

Junior Formats

Stage 3 (U16)

Description: A modified format for those that are in the intermediate stages of skill development. Fast, dynamic version of the game that allows for constant action. Aimed at those who have played the game for 3-4 seasons.

Key Objectives:

- Better Skills
- More Action
- Time of Task
- More Fun

	Batting	Bowling	Fielding
Better Skills	Respond to pace and spin from back and front foot attacking and defending ball to score runs Judge where and when runs can be scored	Bowl with pace/spin controlling variations of line and length over a full-length wicket	Catch and throw over 45m Field and catch in all positions Captain to make tactical decisions with feedback
More Action	Looking to score off every ball with good decision making	Improving accuracy + skill level = more wickets	Anticipation and helping your team every ball in the field
Time on Task	Every ball counts as all players contribute to a competitive team score	Less extras and more time with the ball `in play`	Fewer fielders means you will have to anticipate every ball
More Fun	Big hits, more boundaries, more chances to score	Better accuracy and bowling to fields = more wickets	Dive, stop, throw, catch, chase more often

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Game Type	T20
Players	11
Pitch	Full-length pitch Turf or artificial surface can be used. We recommend artificial surfaces for junior cricket
Time	120mins (2 hours – T20) 240mins (4 hours – 40 overs)
Boundary Size	45m
Overs	Option One: 20 overs per team (120 balls) Option Two: 40 overs per team (240 balls)
Batting	Option One: T20 Retirement 24 balls Retired batters can return when all others have batted, in the order they retired Wides and no balls that are not scored from do not count towards ball faced Option Two: 40 overs Retirement not compulsory Coach can choose to retire players at 60 balls. These batters can return when all others have batted, in the order they retired wides and no balls that are not scored from do not count towards ball faced
Bowling	Option One: T20 Max 4 overs per bowler 5 bowlers minimum must bowl bowling to change ends at 10 overs Option Two: 40 overs Bowling to change ends at 20 overs max 8 overs per day (4 over spells) 5 players minimum must bowl
Fielding	No fielders within 10m with exception of regulation (off side) slips, gully and wicket keeper
Dismissals	All dismissals
Equipment	Ball – 5 1/2 oz (male), 5 oz (female) hardball 2 sets of stumps with base and bails Boundary measure Boundary markers

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