	14m
OVERS	12
BOUNDARY	30m
DURATION	1.5 hrs

QUALIFYING SKILL

Bowl with a straight arm over 14m

MULTIPLE GAMES ON THE OUTFIELD




JUNIOR CRICKET 1

PLAYING THE GAME

PLAYERS	7
PITCH	16m
OVERS	20
BOUNDARY	40m
DURATION	2 hrs

BOYS/MIXED COMPETITION	ALL GIRLS COMPETITION
U11	U13

AGE IS USED AS A GUIDE ONLY



JUNIOR CRICKET 2

PLAYING AND COMPETING

PLAYERS	9
PITCH	18m
OVERS	20/30
BOUNDARY	45m
DURATION	2 - 3 hrs


BOYS/MIXED COMPETITION	ALL GIRLS COMPETITION
U13	U15

AGE IS USED AS A GUIDE ONLY

REPRESENTATIVE LEVEL

PLAYERS	11
PITCH	18m
OVERS	20/40*
BOUNDARY	50m

*Recommended maximum



JUNIOR CRICKET 3

PLAYING AND COMPETING

PLAYERS	11
PITCH	20.1m
OVERS	20/40
BOUNDARY	50m
DURATION	2.5 - 4 hrs

BOYS/MIXED COMPETITION	ALL GIRLS COMPETITION
U18	

AGE IS USED AS A GUIDE ONLY

REPRESENTATIVE LEVEL

PLAYERS	11
PITCH	20.1m
OVERS	20/50*
BOUNDARY	55m

*Recommended maximum



WOOLWORTHS CRICKET BLAST

Kids from all around Australia are getting into Woolworths Cricket Blast, the first step in the Australian Junior Cricket Pathway.

Spread across two levels, Junior Blasters for 5-7 year olds, and Master Blasters for 7-10s, the program has been designed based on research, testing and feedback from the community.

Woolworths Cricket Blast is the perfect program to keep kids active all year round, with easy adaptation to an indoor venue with Woolworths Cricket Blast - Indoor.

Need help? Give us call or shoot us a note:
 Email cricketblast@cricket.com.au
 Phone **1800 CRICKET (274 2538)**



THE **WOOLWORTHS CRICKET BLAST APP** IS HERE TO HELP YOU WITH EVERYTHING YOU NEED TO KNOW AT THE CLICK OF A BUTTON! DOWNLOAD IT NOW!



Hold the Woolworths Cricket Blast program in the palm of your hand with...

- Activity Videos
- Session Plans
- And More...



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JUNIOR BLASTERS

Junior Blasters is for kids to develop through fun, game-based activities. It's all about the fun and developing the basics of:

- batting
- bowling
- fielding
- and fundamental movement skills!

Activities and games are designed for small groups to maximise participation.

No qualifying skills needed, Junior Blasters is for everyone! Check out our resources – they'll make running Junior Blasters a breeze:

- Woolworths Cricket Blast App
- Junior Blasters Coordinator Handbook
- Activity Game Cards
- Activity Videos
- Coaching Tips
- Online Training Modules

MASTER BLASTERS

Master Blasters can bowl with a straight arm over 14 metres. Armed with the basics they're ready to apply them in modified games of cricket.

Blast Games let everyone bat, bowl, field and wicket keep. 'Skill Zone' activities keep kids developing the fundamentals, while 'Sideline Activities' keep them moving between hits.

It's fun, safe and easy to deliver – check out our resources for more info:

- Woolworths Cricket Blast App
- Master Blasters Coordinator Handbook
- Scorebooks
- Activity Videos
- Coaching Tips
- Online Training Modules



JUNIOR CRICKET GAME FORMATS

Cricketers at every stage of development should be provided with game formats that challenge and enhance skills.

The Junior Cricket Formats is a staged approach to cater to skill level, providing action packed games that keep players engaged.

Because of this, consider players' skill when developing competitions for boys or girls and run the format stage that best fits the ability level of players.

Cricket Australia and State/Territory Cricket Associations have developed the Junior Cricket Formats (Stage 1, 2 and 3) and playing conditions to sequentially increase the complexity of the game.

