



UNDER 12/13 – STAGE 2 (T25)

MCA 25 OVER - DETAILED MATCH DAY RULES - T25

SUMMARY	Playing and competing	OVERS	<ul style="list-style-type: none"> <li>Max 25 overs per team</li> </ul>
PURPOSE	MCA	TEAM	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> <li>Innings ends at fall of 8<sup>th</sup> wicket.</li> </ul>
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.	INNINGS	<p>Max 25 overs per team or 8 wickets. Overs to be bowled within allocated time.</p> <p>1<sup>st</sup> innings starting time: 8am            Innings break: 9.45am (1hr 45mins)            2<sup>nd</sup> innings start 10.00am            Finish 11.45am (1hr 45mins)</p>
INDICATIVE AGE	U13	BATTING	<ul style="list-style-type: none"> <li>All batters retire at 20 balls faced (with the assumption that some players will be dismissed).</li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>All balls (regardless of whether wides / no balls) will be included in the batter's ball count.</li> <li>If the team has more than 9 players, those players that did not bowl must bat.</li> <li>The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.</li> </ul>
COACH	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>	BOWLING	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>Maximum of 4 overs per bowler.</li> <li>* Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>If a ball bounces more than twice before the popping crease it will be deemed a no-ball</li> <li>A full toss above the waist is a no ball</li> <li>If a ball hits the edge of the concrete pitch it is a no ball</li> <li>If the team has 9 players or less, all players must bowl (excluding wicketkeeper).</li> <li>If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.</li> <li>Bowlers change ends at 10 overs.</li> <li>Bowlers bowl 12 overs from one end and then swap ends and bowl remaining overs from the other end.</li> </ul>
GAME TYPE	<ul style="list-style-type: none"> <li>T25 (25 over game)</li> </ul>	FIELDING	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>No fielders within 10 meters of the bat (except regulation offside slips, gully and wicket keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> <li>Teams have the option to change wicketkeepers after 10 overs.</li> <li>No More than 5 fielders outside the circle</li> </ul>
BALL	<ul style="list-style-type: none"> <li>142g leather (2 piece Platypus Gem or Kookaburra Red King)</li> </ul>	DISMISSALS	<ul style="list-style-type: none"> <li>All modes of dismissal count except Mankad.</li> </ul>
TIME	<ul style="list-style-type: none"> <li>180 mins (3hrs)</li> <li>Cut-off time 11.45am</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>		
EQUIPMENT	<ul style="list-style-type: none"> <li>Helmet's <u>must always be worn</u> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>		
BOUNDARY	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> <li>Hard wicket or Turf Wicket.</li> <li>18m length – measured stump to stump.</li> <li>For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> </ul>		



