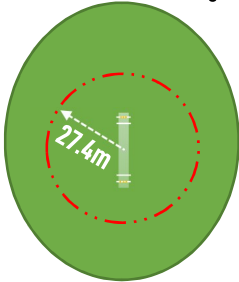




<b>AGE</b>	U16 as at 1 <sup>st</sup> September 2023 (U17 for girls)
<b>ELIGIBILITY</b>	Players <b>must</b> be registered online in PlayHQ before they can play. 1 team per club.
<b>COACH</b>	Accredited Community <b>Level 1</b> Coach.
<b>GAME TYPE</b>	20 overs maximum per side.
<b>BALL</b>	<b>Pink</b> two-piece leather 156g Kookaburra (Turf or Practice). May be a used ball with Umpires Approval.
<b>TIME</b>	160 minutes (2 hours & 40 minutes) Innings 5:00pm → 6:15pm Innings 6:25pm → 7:40pm
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>British Standard BS7928:2013 <b>Helmet's must be worn</b> at all times whilst batting &amp; while wicket-keeping within 3 metres of the stumps.</li> <li>Pads, Gloves and Protector must be worn at all times whilst batting &amp; wicketkeeping.</li> <li>Additional safety equipment can be worn based on match conditions or personal preference.</li> <li>2 sets of standard stumps with bails</li> <li>Measuring tape or string to measure fielding circle</li> <li>Boundary &amp; fielding circle markers.</li> </ul>
<b>BOUNDARY AND PITCH LENGTH</b>	<ul style="list-style-type: none"> <li>The boundary is up to the discretion of the host club.</li> <li>Ovals shall be marked with a fielding circle (27.4m).</li> </ul>  <ul style="list-style-type: none"> <li>All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players.</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li><b>7 Minimum</b>, No Maximum. 12 Max Recommended</li> <li>11 Maximum on field at any given time.</li> </ul>
<b>MATCH RESULTS</b>	<ul style="list-style-type: none"> <li>The match shall terminate upon a result being achieved.</li> <li>Win 2 points, Loss 0 points, Draw/Abandoned 1 point.</li> <li>Minor round fixtures that result in a Tie will be decided by the greatest number of 6s then 4s.</li> <li>Subject to SCJCA umpires and weather a Final's tie will be determined by a One1 Eliminator. See over the page.</li> </ul>
<b>WET WEATHER</b>	<ul style="list-style-type: none"> <li>The home team is responsible to assess the state of the ground and to advise the opposition if the ground is unsuitable for play.</li> <li>It is acceptable for the Home team to source an alternative ground fit for play for the match and advise the Games Director and opposition of the change of venue. Note that appointed umpires need to be advised of any such change well in advance of any match.</li> </ul>
<b>DELAYS</b>	<ul style="list-style-type: none"> <li>Each 3 ½ minutes lost reduces both innings by 1 over.</li> <li>The revision of the number of overs should ensure that both teams could bat for the same number of overs.</li> </ul>

