

PLAYING CONDITIONS 2024/2025

Stage 1 (20 Over)

COMPETITION	IWHCA	OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
AGE & GRADE	U10 & U11 Competitions	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 recommended maximum to be allocated to a team (maximum 7 players on field at any given time).
FORMAT & TIME	Stage 1 – 20 overs per innings <ul style="list-style-type: none"> 130 mins (2 hrs. & 10 minutes) <ul style="list-style-type: none"> 60 Minutes per innings & 10 minutes change of innings break. Maximum 70 minutes per innings with the innings deemed closed after this period. 	INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
TEAM OFFICIALS	Each team must have a registered coach & manager on PlayHQ. The recommended accreditation required for a coach is the 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 end following a dismissal. If there is a run out the not out batter is required to face the next delivery. As there are 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.
PITCH TYPE AND LENGTH	Outfield or hard wicket surface. Pitch length – 16metres measured stump to stump.	BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl a minimum of 2 overs with a maximum of 4 overs. (This includes the Wicket-Keeper). All players are to bowl at least 2 overs prior to a 3rd over unless they act as a WK or have an injury preventing them from doing so. Bowlers are to bowl from the one end for entire game
BOUNDARY	40m (maximum and recommended) <ul style="list-style-type: none"> Measured from the batter's end stumps. 	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.
BALL	U10 MIXED Modified ball (refer to ball guide) U11 MIXED: 142g Leather Ball.	DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each). For each dismissal, 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.
EQUIPMENT	<ul style="list-style-type: none"> A helmet must be always worn whilst batting & wicket-keeping. The following MUST be worn as well: <ul style="list-style-type: none"> 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. 		
SCORING	Each game must be Electronically scored using the PlayHQ E-Scoring Portal. <ul style="list-style-type: none"> For all games, there must be 1 Electronic Scoring Device and 1 Scorebook being used to record match statistics. 		
UMPIRE	Each team must provide 1 umpire. Each umpire is to swap after 10 overs of each innings or halfway through each innings of a shortened game.		

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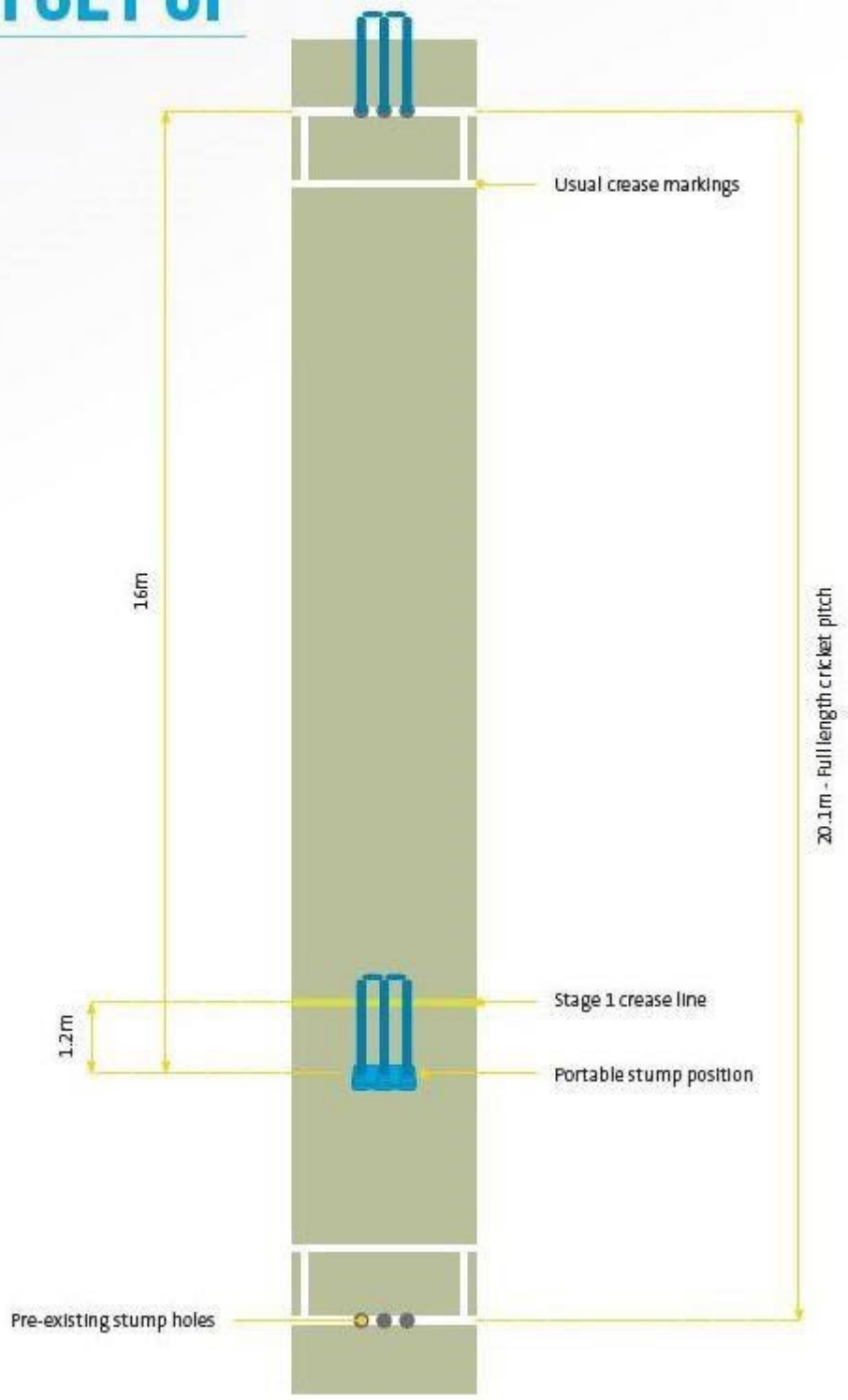
Stage 1 (20 Over)

APPLICATION

- (a) These Playing Conditions shall apply to all matches in the Sixers Cricket League Competitions. All matches are played as per the Cricket Australia Stage 1 Format.
- (b) Except as varied here under, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply.

