

	<b>STAGE 1</b>
Age	Under 10
Description	This format is designed for those kids who have completed the Master Blaster 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
Purpose	Community Club
Overs	Maximum 12 overs per team
Team	6 players per team
Time	75mins
Ball size	Junior Soft ball
Boundary	Maximum 35m measured from batter's end stumps
Pitch	16m Hard wicket or outfield
Coach	Accredited Community Coach (Level 1)
Protective Equipment	<ul style="list-style-type: none"> <li>- Helmet (incl. Wicket keeper) Please refer to Helmet section of the Well-Played - Australian Cricket's Playing Policies &amp; Community Guidelines</li> <li>- Pads</li> <li>- Gloves</li> <li>- Protector (males)</li> </ul>
Batting	<ul style="list-style-type: none"> <li>- Retirement at 12 balls (Counting wides and no balls) any wides or no ball is one run to the batter</li> <li>- Ball count based on 6 players (more detailed ball count overleaf)</li> <li>- Any boundary hit in designated zone between point and straight drive is worth double runs</li> <li>- Batters must switch ends at end of innings if one has reached max balls faced and the other hasn't</li> </ul>
Bowling	<ul style="list-style-type: none"> <li>- Maximum 6 balls per over</li> <li>- 2 players bowl 3 overs each, 3 players bowl 2 overs</li> <li>- Rotate players each week to give opportunity to bowl 3 overs.</li> <li>- Bowl all overs from one end</li> <li>- Wicket keepers don't bowl and need to be rotated each week</li> </ul>
Fielding	<ul style="list-style-type: none"> <li>- Rotation of fielders is encouraged to experience all positions. If more than 6 players rotate players on and off – no more than 6 players to be on the field for a fielding team unless agreed to by the opposition coach</li> <li>- No fielders within 15 metres (except wicket keeper)</li> </ul>
Dismissals	<ul style="list-style-type: none"> <li>- No LBW</li> <li>- Unlimited dismissals</li> <li>- For each wicket 4 runs will be added to the opposition total at end of innings.</li> </ul>
Minimum Players	<ul style="list-style-type: none"> <li>- A minimum number of 4 players is required to constitute a game.</li> <li>- Break down of balls faced by batters and overs bowled by bowlers is overleaf</li> </ul>
Equipment	<ul style="list-style-type: none"> <li>- 2 sets stumps</li> <li>- Bat Size: Recommended size 3</li> <li>- Modified Ball</li> <li>- Measuring tape or string to measure boundary</li> <li>- Boundary markers</li> <li>- Chalk or tape to mark crease</li> </ul>

**Coach Cheat Sheet:**

**Batting:**

	4 players per team	5 players per team	6 players per team	7 players per team	8 players per team
Max balls per batter	4 x 18 balls	2 x 15 balls 3 x 14 balls	6 x 12 balls	2 x 11 balls 5 x 10 balls	8 x 9 balls
Max balls per over	6	6	6	6	6
Unlimited Dismissals	Y	Y	Y	Y	Y
Starting runs per innings	0	0	0	0	0
Runs lost per wicket	0	0	0	0	0
Runs gained per wicket	4	4	4	4	4
Penalised wickets per player	All	All	All	All	All
Changes Strike after a wicket	Y	Y	Y	Y	Y
Changes Strike after a boundary	Y	Y	Y	Y	Y
WDs count as balls face	Y	Y	Y	Y	Y
Wide Value	1	1	1	1	1
No-Ball Value	1	1	1	1	1

**Bowling:**

PLAYERS PER TEAM				
4	5	6	7	8
Number of overs per bowler *WK DOES NOT BOWL*				
3 x 4 overs	4 x 3 overs	2 x 3 Overs 3 x 2 Overs	6 x 2 overs	5 x 2 overs 2 x 1 over