



# STAGE TWO Match Checklist

**30 OVERS**

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

## MATCH BASICS

**Format:** 30 overs per innings, 1hr 55min per innings

**Pitch:** 18m | Boundary: 45m (from centre of pitch) | Spring Stumps

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

**Game Ball:** 142g 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 18 balls, mandatory after 35 runs.
- Retired batters may return only after all teammates are out or retired, and must return in ascending order of runs scored.

**Bowlers:**

- 6 fair deliveries with a max of 8 deliveries in total, except for last over which must be 6 legal deliveries.
- All players except one must bowl at least 2 overs in the first 22 overs of any innings of the match.
- No player may bowl more than 4 overs in a spell.
- No player may bowl more than 6 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*