Junior associations and clubs should adopt the endorsed Junior Cricket Formats to support the development of skill and a love of the game. The Junior Cricket Formats are for all abilities.

When clubs are selecting players, assess on ability rather than age.

JUNIOR CRICKET FORMATS

- Ensure players have the opportunity to experience all aspects of the game.
- Provide choice to players and parents around the length of game at Stage 2 and Stage 3.
- Encourage greater participation by all players.
- Reduce the number of players per team for Stage 1 and 2.
- Ensure both teams bat and bowl on the same day.
- Mandate rotation of fielders through all fielding positions, particularly at Stage 1.
- Ensure all game formats comply with Australian Cricket's playing policies and guidelines.

Kids may want to specialise in one or multiple aspects of cricket. Be aware that the risks of early specialisation may include:

- Possible injuries resulting from overuse;
- Overtraining;
- Boredom and loss of interest for the infrequent participants.

DON'T FORGET ABOUT CRICKET AUSTRALIA'S JUNIOR CRICKET APP AVAILABLE FOR DOWNLOADING VIA GOOGLE PLAY & THE APP STORE. IT'S A ONE-STOP-SHOP FOR COACHES, PARENTS & ADMINISTRATORS.



The CA Junior Cricket Formats are a staged approach to help kids develop the required skills in a fun and action packed way. The app is designed to ensure players participate at the stage that suits their ability level and develop their skills for the format they are playing.



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KEY PRINCIPLES OF JUNIOR CRICKET FORMATS: SUMMARY

Focus is on enhancing players' enjoyment and retention by:

- Encouraging players to compete at their skill level (Stage 1, Stage 2 or Stage 3).
- The formula underpinning the junior formats is: More Balls In Play = More Action + Better Skills.
- There are less players on the field (7 for Stage 1 and 9 for Stage 2) to increase activity levels for each player by providing more space, resulting in increased activity for fielders and more running between the wickets for batters.
- The size of the pitch has been reduced (16m for Stage 1 and 18m for Stage 2) to cater for the physical capabilities of the bowlers to develop a sound bowling technique.
- Boundaries have been reduced to allow a great opportunity for the batter to hit more fours and sixes.
- Games are 'time friendly' for parents. A Stage 1 match takes two hours and a Stage 2 match takes two or three hours depending on game format (20 over or 30 over).
- The purpose of allowing each player the opportunity to bat, bowl and field in different positions is to increase their level of engagement with cricket.
- Formats are aligned to the Australian Cricket Pathway competency framework.
- Coaching resources are consistent with the Australian Cricket Pathway and support development of player skills throughout the formats.
- Representative cricket is designed to stretch the best players. This includes inter-association, Regional, State and National Championships.
- Female pathways can use the same formats, however the progression may be different depending on the experience of players. This issue will become less over time as more and more girls take up the sport.

AUSTRALIAN CRICKET PATHWAY ROLES

COACHES' ROLE	CLUBS' ROLE	ASSOCIATIONS' ROLE
Teach skills as per the Australian Cricket Pathway to prepare for the next level	Endorse and advocate the Australian Cricket Pathway philosophy and Junior Cricket Formats	Endorse and adopt the Australian Cricket revised junior formats for each stage
Provide environments that are fun, and maximise participation and development	Endorse and adopt MyCricket and PlayCricket websites	Promote Australian Cricket Pathway philosophies to attract and retain players
Base all sessions on games, what to do, not how to do it	Train and support accredited coaches and volunteers	Support volunteers with training
Key measure: players improving skills and returning next season	Support coaches and volunteers to create fun playing environments	Actively promote resources and MyCricket website in communication
Provide feedback to associations, States and Territories and Cricket Australia		





20 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 1
SUMMARY	Playing the game
PURPOSE	Community club and school
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 stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE	<ul style="list-style-type: none"> U10 & U11
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> Modified ball (circumference 21-22.5cm, ideal weight 120-140g).* *Synthetic options available as per Stage 1 Modified Balls Guidance.
TIME	<ul style="list-style-type: none"> 120 mins (2 hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 4 (<1.8lb or <800gm) is recommended. Modified ball (as per specifications above). Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 40m (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. 16m length – measured stump to stump.
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)

