



UNDER 14-17 Age – STAGE 3 One-Day Format
MCA 25 OVER DETAILED MATCH DAY RULES

SUMMARY	Playing and competing
PURPOSE	MCA
DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
INDICATIVE AGE	U13-U16
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> 25 over game
BALL	<ul style="list-style-type: none"> 142g leather (female) 2 Piece Platypus Gem or Kookaburra Red King 156g leather (male) 4-piece Platypus Diamond or Kookaburra Senator
TIME	<ul style="list-style-type: none"> 180mins (3hrs) Cut-off time 11.45am. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's <u>must always be worn</u> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of stumps with bails. <p>Bat size: Size 6 (weight <2.2lb or <1000g) is recommended.</p>
BOUNDARY	<ul style="list-style-type: none"> 50m (maximum) Boundary to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard Wicket or Turf Wicket 20.1m (standard pitch length)

OVERS	25 overs per team;
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time). Innings ends at fall of 8th wicket.
	<p>Max 25 overs per team or 8 wickets. Overs to be bowled within allocated time.</p> <p>1st innings starting time: 8am Innings break: 9.45am (1hr 45mins) 2nd innings start 10.00am Finish 11.45am (1hr 45mins)</p>
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3. Player Retirement (40 balls faced) at coaches discretion. Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides / no balls) will be included in the batter's ball count. If the team has more than 9 players, those players that did not bowl must bat. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs. Free hit for no balls
BOWLING	<p>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</p> <p>A minimum of 6 players must bowl. If the team has more than 9 players, a maximum of 9 players can bowl only. There is a maximum of 5 overs per bowler. If a ball bounces more than twice before the popping crease it will be deemed a no-ball A full toss above the waist is a no ball</p> <p>* Please see Recommended Bowling Breakdown for recommended over per player options.</p>
FIELDING	<p>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</p> <p>No fielders within 10 metres (except regulation offside slips, gully and wicketkeeper).</p> <p>No More than 4 fielders outside the</p>
DISMISSALS	All modes of dismissal count except Mankad..



BOUNDARY SET UP



FORMAT

20 or 30/40 over
(girls/boys)



TIME

120 mins or
180/240 mins



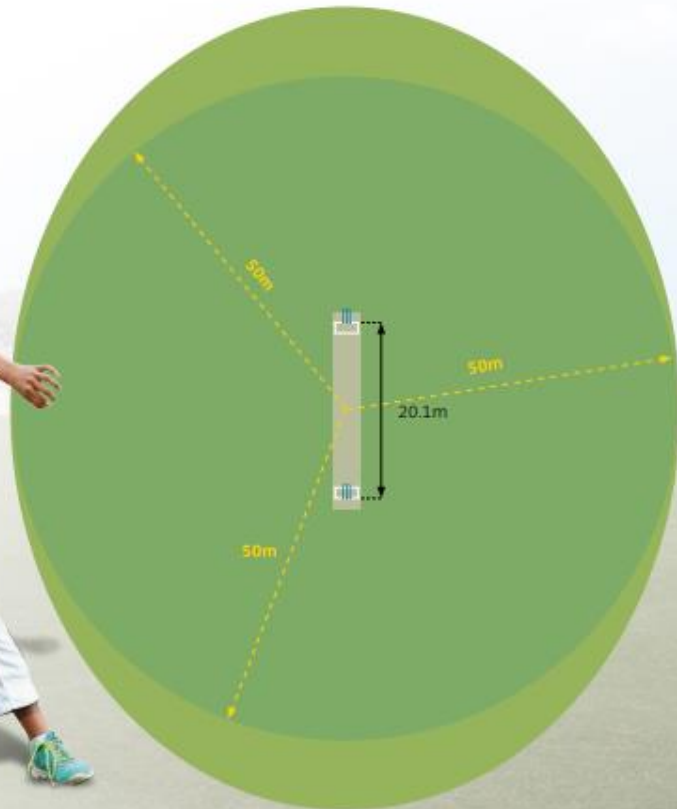
PLAYERS

11

Pitch 20.1m – standard pitch length

Boundary 50m max – measured from the centre of the pitch.

Stumps 2 sets of stumps & bails.





Match Day Check list

- Bring a set of stumps, markers for boundary and umpires clicker
- Provide shade for scorer and team where needed.
- Make sure scorer has all necessary equipment and team list
- Remind parents, players and officials that they are bound by the MCA code of behaviour which can be found in the full set of rules on the MCA Website.



MATCH MANAGEMENT TIPS

WAYS FOR COACHES TO KEEP YOUR GAME MOVING AND FINISHING ON TIME

- 1 Complete your team-sheet the night before the game.
- 2 Set up team marquees close to the boundary.
- 3 Make sure the scorers are sitting under shade and close to the boundary to assist with player names and advising ball counts.
- 4 Involve parent volunteers to assist with marking boundaries, crease lines and shade shelters, leaving the coach to work with their team running warm-ups etc.
- 5 Add a chalk line to mark 'centre' at the striker's end as a reference point for batters, this means batters won't need to continually mark centre.
- 6 Have all upcoming batters padded up and ready to go. The next batter in should have helmet and gloves on.
- 7 Rotate fielders with the next bowler fielding nearest to the bowler's end.
- 8 Encourage fielders to jog between positions ready for the next over.
- 9 When rotating extra players onto the field, swap them with the bowler who just finished their over.
- 10 Swap wicket-keepers during a drink break. Where possible, if there is an extra player, have them padded up and ready to go to replace the outgoing wicket-keeper.
- 11 Place team drinks and water bottles together in a carry tray near the boundary.
- 12 The central umpire is the critical driver of the game, the time it is played in and the spirit in which it is played.
- 13 If you have an additional player, have them stand with central umpire instead of rotating them off the field. This allows the player to experience seeing the game through the eyes of the umpire and save time rotating players on & off the field.