**CRICKET SHEPPARTON RULES SUMMARY SHEET**

**UNDER 10’S AND UNDER 12 B GRADE**

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| TEAM NUMBERS | Normally 7, but may be between 5 and 9, but**NO MORE THAN 7** on the field at any time. |
| RULES | Junior Cricket Stage 1 |
| FIELD DIMENSIONS | MAXIMUM of 40 metres radius from batter’s end stumps (usually 30 – 35 metres is sufficient) |
| PITCH LENGTH | 16 metres from stump to stump (crease normal being 1.2 metres) |
| LBW | No LBW – unless the batter is constantly standing in front of their stumps not playing a shot. Give them a warning first. |
| BALL TYPE | Modified soft ball – Kookaburra Commander |
| HELMETS | Compulsory for all Batters and Wicket Keepers |
| GAME | One Innings of 20 Overs per team |
| ENDS | All overs to be bowled from one end, bowlers to be bowling with the wind behind them. |
| BOWLING RESTRICTIONS | Maximum of 6 ball overs at all times (extras are not to be re-bowled). Maximum of 4 overs per bowler |
| BATTING RESTRICTIONS | Divide the number of balls by the number of players (e.g 20 overs = 120 balls. 7 players = 17 balls each, 8 players = 15 balls each, 9 players = 13 balls each) Wides and no balls do not get re-bowled so they count as a ball faced.Batters swap ends if a wicket falls. They don’t get out, rather the opposition gets 4 bonus runs per wicket. |
| UNWRITTEN RULES | Count double bounce wickets, but triple bounce or more don’t count. Talk to the opposition coach prior to the game to make sure you’re on the same page. A commonsense approach to be taken ensuring the kids have fun! If you need a bowler to come closer because they can’t get the full pitch length then so be it etc.Discuss the use of sub-fielders prior to the commencement of a game if one team is short – but NO MORE THAN 7 on the field. |
| SOME THINGS TO CONSIDER | Rotate the field after each over, rather than bowling in spells (keeps the kids moving and more engaged). Have a drinks break half way through an innings and change wicket keepers.Have your batting and bowling orders sorted before arriving at the game. |

**CRICKET SHEPPARTON RULES SUMMARY SHEET**

**UNDER 12 A Grade**

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| TEAM NUMBERS | Normally 9, but may be between 7 and 11, but **NO MORE THAN 9** on the field at any time.A MAXIMUM of 8 WICKETS PER TEAM7 wickets if 8 players, 6 wickets if 7 players.Last man standing not allowed. (however coaches may agree to give players a bat/bowl once scoring has ceased) |
| RULES | Junior Cricket Stage 2 |
| FIELD DIMENSIONS | MAXIMUM of 45 metres radius from batter’s end stumps (usually 35-40 metres is sufficient) |
| PITCH LENGTH | 18 metres from stump to stump (crease normal being 1.2 metres).  |
| LBW | No LBW – unless the batter is constantly standing in front of their stumps not playing a shot. Give them a warning first. |
| BALL TYPE | 142g two piece **WHITE** leather – new or good second hand. |
| HELMETS | Compulsory for all Batters and Wicket Keepers |
| GAME | One Innings of 20 Overs per team |
| ENDS | All overs to be bowled from one end, bowlers to be bowling with the wind behind them. |
| BOWLING RESTRICTIONS | Maximum of 6 ball overs, except last over of each innings where 6 legal deliveries must be bowled.Maximum 4 overs per bowler.NO FREE HITS OFF NO BALLS |
| BATTING RESTRICTIONS | Maximum of 15 balls faced (regardless of player number) then the batter must retire if they have not been dismissed.If the batter returns to the crease, they must retire again after another 15 balls faced (30 balls total), unless they are the last wicket and there are no more batters to come.  |
| OTHER RULES TO BE AWARE OF | Regardless of result, the team batting second can continue their innings of 20 overs until all wickets have fallen. (eg. If opening batters get the runs, the game continues to play and be scored, enabling others to bat.) |
| UNWRITTEN RULES | Allow double bounce balls to count as legitimate balls, UNLESS it claims a wicket – in this case call it a No Ball and not out (unless it’s a runout). Triple bounce, balls landing off the wicket etc should be called No Balls regardless.Talk to opposition coach prior to the game to make sure you’re on the same page.  |
| SOME THINGS TO CONSIDER | Rotate the field after each over, rather than bowling in spells (keeps the kids moving and more engaged). Have a drinks break half way through an innings and change wicket keepers.Have your batting and bowling orders sorted before arriving at the game. |

