



STAGE 2 & 3 Match Checklist

20 OVERS

This is a quick reference guide only. Please refer to the Blue Book for full rules and details.

MATCH BASICS

Format: 20 overs per innings, 1 hour max per innings

Pitch: Stg2 18m pitch, Stg3 full pitch | Boundary: 45m (from centre of pitch)

Stumps: Stg2 Spring Stumps, Stg3 Spring or Wooden Stumps

Bowling from one end only; umpires and batters switch ends each over.

Game Ball:

- Stg2: Mixed U10 - U13 & Girls Stg2 U15, Girls Stg3 U17 -> 142g leather
- Stg3: Mixed U14, U15, U17 -> 156g leather

Player numbers: Min. 6 players to start (max 11; 9 on field at one time)

Team line-up entered into PLAYHQ.com by team manager/coach the night before your match.

UMPIRES & SCORERS

Umpires: One umpire provided by each team to umpire both innings.

- Pre-match communication: Discuss match details, signals, drinks breaks, any weather/ground issues, timing etc.
- For consistency umpire changes (if needed) occur mid-innings so each officiates half of both innings. Advise pre-match if a change is expected.
- The Coach may NOT act as an Umpire. Nor may the Umpire coach players.
- **Scorers:** One scorer provided by each team. NSJCA recommendation: 1 Online PlayHQ + 1 Paper scorer

PLAYERS

Batters:

- Retirement optional after 15 balls, mandatory after 30 runs or 30 balls.
- Retired batters may return only after all teammates are out or retired, and must return in ascending order of runs scored.
- **Players who batted in the top 4 positions in their previous game, may not bat in the top 4 for their next match.**

Bowlers:

- Max 6 balls per over (regardless of Wides /No Balls), except for the final over which must be 6 legal deliveries.
- All players (except two) must bowl at least 2 overs. No player may bowl a 3rd over before all players except two, have bowled 2 overs. No player may bowl more than 4 overs in an innings.

*Remember. This is a kids game & we are here to have fun
Play by the NSJCA Code of Conduct & Spirit of Cricket at all times*