PITCH SET UP – ONE END BOWLING

PITCH SET UP



BOUNDARY SET UP – ONE END BOWLING

BOUNDARY SET UP


FORMAT
20 over

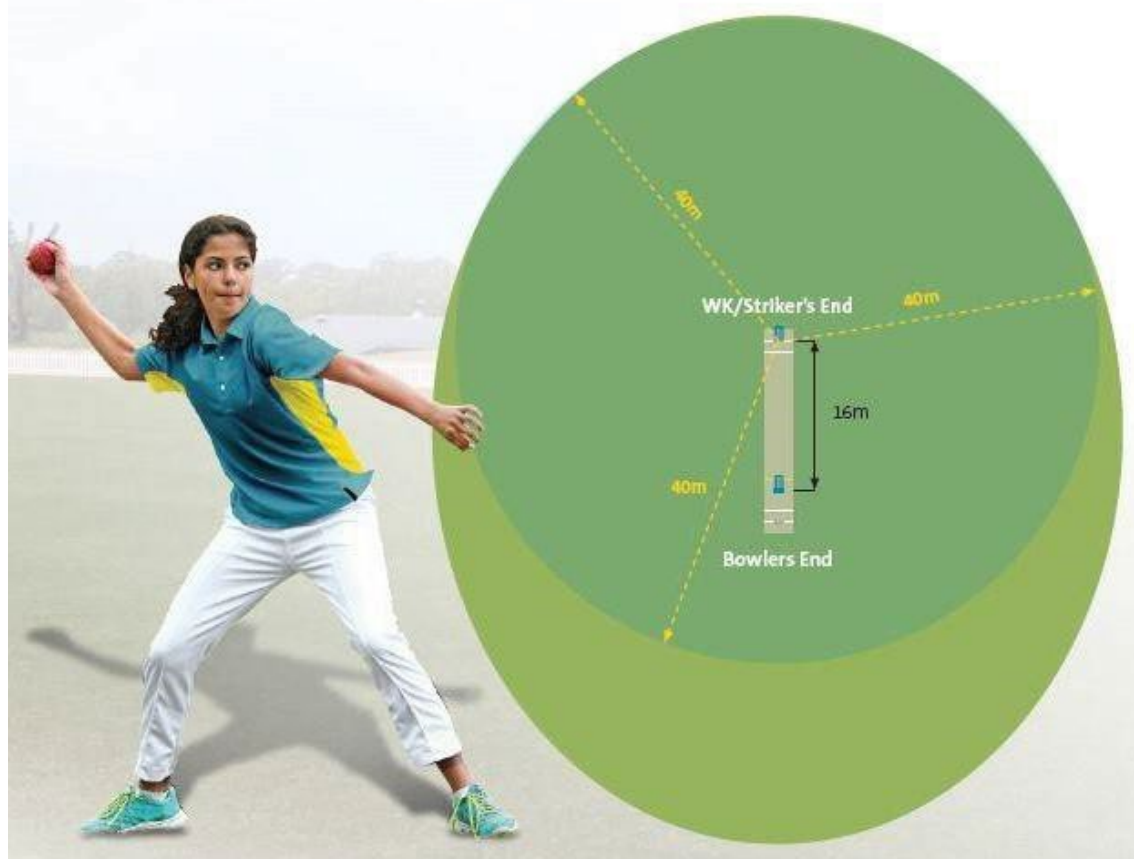

TIME
120 mins


PLAYERS
7

Pitch 16m (stump to stump)

Boundary 40m max. Circle measured from the batter's end stumps.

Stumps Portable at bowlers end



Boundary definition –

- Marked by the use of plastic PVC cones or domes no more than 20 metres apart;
- Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked;
- All aspects to be agreed to by both coaches and/or captains.

Maximum Overs per Bowler & Player Participation Limits

Team Overs	Batting – Players Per Team (Players Balls Faced)					Bowling – Players Per Team (Players x Overs)				
	5	6	7*	8	9	5	6	7*	8	9
20	24	20	17	15	13	5x4	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2
19	22	19	16	14	12	4x4 1x3	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2	1x3 8x2
18	21	18	15	13	12	3x4 2x3	Max 4 Min 2	Max 4 Min 2	Max 4 Min 2	9x2
17	20	17	14	12	11	2x4 3x3	5x3 1x2	3x3 4x2	1x3 7x2	8x2 1x1
16	19	16	13	12	10	1x4 4x3	4x3 2x2	2 x 3 5 x 2	8 x 2	7x2 2x1
15	18	15	12	11	10	5x3	3x3 3x2	1 x 3 6 x 2	7x2 1x1	6x2 3x1
14	16	14	12	10	9	4x3 1x2	2x3 4x2	7x2	6x2 2x1	5x2 4x1
13	15	13	11	9	8	3x3 2x2	1x3 5x2	6x2 1x1	5x2 3x1	4x2 5x1
12	14	12	10	9	8	2x3 3x2	6x2	5x2 2x1	4x2 2x1	3x2 6x1
11	13	11	9	8	7	1x3 4x2	5x2 1x1	4x2 3x1	3x2 5x1	2x2 7x1
10	12	10	8	7	6	5x2	4x2 2x1	3x2 4x1	2x2 6x1	1x2 8x1