



SATURDAY COMPETITION UNDER 10 AND UNDER 11 MODIFIED CRICKET REFERENCE GUIDE

INDICATIVE AGE	U10 & U11
GAME TYPE	T20 (20 over game)
BALL	Modified ball (circumference 21-22.5cm, ideal weight 120-140g) KD Supaball 130gm, Platypus Plyaball 135g or similar
OVERS	20 overs per team (120 balls)
TIME	120 mins (2 hrs)
	2 games on a Saturday morning
	The game should be completed in 2hrs with time saving strategies.
	120 balls, 60 mins per innings, 6 balls per over maximum
	15 mins break between innings
	15 mins break between games
Game 1	Start time Team A Game 1: 7:15am Finish innings Team A: 8:15am Break between innings: 15 mins 8:15am to 8:30am Start time Team B Game 1: 8:30am Finish innings Team B: 9:30 am 15 mins break between game 1 & 2
Game 2	Start time Team C Game 2: 9:45am Finish innings Team C: 10:45am Break between innings: 15 mins 10:45am to 11:00am Start time Team D Game 2: 11:00am Finish innings Team D: 12:00 pm
PROTECTIVE EQUIPMENT	Helmet (including the Wicket keeper) WK. Pads Gloves Protector (males)
BOUNDARY	30m (maximum) - measured from batter's end stumps
PITCH TYPE AND LENGTH	Grass outfield or hard wicket surface - 16m length
TEAM	7 players per team (maximum of 7 players on field) Minimum 5 players and maximum of 9 players (balls faced and bowled adjusted)
INNINGS	1 innings of 20 overs per team
BATTING	All batters retire at 17 balls (based on 7 players) 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 should face the next delivery. * 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)

(U10 and U11 Modified Cricket Continued...)



VALLEY DISTRICT
CRICKET CLUB
Est. 1897

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BOWLING	6 balls per over (maximum)
	All players are to bowl (each WK is to bowl one over each)
	e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. WK)
	Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
	Bowlers are to bowl from the one end for entire game
FIELDING	Rotation of fielders to ensure all players experience all positions
	No fielders within 15 metres of batter or each other (except WK) 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.
DISMISSALS	Unlimited dismissals (each player faces the nominated number of balls)
	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.
MINIMUM & MAXIMUM PLAYERS & IMPACT	5 players per team minimum are required to play the game 7 players per team
	9 players per team maximum are to be allocated to a team (only 7 on field at any given time) to cater for holidays, illness or other commitments
	Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl
	The number of players impact the players' opportunity to develop skills in the game, for example;
	• 5 player team – 5 players bowl 4 overs and batters retire at 24 balls
	• 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls
	• 7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 17 balls
	• 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls
	• 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (WK) and batters retire at 13 balls
EQUIPMENT	2 sets of portable stumps (with base and bails). Stumps can be fixed one end (inserted into ground) and portable at the other end or both teams supply one set of portable stumps.
	Bat size: Size 4 (<800gm) is recommended
	Ball (circumference 21-22.5cm, ideal weight 120-140g) KD Supaball 130gm, Platypus Plyaball 135g or similar
	Measuring tape or string to measure Pitch length and boundary
	Boundary markers
	Chalk, tape or paint to mark crease