STAGE	STAGE 1
TEAM	<ul style="list-style-type: none"> 7 players per team. 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
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 end 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 – batters retire at 24 balls 6 player team – batters retire at 20 balls 7 player team – batters retire at 17 balls 8 player team – batters retire at 15 balls 9 player team – batters retire at 13 balls If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119). Batters are to retire as soon as they face their allotted balls, not at the end of the over.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicket-Keeper is to bowl one over each). Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options. Bowlers are to bowl from the one end for entire game.
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions. 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 (10 overs each). If more than 7 players are present at a match, they should rotate onto the field each over. The Association or Competition Manager/s have the option to allow the coach of the fielding team to be present on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each). The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 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.

20 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 2 - T20
SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	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 2-hour window.
INDICATIVE AGE	U12 or U13
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• T20 (20 over game)
BALL	• 142g hard or leather (male) • 142g hard or leather (female)
TIME	• 120 mins (2hrs) • The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
EQUIPMENT	<ul style="list-style-type: none"> • Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads • Gloves • Protector • Additional safety equipment can be worn based on match conditions and/or personal preference. • 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. • Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. • Measuring tape or string to measure Pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> • 45m (maximum) • Boundary is to be measured from the centre of the pitch. • Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf Wicket. • 18m length – measured stump to stump. • For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
OVERS	• 20 overs per team (120 balls)

STAGE	STAGE 2 - T20
TEAM	<ul style="list-style-type: none"> • 9 players per team • 7 players per team minimum are required to play the game. • 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
INNINGS	• 1 innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> • With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> • 7 player team – batters retire at max 20 balls faced • 8 player team – batters retire at max 20 balls faced • 9 player team – batters retire at max 20 balls faced • 10 player team – batters retire at max 15 balls faced • 11 player team – batters retire at max 15 balls faced • Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. • 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 the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9-11 player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> • 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • Maximum of 4 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options. • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. • Bowlers change ends at 10 overs. • Bowlers can bowl from one end for the entire game at competition manager's discretion.
FIELDING	<ul style="list-style-type: none"> • To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. • No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper). • If more than 9 players are present at a match, they should rotate onto the field each over. • Teams have the option to change wicket-keepers after 10 overs.
DISMISSALS	• All modes of dismissal count.

30 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 2
SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	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.
INDICATIVE AGE	U12 or U13
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• 30 over (maximum) One Day game
BALL	• 142g hard or leather (male) • 142g hard or leather (female)
TIME	<ul style="list-style-type: none"> • 180mins (3hrs) • The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
EQUIPMENT	<ul style="list-style-type: none"> • Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads • Gloves • Protector (males) • Additional safety equipment is able to be worn based on match conditions and/or personal preference. • 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. • Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. • Measuring tape or string to measure Pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> • 45m (maximum) • Boundary is to be measured from the centre of the pitch. • Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket or Turf Wicket. • 18m length • For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
OVERS	• 30 overs maximum per team (180 balls)

STAGE	STAGE 2
TEAM	<ul style="list-style-type: none"> • 9 players per team • 7 players per team minimum are required to play the game. • 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> • 1 innings of 30 overs (maximum) per team • The Associations or Competition Manager have the option to play split innings/quarters (2 innings per team of 15 overs each).
BATTING	<ul style="list-style-type: none"> • With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> • 7 player team – batters retire at max 30 balls faced • 8 player team – batters retire at max 30 balls faced • 9 player team – batters retire at max 30 balls faced • 10 player team – batters retire at max 25 balls faced • 11 player team – batters retire at max 20 balls faced • Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. • 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 the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9-11 player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> • 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • Maximum of 5 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options. • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. • Bowlers change ends at 15 overs. • Bowlers can bowl from one end for the entire game at competition manager's discretion.
FIELDING	<ul style="list-style-type: none"> • To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. • Teams have the option to change wicket-keepers after 15 overs. • No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper). • If more than 9 players are present at a match, they should rotate onto the field each over.
DISMISSALS	• All modes of dismissal count.

