



T20 BLAST!

WELCOME MESSAGE

Exploding onto the cricket scene in 2003, Twenty20 cricket has significantly impacted on how cricket is played and watched around the world. Traditional formats of cricket are still important, especially in Australia where playing Test Cricket remains the ultimate in a player's career. However, Cricket Australia is mindful that the next generation of Australian cricketers will have grown up watching Twenty20 cricket from a young age and will want to play a format that captures the excitement they see on television.

Cricket at a local junior level is competing for families' time with more sports and recreational activities than ever before. Therefore cricket needs to be offering a format that encourages, excites and challenges boys and girls to play the game.

Features of T20 Blast! are:

- Family friendly
- Meaningful games played in shorter a time period
- Action and excitement

The most important feature of T20 Blast! is that it maximises participation for all participants, not just the most talented players.

T20 BLAST! INTRODUCTION

For over twenty years Cricket Australia and state and territory cricket associations have delivered entry level cricket programs to enable children to learn cricket skills in a fun, friendly and enjoyable environment. Last season 70,357 boys and girls participated in MILO in2CRICKET at 1,411 clubs and schools around Australia. The challenge for clubs is to maximise the number of participants that progress from the introductory MILO in2CRICKET skills based program into competitive junior cricket competitions.

T20 Blast! has been developed to ensure junior cricketers can progress with confidence from MILO in2CRICKET to competitive club cricket competitions and play an appropriate format of cricket that will inspire them to continue as a player and/or a fan.





JUNIOR CRICKET IN SOUTH AUSTRALIA

Several cricket associations in South Australia have decided to target the Under 9 age group for T20 Blast! This is to provide a stepping stone between the MILO in2CRICKET Program and club Under 11 teams and also to provide a vehicle for primary school cricketers to join their local club.

T20 BLAST! RULES

There are two different formats of T20 Blast! available:

1. Inter-Club

This format is played between two teams from competing clubs.

2. Pairs Challenge

This format is played internally – between players from the same team. It serves as an introduction to T20 Blast! and is also an option clubs can use for training sessions.

Please find in this document the rules for both formats.





T20 BLAST! "INTER-CLUB" RULES

TEAM SIZE

1. Teams are made up of 8 players.
2. The "Inter-Club" matches are played between two teams of 8 players.

GROUND AND EQUIPMENT

1. T20 Blast! can be played on any cricket surface including concrete, synthetic, portable (eg: flix pitch) or grass.
2. The pitch is reduced in length to 16 meters.
3. A marked boundary length up to a maximum of 40 meters as measured from the centre of the pitch.
4. A soft plastic "incrediball" is used for T20 Blast! A new ball does not need to be used for every game.

DUAL-PITCH FORMAT

Please note that matches are played in the 'dual-pitch' format. This means that each game has two pitches/boundaries set up and both batting innings occur at the same time. The coach/manager stays with the fielding team and sends their batting pairs across to the adjacent pitch. This format saves time with games usually completed within 90 minutes.

BATTING

1. Batters use wooden cricket bats. Protective equipment (pads, gloves, helmet, protector) do not need to be used.
2. Each player is allocated a batting partner and the two batters will bat together for five (5) overs, regardless of the number of times they are 'Out'.
3. Batters can be 'Out' in the following ways: bowled, caught, stumped, run out, hit wicket. There is no leg before wicket (L.B.W) in T20 Blast!
4. If a batter is 'Out' then they switch ends with their partner. This does not apply to 'run outs'.
5. Runs are scored using the normal rules of cricket including byes, leg byes, wides and no-balls.
6. If a player is 'Out' the penalty is the bowling side receives a bonus 5 runs added to their total. This prevents a situation where a batter or team could receive a negative score.

BOWLING

1. Players take turns bowling one over each until all players have bowled. Players then bowl a second over in the same order. This continues until the team has bowled the required number of overs to the opposition.
2. An over shall consist of a maximum of six balls; wides and no balls are not re-bowled



3. A wide is any ball landing on the pitch but passing out of reach of the batter in his/her normal batting position.
4. A no ball is any ball that:
 - a. bounces more than twice before being hit or passing the batter,
 - b. reaches the batter, in their normal stance, above shoulder height,
 - c. reaches the batter, in their normal stance, ON THE FULL and above the waist,
5. Umpires shall NOT call a no ball for throwing, but should encourage bowlers to develop a correct action.
6. All wides and no balls are scored as one run to the batting team
7. Five consecutive overs are bowled from the same end and at the end of each over the batters swap ends. After five consecutive overs the bowling end changes and fielders change positions as the batting pairs swap.

