



Primary Rules “Junior A’s” Year 5&6

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Team Composition	Maximum 8 on the field. Minimum 6 players per team for a game to be viable. If less than 6 players, players can be borrowed from the opposition team to help field. We need to do what we can to ensure the game takes place.
Suggested School Year Level	Players should be in Years 5 or 6 at school.
Hours of Play	4:10pm – 6:00pm Games should be completed within this time frame.
The Toss	Made at 4:00pm by the home team. If a team is not available to toss at 4:00pm they will be deemed to have lost the toss.
Length of Innings	20 Overs – Overs bowled in blocks of 5 from each end.
Pitch Length	18m
Boundaries	Yes marked clearly. 30m
Ball	Kookaburra Crown 142gm leather 2 piece. The ball does not have to be new each game but both umpires have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings.
Replacement Players	No replacement players can be used. All players must take the fields
Declarations	Not allowed. Both teams must bat out their innings.
Weather affected matches	Unless a result is found it will be a draw.
Intervals	Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings.
Dismissals	Batsmen change end and 4 runs are deducted from the batting teams score (rather than the batter is out).
Stumpings	Yes
LBW	The LBW rule does NOT apply.
Uneven team numbers	The batting team is encouraged to provide up to 2 players, if requested, to assist with fielding. These players may be rotated as the need arises.
No balls and wides	Normal cricket laws apply. Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball. Umpires must agree wide lines before the start of play and if possible, mark them. A bowler can over step the popping crease to enable a hittable delivery.

Double bounce rule	Normal cricket laws apply. Called a no- ball if the ball, without having touched the bat or person of the striker, bounces more than twice , or rolls along the ground, before reaching the popping crease. If this happens encourage the bowler to bowl closer to the batter.
Length of overs	6 ball maximum. Wides and no balls are not re-bowled.
Bowling Restrictions	Maximum of 3 overs per player. Minimum of 8 players must bowl 2 over each. No underarm bowling nor throwing.
Batting overs	Both teams must bat their full 20 overs, even if the team batting second has reached the total before 20 overs have been bowled.
Retirement/ batters returning	No retirement. N/A
Helmets for batting	Compulsory.
Helmets for wicket keeping	Compulsory
Batting Restrictions	Batters will bat in pods of 4. These pods will be rotated each week. (I.E the first 4 batters on week one will be the last 4 batters in week 2).
Fielding Restrictions	All fielders (except for wicketkeeper) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.
Time limits	Each team has 60 minutes to complete its overs.
Coach/ Manager input during play	Limited guidance of the team whilst playing is permitted, with a view to promoting the captain to make on-field decisions.
RESULTS	Results should be submitted into CricHQ by 5pm on the Monday following the game. The winning team must submit the result. If this is not done then no points are allocated.