**CRICKET SHEPPARTON RULES SUMMARY SHEET**

**UNDER 14 A and B Grade**

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| TEAM NUMBERS | Normally 11, but up to 13 in which case 2 to be nominated to bowl but not bat, and 2 different players to be nominated to bat but not bowl.A MAXIMUM of 10 WICKETS PER TEAM 9 wickets if 10 kids, 8 wickets if 9 kids.Last man standing not allowed. |
| FIELD DIMENSIONS | 40 metres radius from each wicket |
| PITCH LENGTH | 22 metres (Full Length) |
| LBW | Yes |
| BALL TYPE | 156g two piece **WHITE** leather (new or good second hand) |
| HELMETS | Compulsory for all batters and wicket keepers at all times |
| **ONE DAY GAMES** |  |
| GAME | Maximum of 20 Overs per innings |
| ENDS | 2 x blocks of 10 overs from alternating ends |
| BOWLING RESTRICTIONS | 2 Over Spells, 3 Overs maximum.8 balls max per over. 6 legitimate balls last over of innings.NO FREE HITS OFF NO BALLS |
| BATTING RESTRICTIONS | Maximum of 20 balls faced then the batter must retire if they have not been dismissed. If the batter returns to the crease, they must retire again after another 20 balls faced (40 balls total), unless they are the last wicket and there are no more batters to come. |
|  | Regardless of result, the team batting second can continue their innings of 20 overs until all wickets have fallen. (eg. If opening batters get the runs, the game continues to be scored, enabling others to bat.) |
| **TWO DAY GAMES** |  |
| GAME | Maximum of 45 Overs to side batting first in first innings |
| ENDS | 45 Overs in 10 Over blocks from alternating ends |
| BOWLING RESTRICTIONS | 4 Over Spells maximum.7 Overs maximum per innings (Resets on the second day – e.g if a bowler bowls 2 overs on day one, they are permitted to bowl another 7 on day two (9 total in this example)NO FREE HITS OFF NO BALLS |
| BATTING RESTRICTIONS | 60 runs (unlimited balls) |

**CRICKET SHEPPARTON RULES SUMMARY SHEET**

**UNDER 16’s**

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| TEAM NUMBERS | Normally 11, but up to 13 in which case 2 to be nominated to bowl but not bat, and 2 different players to be nominated to bat but not bowl.A MAXIMUM of 10 WICKETS PER TEAM 9 wickets if 10 kids, 8 wickets if 9 kids. – Last man standing not allowed.  |
| FIELD DIMENSIONS | 50 metres radius from each wicket |
| PITCH LENGTH | 22 metres (Full Length) |
| LBW | Yes |
| BALL TYPE | 156g two piece **WHITE** leather (brand new ball to be used in first innings) |
| HELMETS | Compulsory for all batters.Compulsory for Wicket keepers within 2 metres of stumps. |
| **ONE DAY GAMES** |  |
| GAME | Maximum of 20 Overs per innings |
| ENDS | 2 x blocks of 10 overs from alternating ends |
| BOWLING RESTRICTIONS | 2 Over Spells, 3 Overs maximum.8 balls max per over. 6 legitimate balls last over of innings.NO FREE HITS OFF NO BALLS |
| BATTING RESTRICTIONS | Maximum of 20 balls faced then the batter must retire if they have not been dismissed. If the batter returns to the crease, they must retire again after another 20 balls faced (40 balls total), unless they are the last wicket and there are no more batters to come. |
| OTHER RULES TO BE AWARE OF:  | Regardless of result, the team batting second can continue their innings of 20 overs until all wickets have fallen. (eg. If opening batters get the runs, the game continues to be scored, enabling others to bat.) |
| **TWO DAY GAMES** |  |
| GAME | Maximum of 45 Overs to side batting first in first innings |
| ENDS | 45 Overs in 10 Over blocks from alternating ends |
| BOWLING RESTRICTIONS | 4 Over Spells maximum.7 Overs maximum per innings (Resets on the second day – e.g if a bowler bowls 2 overs on day one, they are permitted to bowl another 7 on day two (9 total in this example)NO FREE HITS OFF NO BALLS |
| BATTING RESTRICTIONS | 60 runs (unlimited balls) |