20 OVER DETAILED MATCH DAY RULES - T20

STAGE	STAGE 3 - T20
SUMMARY	Playing and competing
PURPOSE	Community club
DESCRIPTION	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.
INDICATIVE AGE	U14-U19
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> 156g leather (male) 142g leather (female)
TIME	<ul style="list-style-type: none"> 120mins (2hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of stumps with bails. Bat size: Size 6 (weight <2.2lb or <1000g). Measuring tape or string to measure boundary. Boundary markers
BOUNDARY	<ul style="list-style-type: none"> 50m (maximum) Boundary to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard Wicket or Turf Wicket 20.1m (standard pitch length)

STAGE	STAGE 3 - T20
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 11 players per team
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3. Competition manager/association can enforce player retirement (40 balls faced) at their discretion. If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (All wides and no-balls are to be re-bowled). A minimum of 5 players must bowl. There is a maximum of 4 overs per bowler. Bowlers change end after each over. The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.

40 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 3
SUMMARY	Playing and competing
PURPOSE	Community club
DESCRIPTION	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.
INDICATIVE AGE	U14-U19
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> 30 over One Day game (maximum) - female 40 over One Day game (maximum) - male
BALL	<ul style="list-style-type: none"> 142g leather (female) 156g leather (male)
TIME	<ul style="list-style-type: none"> 180mins (3hrs) - female 240 mins (4hrs) - male The Association or Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Time Saving Strategies Document for further information.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of stumps with bails. Bat size: Size 6 (weight <2.2lb or <1000g). Measuring tape or string to measure boundary. Boundary markers
BOUNDARY	<ul style="list-style-type: none"> 50m (maximum). Boundary to be measured from the centre of the pitch. Refer to Ground Setup Document for further information on boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf wicket 20.1m (standard pitch length)

STAGE	STAGE 3
OVERS	<ul style="list-style-type: none"> 30 over maximum (female) per team 40 overs maximum (male) per team
TEAM	<ul style="list-style-type: none"> 11 players per team
INNINGS	<ul style="list-style-type: none"> 1 innings of 30 overs (maximum) per team (female) 1 innings of 40 overs (maximum) per team (male) The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15/20 overs each).
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3. Competition manager/association can enforce player retirement (60 balls faced) at their discretion. If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (All wides and no-balls are to be re-bowled). A minimum of 5 players must bowl. There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female). Bowlers change end after each over. The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper).
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.

INDOOR CRICKET



Indoor cricket is a fast-paced game played on synthetic turf inside a netted court. Every player bats, bowls and fields, making it an ideal game for players wanting high involvement regardless of their skill level.

Indoor cricket players have the opportunity to play locally within centres and also at a representative level, competing for their State or Territory and their country.

	4, 6 OR 8 A SIDE	MIXED
GAME FORMATS (IDEAL GAME TYPES)	1 innings per side, 12 -16 overs per innings	
BALL (IDEAL SIZE AND TYPE)	Recognised brand of indoor cricket ball	Recognised brand of indoor cricket ball
PROTECTIVE EQUIPMENT	Minimum Batting Gloves, Protector	Minimum Batting Gloves, Protector
COURT SIZE	Length 28-30m, Width 10 - 12m, Height 4 - 4.5m	Length 28-30m, Width 10.5 - 12m, Height 4 - 4.5m
TEAM	4 -8 players	4-8 players No more than 2 players of same gender in 4 a side. No more than 3 players of same gender in 6 a side. No more than 4 players of same gender in 8 a side.
BATTING	Each player must bat. Batters bat in pairs for a period of 4 overs. When dismissed, batters lose 5 runs but continue to bat.	Each player must bat. Batters bat in pairs for a period of 4 overs. Each pair must contain 1 x male and 1 x female batter. When dismissed, batters lose 5 runs but continue to bat.
BOWLING	Players must bowl 2 overs each. In the event of the fielding side being short of numbers, the batting side nominates the bowlers to complete the missing players overs.	Players must bowl 2 overs each. Male and female bowlers must alternate. In the event of the fielding side being short of numbers, the batting side nominates the bowlers to complete the missing players overs.
FIELDING	There must be no more than half the fielders in each half of the court. Fielders cannot enter the 3m exclusion zone prior to the batter playing the ball.	There must be no more than half the fielders in each half of the court. Fielders cannot enter the 3m exclusion zone prior to the batter playing the ball.
PITCH LENGTH	Standard pitch 20.12m	Standard pitch 20.12m
DISMISSALS (LBW INCLUDED)	As per rules of outdoor cricket. Players can be caught off the netting. LBW will only be introduced if a batter fails to play a shot.	As per rules of outdoor cricket. Players can be caught off the netting. LBW will only be introduced if a batter fails to play a shot.



