



The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in our association, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket:

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

PRIMARY CRICKET

Coaches are encouraged to rotate batting and bowling order on a weekly basis so that all players feel that they are contributing to the team's performance. The concept of two or three students dominating the batting and then bowling the majority of overs is to be completely discouraged.

The winning of matches at this level is **NOT** the prime reason for playing.

Coaches are encouraged to discuss the philosophy of each game with the opposing coach prior to the commencement of play.

GENERAL RULES

Game Times

Year 4/5 - Friday play 4.00 pm to 6.00 pm - These games can be started earlier depending on travel factor

Year 5 -6 - Saturday morning play 8.15 am - 11.30 am

*Different hours of play may be arranged if mutually convenient.

Scheduling

Matches may be played on synthetic or turf pitches.

Matches are played at the ground of the first named team.

Balls

Year 4 / 5 142-gram Kookaburra Supersoft jnr

Year 5 / 6 142-gram Kookaburra Practice or Tuff Pitch



**SPORTS
ASSOCIATION**

for Adelaide Schools

Year 4/5 Modified Rules – Cricket Australia Stage 1 (Friday)

Ball – 142-gram Kookaburra Supersoft jnr

1-day games - 16 overs

Game Time – Coaches/Managers can modify the length of the game to suit the 2-hour time limit

Pitch – 16 Meters (outfield or hard wicket surface)

Field – 40 Meters maximum measured from the batter's stumps end

Team Numbers – 8 players per team on the field

(players can be rotated or numbers can be negotiated with opposition team)

Batting

Unlimited dismissals for batsman – divide 120 balls (16 overs) by number of players.

Wides and no balls

count towards ball count. Fielding team receives 4 runs towards their batting tally for every wicket taken.

Batsman swap ends after a dismissal (If a runout, then the not out batsman faces the next ball)

Bowling

6 balls max per over

Maximum of 4 overs per bowler

Bowlers can bowl from one end for the entire game

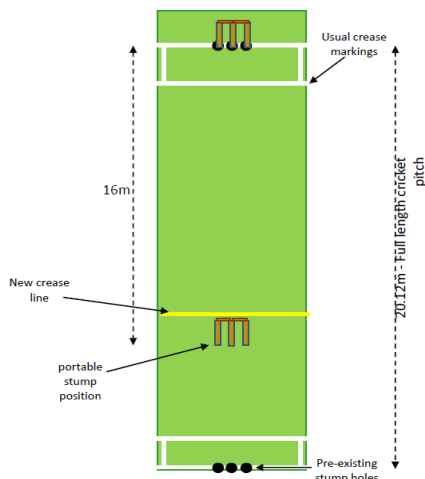
All overs bowled from the same end

Fielding

No fielders within 15 meters of the bat (except wicketkeeper)

A rotation of all fielding positions (including the wicketkeeper) to ensure maximum player engagement

Stage 1 – Primary Modified Cricket



JUNIOR CRICKET 1	
PLAYING THE GAME	
PLAYERS	7
PITCH	16m
OVERS	20
BOUNDARY	40m
DURATION	2 hrs
BOYS/MIXED COMPETITION	ALL GIRLS COMPETITION
U11	U13
ACE IS USED AS A GUIDE ONLY	



**SPORTS
ASSOCIATION**
for Adelaide Schools

YEAR 5 / 6 Cricket (U/11-U/12) Cricket Australia Stage 2 (Saturday)

Ball – 142-gram Kookaburra Practice or Tuff Pitch

1-day games – 20 overs

Pitch – 18 Meters (Stumps at the popping crease)

Field – 45 Meters max

Team Numbers – 9 players per team on the field

(players can be rotated or numbers can be negotiated with opposition team)

Batting

Players to retire after facing 25 balls (regardless whether wides/no balls)

At the discretion of coach's players can be retired prior to the retirement limits

A warning for lbw

Bowling

6 balls per over (8 ball Maximum)

Maximum of 4 overs per bowler

Bowlers can bowl from one end for 5 overs

Fielding

No fielders within 10 meters of the bat (except regulation off side slips, gully and wicket-keeper)

At the discretion of the coach all fielding positions can be rotated to ensure players can experience all positions.

- There can only be 4 Fielders in the ring + Plus Bowler and Wicket Keeper = 6 players
- The other 3 Fielders need to be in the out-field and cannot enter the ring while the ball is being bowled
*This is to open the game up and allow for more scoring

Protective Equipment

Helmets must be always worn whilst batting and wicket-keeping.

Pads, gloves, protector.

Additional safety equipment can be worn based on match conditions and/or personal preference.

Aim is for maximum participation and enjoyment in the game

JUNIOR CRICKET 2	
PLAYING AND COMPETING	
PLAYERS	9
PITCH	18m
OVERS	20/30
BOUNDARY	45m
DURATION	2 – 3 hrs
BOYS/MIXED COMPETITION	ALL GIRLS COMPETITION
U13	U15
AGE IS USED AS A GUIDE ONLY	

Tips for Managers/Coaches - Ways to keep your game moving and finishing on time

- Complete your team sheet the night before the game.
- Set up team marquees close to the boundary.
- Make sure the scorers are sitting under shade and close to the boundary to assist with player names and advising ball counts.
- Involve parent volunteers to assist with marking boundaries, crease lines and shade shelters, leaving the coach to work with their team running warm-ups etc.
- Add a chalk line to mark 'centre' at the striker's end as a reference point for batters, this means batters won't need to continually mark centre.
- Have all upcoming batters padded up and ready to go. The next batter should have helmet and gloves on.
- Rotate fielders with the next bowler fielding nearest to the bowler's end.
- Encourage fielders to jog between positions ready for the next over.
- When rotating extra players onto the field, swap them with the bowler who just finished their over.
- Swap wicketkeepers during a drink break.
- Where possible, if there is an extra player, have them padded up and ready to go to replace the outgoing wicketkeeper.
- Place team drinks and water bottles together in a carry tray near the boundary.
- The central umpire is the critical driver of the game, the time it is played in and the spirit in which it is played.