

COMMUNITY CLUB AND SCHOOL - JUNIOR FORMAT SUMMARY

STAGE	Milo In2Cricket	Milo T20 Blast	STAGE 1	STAGE 2	STAGE 3
STEM SUMMARY	Learning the skills	Playing modified games	Playing the game	Playing & Competing	Playing & Competing
SKILL DEVELOPMENT	Cricket activities designed based on fundamental movement skill competencies	Cricket games designed to develop fundamental skills in a cricket environment	(see Skills Scorecard 1)	(see Skills Scorecard 2)	(see Skills Scorecard 3)
AGE RANGE (INDICATIVE ONLY)	u7	u9	u11	u13	u14 - u19
TIME (mins)	60 mins	60 mins - 90 mins	60 mins - 120 mins	120 mins - 180 mins	120 mins - 240 mins
OVERS PER TEAM	Skills based program	16 overs (maximum)	20 overs (maximum)	T20 or 30 overs (maximum)	T20 or 40 overs (maximum)
PITCH LENGTH		14m	16m	18m (or 17.7m)	20m (or 20.12)
NUMBER OF PLAYERS		6-8	7	9	11*
BOUNDARY		30m (maximum)	40m (maximum)	45m (maximum)	50m (maximum)
BALL SIZE		Soft modified ball 21cm - 22.5cm (circumference) 80g-110g (weight)	Modified ball* with transition to 142gm hard ball *21cm - 22.5cm (circumference) 80g-110g (weight)	142g	156g - male 142g - female * u15 only
FIELD SETTINGS		N/A	N/A	N/A	Mandatory field placements in playing conditions to encourage and provide skill development opportunities e.g. 4 players within 5m of boundary or 2 close fielders between wk/gully during periods of play

REPRESENTATIVE - JUNIOR FORMAT SUMMARY

STAGE			LEVEL 1	Level 2	Level 3
STEM SUMMARY	N/A	N/A	Playing and Competing	Competing	Competing
SKILL DEVELOPMENT			(see Skills Scorecard 1)	(see Skills Scorecard 2)	(see Skills Scorecard 3)
AGE RANGE (INDICATIVE ONLY)			u11	u13	u14 - u19
TIME (mins)			Not recommended	120 mins - 240 mins	120 mins - 360 mins
OVERS PER TEAM				T20 or 40 overs (maximum) - male	T20 or 50 overs (maximum) - male
				T20 or 30 overs (maximum) - female	T20 or 40 overs (maximum) - female
PITCH LENGTH				18m (or 17.7m)	20.12m
NUMBER OF PLAYERS			11*	11*	
BOUNDARY			45m - 50m	50m - 55m	
BALL SIZE			142g	156g - male 142g - female	
FIELD SETTINGS	* Mandatory field placements in playing conditions to encourage and provide skill development opportunities e.g. 4 players within 5m of boundary or 2 close fielders between wk/gully during periods of play	* u15 only Mandatory field placements in playing conditions to encourage and provide skill development opportunities e.g. 4 players within 5m of boundary or 2 close fielders between wk/gully during periods of play			

Stage	STAGE 1
Summary	PLAYING THE GAME
Purpose	COMMUNITY CLUB and SCHOOL
Description	This format is designed for those kids who have completed the MILO T20 Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
Indicative age	u11
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
Ball	Modified soft ball (<i>circumference 21-22.5cm, ideal weight 85-120g</i> for 1 st half of season or if on outfield. Progress to a hard modified ball circumference 21-22.5cm and 120-142g
Time	120 mins (2hrs) The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	40m (maximum) - measured from batter's end stumps
Pitch type and length	Outfield or hard wicket surface - 16m length
Overs	20 overs per team (120 balls)
Team	7 players per team (maximum of 7 players on field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 17 balls (based on 7 players) * 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) All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.
Bowling	6 balls per over (maximum) All players are to bowl (each Wicket-Keeper 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. Wicket-Keepers) 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 Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended 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 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 will face the nominated number of balls each) The Associations or Competition Managers have the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings.
Minimum & maximum players and impact	7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 5 players per team minimum are required to play the game 9 players per team maximum are to be allocated to a team (only 7 on field at any given time). 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; o 5 player team – 5 players bowl 4 overs and batters retire at 24 balls o 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls o 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 o 8 player team - 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls o 9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 ove (wk) and batters retire at 13 balls
Equipment	2 sets of portable stumps (with base and bails) Bat size: Size 4 (<1.8lb or <800gm) is recommended Modified ball (as per specifications above) Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease

STAGE	STAGE 2
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB and SCHOOL
Description	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.
Indicative age	u13
Coach	Accredited Community (Level1) Coach
Game type	30 over (maximum) game
Ball	142g hard or leather (male) 142g hard or leather (female)
Time	180mins (3hrs) The game can be completed in 3hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	45m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length * option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	30 overs maximum per team (180 balls)
Team	9 players per team (maximum of 9 players on field)
Innings	1 innings of 30 overs (maximum) per team <i>The Associations or Competition Manager have the option to play split innings (2 innings per team of 15 overs each)</i> The batting teams innings is complete after 8 wickets have fallen
Batting	All batters retire at 35 balls (with the assumption that some players will be dismissed) Any retired batters can return when all others have batted, in the order they retired All balls (regardless of whether wides/ no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 5 players x 4 overs, 2 players x 3 overs, 2 players x 2 over (i.e. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers change ends at 15 overs Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Each team is required to use two (2) wicket keepers (15 overs each) If more than 9 players are present at a match, they should rotate onto the field each over.
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 7 players per team minimum are required to play the game 11 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 9 players can be on the field at any given time i.e. only 9 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; o 7 player team – 4 players bowl 5 overs; 1 player bowls 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls o 8 player team – 5 players bowl 4 overs; 1 player bowls 6 overs; 2 players bowl 2 overs (wk) and batters retire at 35 balls o 9 player team - 5 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 2 overs (wk) and batters retire at 35 balls If teams have 10-11 players, they are encouraged to rotate fielders after every over
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended Modified ball (as per specifications above) Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease

STAGE	STAGE 2 - T20
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB and SCHOOL
Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
Indicative age	u13
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
Ball	142g hard or leather (male) 142g hard or leather (female)
Time	120 mins (2hrs) The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	45m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length * option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	20 overs per team (120 balls)
Team	9 players per team (maximum of 9 players on field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 20 balls (with the assumption that some players will be dismissed) Any retired batters can return when all others have batted, in the order they retired All balls (regardless of whether wides/ no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen · Innings is closed after 8 wickets are lost
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) All players are to bowl (each Wicket-Keeper 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. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers change ends at 10 overs Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Each team is required to use two (2) wicket keepers (10 overs each) If more than 9 players are present at a match, they should rotate onto the field each over.
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 7 players per team minimum are required to play the game 11 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 9 players can be on the field at any given time i.e. only 9 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; o 7 player team –3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls o 8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls o 9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls If teams have 10-11 players, they are encouraged to rotate fielders after every over
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended 142gm hard or leather ball Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease

STAGE	STAGE 2 - Rep
Summary	COMPETING
Purpose	REPRESENTATIVE
Description	This format is one of two options (40 overs) for those players who have been selected from their club or school team to apply their skills against opposition of a similar higher standard in a carnival, tournament or development squad setting.
Indicative age	u13
Coach	Accredited Representative (Level 2) Coach
Game type	40 over game (maximum) - male 30 over game (maximum) - female
Ball	142g hard or leather (male) 142g hard or leather (female)
Time	240 mins (2hrs) The game can be completed in 3hrs (female)/4hrs (male) with time saving strategies. The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length * option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	40 overs maximum (male) per team or 30 over maximum (female) per team
Team	11 players per team
Innings	1 innings of 40 overs (maximum) per team <i>The Associations or Competition Manager have the option to play split innings (2 innings per team of 20 overs each)</i>
Batting	There is no compulsory retirement in Representative Cricket Coaches are encouraged to provide opportunities to all selected players
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female) Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Mandatory field placements in playing conditions to encourage and provide opportunities for skill development
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	As per the Laws of Cricket
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended 142gm hard or leather ball Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease

STAGE	STAGE 2 - Rep T20
Summary	COMPETING
Purpose	REPRESENTATIVE
Description	This format is one of two options (T20) for those players who have been selected from their club or school team to apply their skills against opposition of a similar higher standard in a carnival, tournament or development squad setting.
Indicative age	u13
Coach	Accredited Representative (Level 2) Coach
Game type	T20 (20 over game)
Ball	142g hard or leather (male) 142g hard or leather (female)
Time	120 mins (2hrs) The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length * option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	20 overs per team (120 balls)
Team	11 players per team
Innings	1 innings of 20 overs per team
Batting	There is no compulsory retirement in Representative Cricket Coaches are encouraged to provide opportunities to all selected players
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 4 overs per bowler Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Mandatory field placements in playing conditions to encourage and provide opportunities for skill development
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	As per the Laws of Cricket
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended 142gm hard or leather ball Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease

STAGE	STAGE 3
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players. Some playing conditions are included for u15 level to enhance the quality of the game and align to representative cricket. These playing conditions would be removed beyond U15 level
Indicative age	u14 - u19
Coach	Accredited Community (Level1) Coach
Game type	40 over game (maximum) - male 30 over game (maximum) - female
Ball	156g leather (male) 142g leather (female)
Time	180mins (3hrs) - female and 240 mins (4hrs) - male The game can be completed in 3hrs (female)/4hrs (male) with time saving strategies. The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket 20.12m (standard pitch length)
Overs	40 overs maximum (male) per team or 30 over maximum (female) per team
Team	11 players per team
Innings	1 innings of 40 overs (maximum) per team (male) 1 innings of 30 overs (maximum) per team (female) <i>Associations and Competition Managers have the option to play split innings (2 innings per team of 15/20 overs each)</i>
Batting	There is no compulsory retirement in Stage 3 The Coach can retire players (60 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female) Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) u15 only - Mandatory field placements in playing conditions to encourage and provide opportunities for skill development e.g. 4 players within 5m of boundary or 2 close fielders between wk and gully during periods of play
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	As per the Laws of Cricket
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps for hardwicket Bat size: Size 6 (weight <2.2lb or <1000g) 156gm leather ball (male) or 142gm leather ball (female) Measuring tape or string to measure boundary Boundary markers

STAGE	STAGE 3 - T20
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players. Some playing conditions are included for u15 level to enhance the quality of the game and align to representative cricket. These playing conditions would be removed beyond U15 level
Indicative age	u14 - u19
Coach	Accredited Community (Level1) Coach
Game type	T20 (20 over game)
Ball	156g leather (male) 142g leather (female)
Time	120 mins (2hrs) The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket 20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	11 players per team
Innings	1 innings of 20 overs per team
Batting	There is no compulsory retirement in Stage 3 The Coach can retire players (40 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 4 overs per bowler Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) u15 only - Mandatory field placements in playing conditions to encourage and provide opportunities for skill development e.g. 4 players within 5m of boundary or 2 close fielders between wk and gully during periods of play
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	As per the Laws of Cricket
Equipment	2 sets of stumps with bails Bat size: Size 6 (weight <2.2lb or <1000g) 156gm leather ball (male) or 142gm leather ball (female) Measuring tape or string to measure boundary Boundary markers

STAGE	STAGE 3 - Rep
Summary	COMPETING
Purpose	REPRESENTATIVE
Description	This format is appropriate for players selected from their club/school team and demonstrating success applying their skills in the full dimensions of the game (full-length wicket with 11 players) whilst transitioning to adult Cricket or State Academies. There are playing conditions included for u15 to enhance the quality of the game. These playing conditions are removed beyond u15 level
Indicative age	u14 - u19
Coach	Accredited Representative (Level 2) Coach
Game type	50 over game (maximum) - male 40 over game (maximum) - female
Ball	156g leather (male) 142g leather (female)
Time	360 mins (6hrs) The game can be completed in 4hrs (female)/6hrs (male) with time saving strategies. The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	55m (maximum) - measured from the middle of the wicket
Pitch type and length	Turf wicket preferred 20.12m (standard pitch length)
Overs	50 overs maximum (male) per team or 40 over maximum (female) per team
Team	11 players per team
Innings	1 innings of 50 overs (maximum) per team (male) 1 innings of 40 overs (maximum) per team (female) <i>Associations and Competition Managers have the option to play split innings (2 innings per team of 20 or 25 overs each)</i>
Batting	There is no compulsory retirement in Representative Cricket Coaches are encouraged to provide opportunities to all selected players
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 10 overs per bowler (male) and 8 overs per bowler (female) Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) u15 only - Mandatory field placements in playing conditions to encourage and provide opportunities for skill development e.g. 4 players within 5m of boundary or 2 close fielders between wk and gully during periods of play
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	As per the Laws of Cricket
Equipment	2 sets of stumps with bails Bat size: Size 6 (weight <2.2lb or <1000g) 156gm leather ball (male) or 142gm leather ball (female) Measuring tape or string to measure boundary Boundary markers

STAGE	STAGE 3 - Rep T20
Summary	COMPETING
Purpose	REPRESENTATIVE
Description	This format is appropriate for players selected from their club/school team and demonstrating success applying their skills in the full dimensions of the game (full-length wicket with 11 players) whilst transitioning to adult Cricket or State Academies. There are playing conditions included for u15 to enhance the quality of the game. These playing conditions are removed beyond u15 level
Indicative age	u14 - u19
Coach	Accredited Representative (Level 2) Coach
Game type	T20 (20 over game)
Ball	156g leather (male) 142g leather (female)
Time	180mins (3hrs) The game can be completed in 3hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
Boundary	55m (maximum) - measured from the middle of the wicket
Pitch type and length	Turf wicket preferred 20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	11 players per team
Innings	1 innings of 20 overs per team
Batting	There is no compulsory retirement in Representative Cricket Coaches are encouraged to provide opportunities to all selected players
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 4 overs per bowler Bowlers change end after each over The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) u15 only - Mandatory field placements in playing conditions to encourage and provide opportunities for skill development e.g. 4 players within 5m of boundary or 2 close fielders between wk and gully during periods of play
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	As per the Laws of Cricket
Equipment	2 sets of stumps with bails Bat size: Size 6 (weight <2.2lb or <1000g) 156gm leather ball (male) or 142gm leather ball (female) Measuring tape or string to measure boundary Boundary markers