# BOUNDARY SET UP

## BOTH END BOWLING



**FORMAT**  
20 or 30 over



**TIME**  
120 or 180 mins

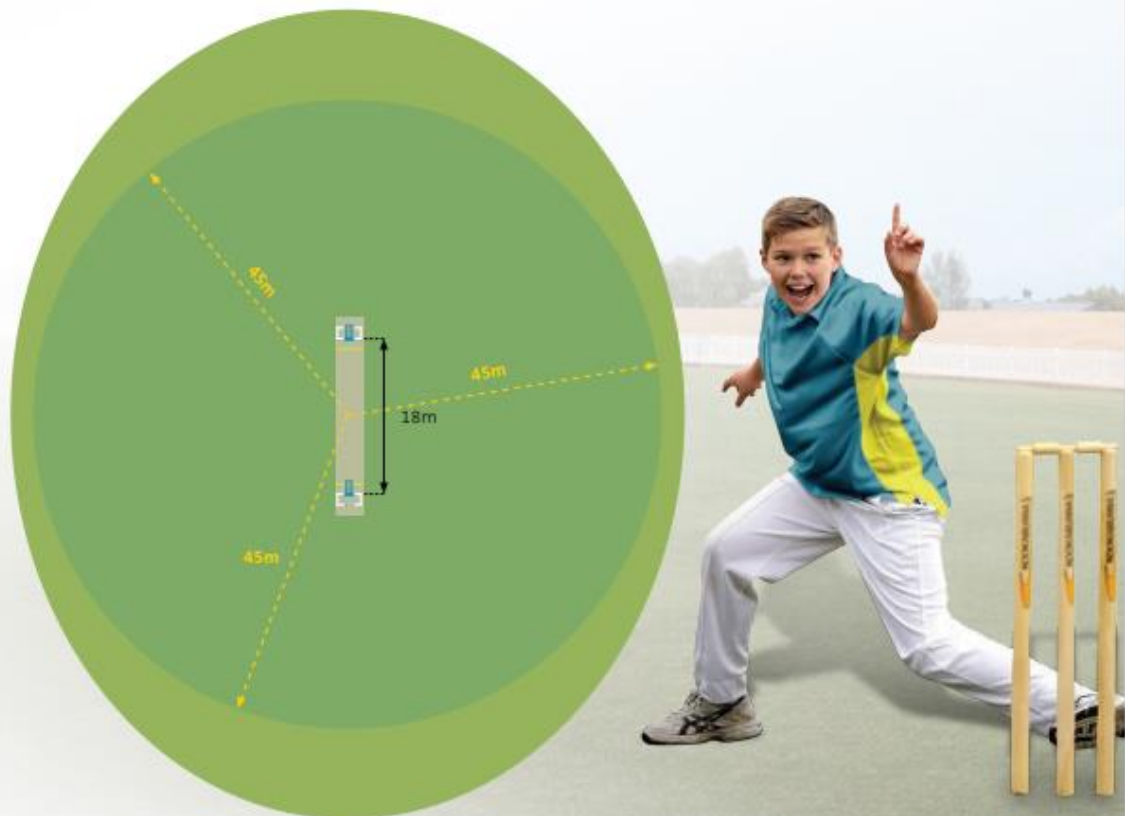


**PLAYERS**  
9

**Pitch** 18m

**Boundary** 45m max. – measured from the centre of the pitch.

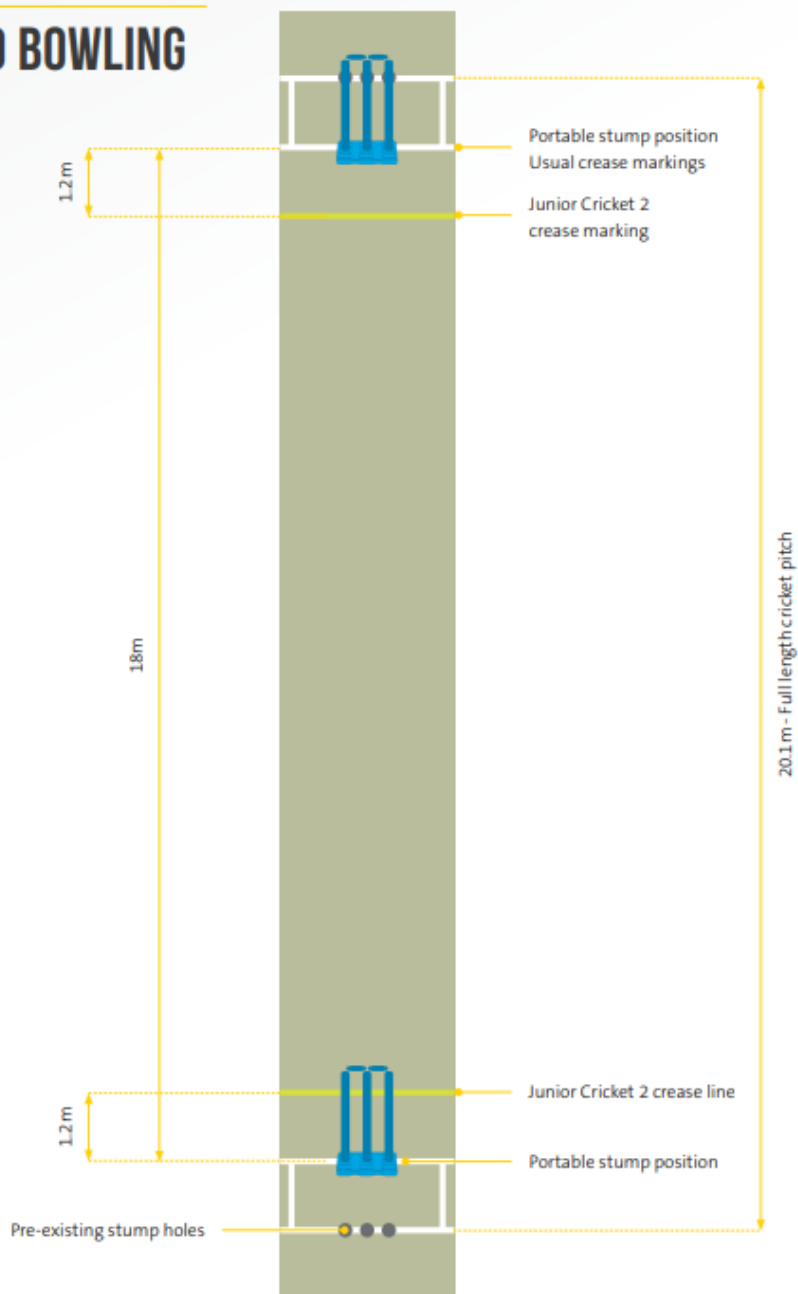
**Stumps** Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.





# PITCH SET UP

## BOTH END BOWLING





## Match Day Check list

- Bring a set of stringback stumps, markers for boundary and umpires clicker
- Bowlers are to bowl 12 overs from one end and then swap ends and bowl the remaining 13 overs from the other end.
- Chalk for marking lines or batting centre on astro
- 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.