SCORING SYSTEM

1. The winning team is decided by calculating $\text{Runs Scored} + (\text{Wickets Taken} \times 5) = \text{Total Score}$
2. The team with the highest Total Score is the winner.

WICKETKEEPERS

3. Gloves are optional for wicket keepers.
4. A player wicketkeeps for five consecutive overs. At the change of batting pairs the wicketkeeper is to swap with another player. Not all players will wicketkeep in the one match but the coach is encouraged to give all players the opportunity to wicketkeep during the season.

FIELDING

1. A maximum of 6 fielders can be on the ground at any time, including the bowler and wicketkeeper (plus the 2 batters on the adjacent pitch)
2. At the end of each over the fielders rotate one position in a clockwise direction (with the exception of the wicketkeeper)
3. At the point of delivery no fielder is to be within a 10 metre radius of the stumps at the batter's end (with the exception of the wicket keeper).





CRICKET IN SA

www.cricketsa.com.au



T20 BLAST! "PAIRS CHALLENGE" RULES

TEAM SIZE

1. Teams are made up of 8 players.
2. The "Pairs Challenge" matches are played internally (eg between members of the same team).

GROUND AND EQUIPMENT

1. T20 Blast! can be played on any cricket surface including concrete, synthetic, portable (eg: flix pitch) or grass.
2. The pitch is reduced in length to 16 meters.
3. Creases do not need to be marked.
4. A marked boundary length up to a maximum of 40 meters as measured from the centre of the pitch.
5. A soft plastic "incrediball" is used for T20 Blast! A new ball does not need to be used for every game.

SCORING SYSTEM

1. Players are divided into pairs.
2. The aim is for each pair to score as many points as they can.
3. Pairs can score points while they are batting, bowling and fielding.
4. 1 point is allocated for each run scored while batting; 5 points are allocated for each wicket or maiden over while bowling; 5 points are allocated for each catch, run out or stumping while in the field.
5. The pair with the most points at the end of the game wins.

Please note that in the case of a run out, both the player who threw the ball and the player who caught it and took off the bails are credited with 5 points.

BATTING

1. Batters use wooden cricket bats. Protective equipment (pads, gloves, helmet, protector) do not need to be used.
2. Each player is allocated a batting partner and the two batters will bat together for four (4) overs, regardless of the number of times they are 'Out'.
3. Batters can be 'Out' in the following ways: bowled, caught, stumped, run out, hit wicket. There is no leg before wicket (L.B.W) in T20 Blast!
4. If a batter is 'Out' then they switch ends with their partner. This does not apply to 'run outs'.
5. Runs are scored using the normal rules of cricket including byes, leg byes, wides and no-balls.





CRICKET IN SA

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BOWLING

1. Players take turns bowling one over each until all players have bowled. Players then bowl a second over in the same order. Each player will bowl 2 overs.
2. An over shall consist of a maximum of six balls; wides and no balls are not re-bowled
3. A wide is any ball landing on the pitch but passing out of reach of the batter in his/her normal batting position.
4. A no ball is any ball that:
 - a. bounces more than twice before being hit or passing the batter,
 - b. reaches the batter, in their normal stance, above shoulder height,
 - c. reaches the batter, in their normal stance, ON THE FULL and above the waist,
5. Umpires shall NOT call a no ball for throwing, but should encourage bowlers to develop a correct action.
6. All wides and no balls are scored as one run to the batting team
7. Four consecutive overs are bowled from the same end and at the end of each over the batters swap ends. After four consecutive overs the bowling end changes and fielders change positions as the batting pairs swap.

WICKETKEEPERS

1. Gloves are optional for wicket keepers.
2. At the end of each over the wicketkeeper is to swap with another player. Each player will wicketkeep for 2 overs throughout the game.

FIELDING

1. A maximum of 6 fielders can be on the ground at any time, including the bowler and wicketkeeper (plus the 2 batters)
2. At the end of each over the fielders rotate one position in a clockwise direction

At the point of delivery no fielder is to be within a 10 metre radius of the stumps at the batter's end (with the exception of the wicket keeper).