COMPARE JUNIOR FORMATS

JUNIOR COMPETITION



Woolworths Cricket Blast is the first step on the Australian Junior Cricket Pathway: made up of two levels Junior Blasters, for kids new to Cricket and Master Blasters for kids that have mastered the basics.

Junior Blasters

- Great for boys and girls new to cricket
- Focus on building skills through fun, game-based activities
- 60 minute session
- Approximate age range is 5 - 7
- At least 6 weeks of action
- All equipment provided
- Fun and safe environment

Master Blasters

- Great for boys and girls who are ready to play modified games of cricket
- Fun and social setting
- 90 minute session
- Approximate age range is 7 - 10
- At least 6 weeks of action
- All equipment provided
- Safe and inclusive environment



Kids play organised games of cricket at their local club - an opportunity for your kids to make new friends!

Features

- For boys and girls aged 9-17
- For kids with basic cricket skills
- Play games of cricket
- Game formats and length vary based on stages
- Full cricket season
- Some equipment may be provided
- Fun and active
- Club & school environment



Indoor cricket is a fun and social way for players to get active with their friends or family any time of the year.

Features

- Fun and active game for boys and girls aged 9-17
- For kids new to cricket or those wanting to further develop their skills
- Play indoors so never washed out!
- Fast format with games lasting just over an hour
- Seasons starting regularly all year round
- Everyone gets a chance to bat, bowl & field



COMPARE SENIOR FORMATS

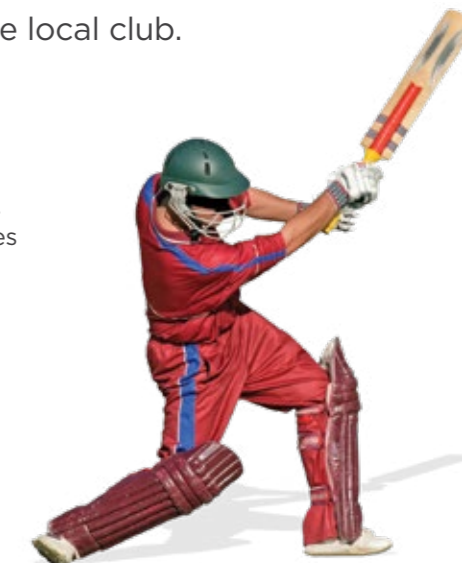
SENIOR COMPETITION



Play organised games of cricket at the local club.

Features

- For men, women and talented young players
- Various divisions to cater for all abilities
- Veterans cricket that caters for Over 50's, 60's and 70's, including representative opportunities
- It's cricket with various formats played, including T20, One Day and Two Day cricket
- Games can range from 2 to 6 hours
- Experienced umpires may be provided
- Full cricket season offered
- Many clubs offer equipment
- Fun, social and active
- Club environment



Indoor cricket is a fun and social way for players to get active with their friends or family any time of the year.

Features

- Fun and active game for men and women of all ages
- Various divisions to cater for all abilities
- Play indoors so never washed out!
- Fast format with games lasting just over an hour
- Seasons starting regularly all year round
- Everyone gets a chance to bat, bowl & field