<b>BATTING</b>	<p>There is no compulsory retirement</p>  <ul style="list-style-type: none"> <li>The innings closes after 10 wickets have fallen, or 20 overs are completed, <b>or at a fall or wicket or retirement there are no further batters available to come in.</b></li> <li>All modes of dismissal count.</li> </ul>								
<b>BOWLING AND FIELDING</b>	<p>Minimum of 6 Bowlers need to bowl 2 overs each before a 3<sup>rd</sup> can be bowled</p> <p>4 Bowlers are allowed to bowl up to 4 overs each</p>  <ul style="list-style-type: none"> <li>Maximum of 8 deliveries in an over, except in the final over where 6 legal deliveries must be achieved.</li> <li>Wides and no-balls incur a 1 run penalty.</li> <li>Overs to be bowled in blocks of 5 from each end.</li> <li>No fielder may take up a position in front of or in line with the popping crease less than 10m from the batter.</li> <li>At the instant of delivery there shall not be more than 5 Fielders on the leg side.</li> <li>The following fielding restrictions apply:</li> </ul> <table border="1"> <tr> <td>Over 1→5</td> <td>2 fielders max outside the fielding circle</td> </tr> <tr> <td>Over 6→10</td> <td>3 fielders max outside the fielding circle</td> </tr> <tr> <td>Over 11→15</td> <td>4 fielders max outside the fielding circle</td> </tr> <tr> <td>Over 16→20</td> <td>5 fielders max outside the fielding circle</td> </tr> </table>	Over 1→5	2 fielders max outside the fielding circle	Over 6→10	3 fielders max outside the fielding circle	Over 11→15	4 fielders max outside the fielding circle	Over 16→20	5 fielders max outside the fielding circle
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<b>UMPIRING</b>	<ul style="list-style-type: none"> <li>Where official SCJCA umpires are in charge of a game their directions will be final.</li> <li><b>Maximum of 1 bouncer over shoulder height allowed per over. Umpires are to warn bowlers on the 1<sup>st</sup> bouncer and call no-balls for subsequent bouncers in the over</b></li> <li>Law 21.15 applies. There shall be free hits after front foot no balls.</li> <li>Law 22 Applies. A wide is to be called for a ball that does not give the batter a reasonable opportunity to score i.e. <ul style="list-style-type: none"> <li>An outside leg stump side delivery that does not contact the bat or batter and does <b>not</b> pass between the batter and stumps.</li> <li>An offside delivery greater than 75cm wide of off stump.</li> </ul> </li> <li>No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners.</li> <li>Any ball bouncing more than once before reaching the popping (batter's) crease is a No Ball.</li> <li>No Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. Batters can hit these balls.</li> <li>'Dead Ball' to be called for a ball that acts in an unnatural manner after striking the gap on hard wicket matting. This ball is to be re-bowled.</li> <li>Unfair play (law 42 MCC rule): Only Official umpires are allowed to award 5 penalty runs or send off a player.</li> </ul>								
<b>SLOW OVER RATE PENALTY</b>	<ul style="list-style-type: none"> <li>In the event of the bowling side not completing in 75 minutes the batting side will be credited with 6 runs for each over or part thereof that has not been bowled. The bowling side will still need to complete the innings.</li> </ul>								

<b>ISSUES</b>	<ul style="list-style-type: none"> <li>• See <a href="http://scjca.com.au">scjca.com.au</a> for the bylaws covering the Incident process and the expected code of conduct.</li> </ul>
<b>FINALS</b>	<ul style="list-style-type: none"> <li>• Final's rules are the same as minor rounds except:</li> <li>• Players must qualify for finals.</li> <li>• Where a club has 2 sides, players may only play finals in the team they have played the most games for.</li> <li>• <b>Players must have played 3 T20 u16 games to qualify.</b></li> <li>• In the event of a tie the One1 Eliminator will decide the winner (see below).</li> <li>• <b>Balls for final matches will supplied by the association and must be used for the match.</b></li> </ul>
<b>One1 Eliminator</b>	<p>The One1 Eliminator shall occur as follows for Finals only:</p> <p>Each team bats for one further over.</p> <p>(a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match.</p> <p>(b) The One1 Eliminator will take place on the pitch allocated for the match unless otherwise determined by the umpires with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.</p> <p>(c) Prior to the commencement of the One1 Eliminator each team shall select three batsmen and one bowler who shall already have played in the match and the selected players are given in writing to the Umpires.</p> <p>(d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 Big Bash match.</p> <p>(e) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team's innings shall be used for both team's "extra" over.</p> <p>(f) The loss of two wickets in the over ends the team's one over innings.</p> <p>(g) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the greatest number of 6s combined from its two innings in both the main match and the One1 Eliminator shall be the winner.</p> <p>(h) If the number of 6s hit by both teams is equal, the team that hit the greatest number of boundaries (4s and 6s) in the One1 Eliminator will be declared the winner.</p>