

	STAGE 2
Age	Under 12 & Under 13
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.
Purpose	Community Club
Overs	Maximum 24 overs per team
Team	9 players per team
Time	180mins (3hrs) – innings must change at 9.55am at the latest
Ball size	142g
Boundary	Maximum 45m measured from centre of wicket
Pitch	18m Hard wicket
Coach	Accredited Community Coach (Level 1)
Protective Equipment	<ul style="list-style-type: none"> - Helmet (incl. Wicket keeper) Please refer to Helmet section of the Well Played - Australian Cricket's Playing Policies & Community Guidelines - Pads - Gloves - Protector (males)
Batting	<ul style="list-style-type: none"> - Retirement at 30 balls (Counting wides and no balls) - Retired batters can return to crease after all other players have batted (dismissed or retired) - Innings concludes after 8 wickets
Bowling	<ul style="list-style-type: none"> - Maximum 8 balls per over. Last over to consist of 6 legal deliveries. - 6 players bowl 3 overs each, 3 players bowl 2 overs. Rotate players each week to give opportunity to bowl 3 overs. - Bowling changes ends after 12 overs.
Fielding	<ul style="list-style-type: none"> - Wicket keepers change after 12 overs. - Rotation of fielders is encouraged to experience all positions. - No fielders within 10 metres (except slips, gully and wicket keeper)
Dismissals	All dismissals
Minimum Players	<ul style="list-style-type: none"> - A minimum number of 7 players is required to constitute a game. - 7 players- 4 players x 4 overs, 2 players x 3 overs, 1 player x 2 overs - 8 players- 2 players x 4 overs, 4 players x 3 overs, 2 players x 2 overs.
Equipment	<ul style="list-style-type: none"> - 2 sets stumps - Bat Size: Recommended size 5 or 6 - 142g ball - Measuring tape or string to measure boundary - Boundary markers - Chalk, tape or paint to mark crease.