



# IWMCA Level 1 Playing Conditions V1.1

## 20 Over Game (Ind. Age 8-11)

*These playing conditions are to be read in conjunction with the Junior Rules of the IWMCA*

### 1. GAME PREPARATION (communication between coaches is the key to a great game)

- a. **SCORER** - Organise Scorebook and Scorer (recommended to use special junior scorebook)
- b. **COACH** - Recommended to have Community Coach Level Accreditation
- c. **TEAM LIST** - Exchange Team List showing batting & bowling order with opposition Coach / Scorer
- d. **OVER LEVEL PLAYERS** – Notify opposition Coach and Scorer of any over level players
- e. **BOUNDARY** - Set at **35 metres**, Measured from the **Batters end stumps** (no changing of ends)
- f. **RUBBER FIELDING DISCS** – Placed a minimum of **20 metres from the centre of the 16mtr pitch** – at least **15 metres** apart. Minimum of 3 on either side of wicket. Coaches are to ensure all players with exception of the wicketkeeper are fielding outside these markers when the ball is delivered. Fielding position markers can be positioned anywhere on the field as long as they meet the above criteria.
- g. **STUMPS** – Standard timber stumps – Batters end. Plastic/timber freestanding stumps – Bowlers end
- h. **Set stumps @ 16 metres apart**
- i. **BALL** - KD Rapid Soft Stitch Cricket Ball (**105g**) or similar.

### 2. GAME PLAY (coaches please remember this age group is non-competitive)

- a. **FRIDAY NIGHT START TIME – 6.00pm FINISH TIME – 8.00pm**(if washed out can be replayed on Saturday)
- b. **SATURDAY START TIME – 8.30am FINISH TIME - 10.30am**
- c. **MANDATORY INNINGS CLOSE – 20 Overs**  
Quarters Cricket – Change every 10 overs – Bat 10 / Bowl 10 / Bat 10 / Bowl 10  
**COACHES MUST MAINTAIN A REASONABLE OVER RATE TO ENSURE GAMES FINISH ON TIME**
  - 1<sup>st</sup> Quarter** – Fri. 6.00pm-6.30pm Sat. 8.30am – 9.00am
  - 2<sup>nd</sup> Quarter** – Fri. 6.30pm-7.00pm Sat. 9.00am – 9.30am
  - 3<sup>rd</sup> Quarter** – Fri. 7.00pm-7.30pm Sat. 9.30am – 10.00am
  - 4<sup>th</sup> Quarter** – Fri. 7.30pm-8.00pm Sat. 10.00am – 10.30am
- d. **DRINKS** – Drinks are not taken during the game as players are only on the field for ½ hour.  
**Parents to ensure their children have drinks during their rotation time off the field**
- e. **TEAM NUMBERS**
  - i. Maximum of **9** players per team
  - ii. Only **7** Players on the field at any time
  - iii. **All** players to bat and bowl
  - iv. Extra players rotate on and off the field after each over
- f. **Parents** to assist with rotating players, padding up next batsman in, having the wicketkeeper padded up ready for change over after each 10 overs. This is essential so that the game is not held up and finishes on time. Next batter in is to wait at Square Leg.
- g. **WICKET KEEPER**
  - i. Maximum of 10 Overs per game
  - ii. Recommended to wear helmet complying to BS7928:2013 if inexperienced
  - iii. Positioned a **Minimum of 5 metres** behind the stumps for safety
  - iv. Do not need to be padded up(use of gloves only) and can be rotated with the players in the field
- h. **BOWLING**
  - i. All players to bowl around the same number of overs each
    - 6 Players – 2 players bowl 4 overs, 4 players bowl 3 overs
    - 7 Players – 6 players bowl 3 overs, 1 player bowls 2 overs
    - 8 Players – 4 players bowl 3 overs, 4 players bowl 2 overs
    - 9 Players – 2 players bowl 3 overs, 7 players bowl 2 overs

- ii. *Maximum Overs in Game = 4*
  - iii. *Minimum – 2 Overs per player. All players to bowl 2 overs before any player bowls their 3<sup>rd</sup>.*
  - iv. *Over Length = 6 balls only*
  - v. *No LBW applies at this level*
  - vi. *NO WIDES – ALL NO BALLS*
  - vii. *No Balls – as per Law 21*
    - 1. *Landing off pitch (consideration to be made for pitch width, some pitches are very wide) (Law 21.7)*
    - 2. *Full toss above Waist high*
    - 3. *More than 2 bounces before popping crease*
- i. **BATTING**
- i. *Divide total number of balls(120) by number of players to determine balls faced for each player*  
*No balls are counted as balls faced*  
*6 Players – All players face 20 balls*  
*7 Players – 6 players face 17 balls, 1 player to face 18 balls*  
*8 Players – All players face 15 balls*  
*9 Players – 6 players face 13 balls, 3 players face 14 balls*
  - ii. *Wearing of a Helmet complying to BS7928:2013 is Compulsory*
  - iii. *No dismissals – Bat for full number of balls to face regardless of number of times dismissed, Batters to swap ends following a dismissal.*
- j. **FIELDING –**
- i. *No fielders within **20** metres of the centre of the pitch or 15mtrs of each other. (exception wicketkeeper)*
  - ii. *Players are to rotate in a clockwise direction at the end of each over, if there are more than 7 players the bowler will rotate off the field after completing the over.*
- k. **ROTATION OF PLAYERS – It is essential at this level that all batting and bowling orders are rotated throughout the season to ensure all players have an opportunity to “open” the innings.**
- l. **OVER LEVEL PLAYERS** - *For players whose club does not have a team in the competition at the players graded level. There are no restrictions for batting or bowling on Over Level Players at this level*

m. **COACHES**

- i. *Best to umpire at the Bowling End whilst their Team Bowls, allows speedier bowling and fielding changes at end of over.*
- ii. *Coaching on the field is limited to that required to ensure games proceed in a timely manner. Detailed coaching / instruction is **not** permitted, except for (iii) below.*
- iii. *Batters in this age group tend to be conservative in their ability to judge a run. Helpers / coaches / managers are to encourage batters to run whenever the ball is hit, as it is unlikely they will be run out with the fielding restrictions. A run out batter is not required to change ends.*
- iv. **Parents can be on the field, 1 on either side of wicket to assist in fielding / running instruction and positioning.**

### 3. WET WEATHER/HEAT

- a. *Club Junior Co-ordinator and the Home Team Coach will determine if play is possible*
- b. *Wet Weather notifications will be posted on Facebook when information comes to hand*
- c. *Time Lost During Play - Reduction of 1 over per side for every 4 minutes of play lost*
- d. **LIGHTNING RULE** – *If a clap of Thunder occurs within 30 seconds of a Lightning Flash, play must be stopped for 30 minutes. Play cannot resume until this does not occur. The same rules will apply to any lightning flash after the initial flash.*
- e. **Heat** – *Game to be called off if the temperature exceeds **36°C** at the nearest BOM monitoring station*

### 4. GAME COMPLETION

- a. *Scorebooks from both teams must match*
- b. **GAME RESULT** = *decided by the side that scores the most runs.*
- c. **Enter Results on MY CRICKET by Tuesday following the game.** *Individual player's scores do not need to be entered at this level.*