

FOUNDATION (LEVEL 2)	FOUNDATION (LEVEL 3)4	FOUNDATION (LEVEL 4)7
<b>Under 11</b>	<b>Under 13</b>	<b>Under 15</b>
PLAYING	PLAYING & COMPETING	PLAYING & COMPETING
20 Over	20 Overs	T20
This format is designed for those kids who have completed the MULO T20 Blast 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.	A format that looks to further develop the cricket skills of kids that are playing their 1st or 2nd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field.	This format is aimed at those who are looking to further develop their cricket skills in a fun, quicker, interactive modified version of the game. Players that are looking at increasing their cricket involvement who may also be trying several other sports. Also a great format for those that have had limited cricket before but are looking to play.
Hit moving ball on two sides of field	Hit moving ball on two sides of field with horizontal and vertical bat shots	Respond to pace and spin from back and front foot hitting ball into space and scoring runs
Run between wickets with judgement and calling	Run between wickets with judgement and calling	Judge where and when runs can be scored
Bowl over 15m with a straight arm within batters reach	Bowl over 17m with a straight arm within batters reach	Bowl with pace/spin controlling variations of line and length over 20.1m (full field and catch in all positions on the field
Catch and throw > 20m	Catch and throw > 35m	Throw > 40m
	Encourage field settings to be out field and infield to provide space in	Wicket keeper to catch the ball from pace and spin deliveries Captain to make tactical decisions with guidance
Accredited Community Coach T20	Accredited Community Coach T20	Accredited Community Coach T20
Modified ball (circumference 21-22.5cm, ideal weight 85-120g) for 1st half of season or if on outfield. <u>Progress to modified ball</u>	142g hard ball or leather ball (male and female)	142g hard ball or leather ball (male and female)
120 mins (2 hrs)	120 mins (2 hrs)	120 mins (2 hrs)
<u>Helmet (including wicket keeper). Refer to Helmet section of Well Played</u>	<u>Helmet (including wicket keeper). Refer to Helmet section of Well Played</u>	<u>Helmet (including wicket keeper). Refer to Helmet section of Well Played</u>
Pads	Pads	Pads
Gloves	Gloves	Gloves
Protector (males)	Protector (males)	Protector (males)
30-35m measured from batters end stumps	35-40m measured from batting end stumps	40-45m measured from the centre of wicket
Option of outfield or hard surface - 15m in length	Hard wicket 17m length	Hard wicket or turf 20.1m length (full length)
20 overs per team (120 balls)	20 overs per team (120 balls)	20 overs (120 balls)
7 players per team	9 players per team	9 players per team
1 innings of 20 overs each per team	1 innings of 20 overs each per team	1 innings of 20 overs
Retire at 17 balls	Retirement 18 balls	Retirement 24 balls (in 20 over format)
1st half of season: No dismissals (batters swap ends)	Retired batters can return when all others have batted, in the order they retired	Retired batters can return when all others have batted, in the order they retired

2nd half of season: rotating batting order, when dismissed or have faced 17 balls leave the field and re-join batting order	No balls that are scored from count towards ball faced	No balls that are scored from count towards ball faced
No limits or penalties on number of outs to encourage adventurous play	Wides (and No balls that are not scored from) <b>do not</b> count towards ball faced	Wides (and No balls that are not scored from) <b>do not</b> count towards ball faced
No balls that are scored from count towards ball faced		
Wides (and No balls that are not scored from) <b>do not</b> count towards ball faced		
All players to bowl	All players to bowl	Min 5 bowlers (max 4 overs each)
6 players x 3 overs	Min 2 overs and max 3 overs per player	Bowlers to change ends after 10 overs
1 player x 2 overs	Max 8 balls per over	
Max 8 balls per over	Bowlers to bowl from one end	
Bowlers to bowl from one end		
Wicket keeper 2 players x 10 overs each	No fielders within 10 metres with the exception of regulation (off side) slips, gully and wicket keeper	No fielders within 10 metres with the exception of regulation (off side) slips, gully and wicket keeper
Rotation of fielders in clockwise direction	Wicket keeper to change at 10 overs	
No fielders within 15 metres of batter or each other with the exception of wicket keeper (to encourage singles)	Rotation of fielders	
No dismissals in first half of season (batters swap ends)	All dismissals	All dismissals
All dismissals except LBW in 2nd half of season (optional to move to dismissals)		
Minimum 5 players per team required to play the game	Minimum 7 players per team required to play the game	Minimum 7 players per team required to play the game
5 player team – 5 players bowl 4 overs; batting retirement is 24 balls	7 player team – 6 players bowl 3 overs, 1 player bowls 2 overs; batting retirement 22 balls	7 player team – Min 5 players to bowl; batting retirement 22 balls
6 player team – 4 players bowl 3 overs, 2 players bowl 4 overs; <u>batting retirement is 20 balls</u>	8 player team – 4 players bowl 3 overs, 4 players bowl 2 overs; <u>batting retirement 20</u>	8 player team – Min 5 players to bowl; batting retirement 20 balls
2 sets stumps with base and balls	2 sets stumps with base and balls	2 sets stumps with base and balls
Bat size recommended size 4	Bat size recommended size 4 or size 6 (weight 830g /	Bat size recommended size 6 (weight 830g / 2.22lb)
Pitch length and boundary measure	Pitch length and boundary measure	Boundary measure
Boundary markers	Boundary markers	
Chalk to mark crease	Chalk to mark crease	