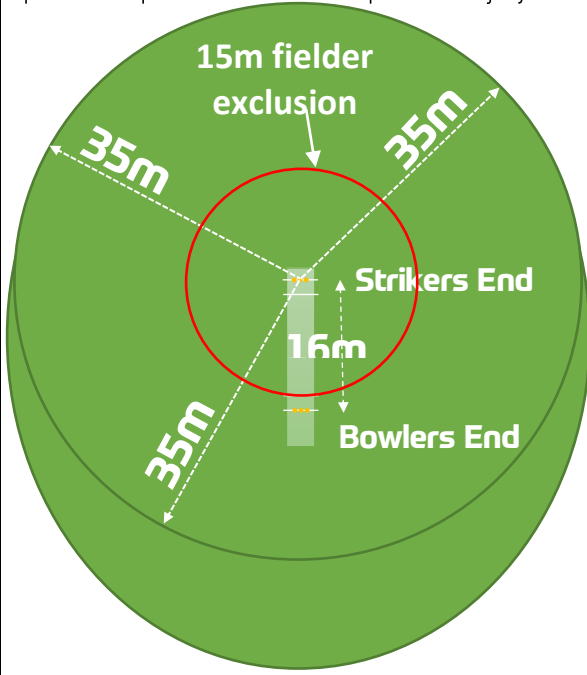


ELIBILITY	Players must be registered online in PlayHQ.																				
GAME TYPE	20 over game																				
BALL	Kookaburra 'Softaball' Red (not 'Supersoft')																				
TIME	2 hours																				
EQUIPME NT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. Additional safety equipment can be worn based on match conditions or personal preference. Bat size: Size 4 (←1.8lb or ←800gm) is recommended. 1 set of portable stumps with bails 1 set of standard stumps with bails Measuring tape or string to measure pitch length and boundary. Boundary markers (cones). Chalk or tape to mark crease. 																				
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 16m Stump to Stump. 35m Circle from striker's end stumps. Portable stumps at bowlers end. Coaches are encouraged to mark fielding spots with fielding discs or paint 15m from the batter's position to protect fielders from potential injury. 																				
TEAM	<ul style="list-style-type: none"> 5 Minimum, 9 Maximum per team. Recommended is 7 players per team. 7 Maximum on field at any given time. 																				
INNINGS	1 innings of 20 overs (120 balls) per team																				
BATTING	<table border="1"> <thead> <tr> <th colspan="5">PLAYERS PER TEAM</th> </tr> <tr> <th>5</th> <th>6</th> <th>7(ideal)</th> <th>8</th> <th>9</th> </tr> </thead> <tbody> <tr> <td colspan="5">Batting : Max balls faced per batter before retiring</td> </tr> <tr> <td>25</td> <td>20</td> <td>17</td> <td>15</td> <td>13</td> </tr> </tbody> </table> <ul style="list-style-type: none"> All players will face the allocated number of balls regardless of how many dismissals occur. Balls Faced include Wides and No Balls 	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Batting : Max balls faced per batter before retiring					25	20	17	15	13
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	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each) 4 runs per dismissal are to be added to the opposition (bowling team). The following dismissals apply: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. No LBWs. Batter to swap ends following a dismissal. For 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 ball. Batters are to retire as soon as they finish their allotted balls, not at the end of the over. 																				
BOWLING AND FIELDING	<table border="1"> <thead> <tr> <th colspan="5">PLAYERS PER TEAM</th> </tr> <tr> <th>5</th> <th>6</th> <th>7(ideal)</th> <th>8</th> <th>9</th> </tr> </thead> <tbody> <tr> <td colspan="5">Bowling: Number of overs per bowler options</td> </tr> <tr> <td>5x 4 overs</td> <td>2x4 overs 4x3 overs</td> <td>3x4 overs 2x3 overs 2x1 overs</td> <td>6x3 overs 2x1overs</td> <td>4x3 overs 3x2 overs 2x1 overs</td> </tr> </tbody> </table> <ul style="list-style-type: none"> 6 balls per over maximum. It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl remaining overs and maximum overs throughout the season. Bowlers are to bowl from the one end only Wides & no-balls will incur a 1 run penalty Rotation of fielders is recommended to ensure players experience all positions. No fielders within 15 metres of batter (except Wicketkeeper) for safety. Each team is to use 2 wicket keepers (8 overs each). If more than 7 players are present at a match, rotate a player onto the field each over. Only 2 fielders are allowed outside the inner circle for the first 6 overs 4 fielders allowed outside the inner circle for overs 7-16 	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Bowling: Number of overs per bowler options					5x 4 overs	2x4 overs 4x3 overs	3x4 overs 2x3 overs 2x1 overs	6x3 overs 2x1overs	4x3 overs 3x2 overs 2x1 overs
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UMPIRING	<ul style="list-style-type: none"> The fielding side appointed umpire is the controlling umpire for each innings. All Wides and no-balls will not be re-bowled. A wide or leg-side wide will be called only if the ball when bowled on the matting, then deviates off the matting prior to the batting crease line. No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners. Any ball bouncing more than once before reaching the popping (batsmen's) crease is a No Ball. Wide Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. Any ball that is played at by a batter that has both feet completely off the pitch shall be called Wide Ball, Dead Ball. This is to ensure the safety of the fielding side. Any ball that stops before reaching the batting (popping) crease shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side. 																				

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| | <ul style="list-style-type: none">• In instances where the match is played on a hard wicket which has a gap in the matting at the halfway point of the pitch, Umpires are directed to call Dead Ball against any ball which shoots from the gap in the matting. 'Shoots' means a ball acted in an unnatural manner. This ball is to be re-bowled. |
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