



FAR SOUTH COAST CRICKET ASSOCIATION Stage 1 Rules U11s 2023/24

Summary	Playing the game	Pitch Length	<ul style="list-style-type: none"> • 16m length – measured stump to stump.
Purpose		Overs	<ul style="list-style-type: none"> • 20 overs per team (120 balls)
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.	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).
Indicative Age	U10 & U11	Innings	<ul style="list-style-type: none"> • 1 innings of 20 overs per team
Coach	Accredited 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 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.





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Game Type	<ul style="list-style-type: none"> • T20 (20 over game) 	Bowling	<ul style="list-style-type: none"> • 6 balls per over (maximum) • All players are to bowl • 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
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. 	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 • If more than 7 players are present at a match, they should rotate onto the field each over. I.e maximum numbers on the field is 7 for fielding side • If the fielding side has less than 7 players the opposition will supply a sub
Time	<ul style="list-style-type: none"> • 120 mins (2 hrs) • Games start 4:30pm Friday Afternoon 	Dismissals	<p>Unlimited dismissals (each player will face the nominated number of balls each)</p> <ul style="list-style-type: none"> • 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"> • Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads & Gloves (optional) • Protector compulsory • Additional safety equipment can be worn based on match conditions and/or personal preference. • 2 sets of portable stumps recommended • Measuring tape or string to measure pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease. 	Dispensation	<p>Female players up to 2 years older than the cutoff for the age group can be given dispensation to play down into this age group with approval from the Association.</p> <p>Males new to the game or with a disability may be given dispensation to play down in this age group with approval from the Association.</p>
Boundary	<ul style="list-style-type: none"> • 40m (maximum) • Boundary is to be measured from the batter's end stumps 		





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