



FLCA UNDER 10/11 JUNIOR FORMATS STAGE 1 PLAYING CONDITIONS 2025/2026

Game Type: Twenty20

Start Time 8.00am

Finish: No match to go beyond the over in progress at noon

Ball: 142g Kookaburra branded ball (AG Thompson)

Boundary: Max 40 metre measured from batter's end stumps

Pitch type

and length: Synthetic surface - 16m length **stump to stump**

Overs: 20 overs per team (120 balls)

Team: 7 players per team** (10 per team is maximum and balls faced reduces accordingly)

Innings 1 innings of 20 overs each per team

Batting Each player will retire at 17 balls (based on 7 players)
If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 balls faced x 7 batters = 119)

All balls regardless of whether wides/ no balls will be included in the batter's ball count.

Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery.

If a batter is dismissed please allocate the dismissal in PlayHQ update after the match as being dismissed and do not leave as Ret Not out.

Bowling: Max 6 balls per over
All players inc Wicket keeper to bowl minimum 2 overs
Coaches should rotate the opportunity to bowl 4 overs each week
Bowlers to bowl from one end (for entire game)

Fielding: If more than 7 players are present at a match, they should rotate onto the field each over. ONLY 7 MAXIMUM ALLOWED ONFIELD FOR FIELDING TEAM
Rotation of fielders is recommended to ensure all players experience all positions.
No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety

Dismissals: Unlimited dismissals (each player will face the nominated number of balls each)
4 runs per wicket will be added to the opposition total at the end of the innings.
No LBW

Minimum & Maximum Players

and Impact: The optimum team size is 7 players; however, it is understood that teams often contain additional players in community setting to cater for kids being away, ill or with clashes in commitments

Minimum 5 players per team required to play the game.

Maximum 10 players allocated to a team (only 7 on field).

The number of players impact the players' opportunity in the game, for example;

5 player team – 5 players bowl 4 overs; batting retirement 24 balls

6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs: batting retirement 20 balls

7 player team – 2 players x 4 overs, 2 players x 3 overs, 3 players x 2 overs batting retirement 17 balls.

8 player team - 4 players x 3 overs, 4 players x 2 overs: batting retirement 15 balls

9 player team - 2 players x 3 overs, 7 players x 2 overs : batting retirement 13 balls

10 player team- 10 players x 2 overs each - batting retirement 12 balls

If a player falls ill and cant finish a bowling spell, please use another player who may have finished his/her spell so the game can be completed.

Equipment: 2 sets stumps - portable spring loaded.
Measuring tape or string to measure Pitch length and boundary
Boundary markers
Chalk or tape to mark crease. *Please don't paint a modified crease.*
All batters to wear full protective gear inc helmet.
Wicket Keeper to wear helmet at all times

Coach

Umpires: Please give clear signals and make sure scorers acknowledge the signals. This format is designed as a learning process for everyone to enjoy. Make sure scorers are always up to date and allow time for scorers to reconcile before continuing play.

Umpires to umpire in 5 over blocks at the bowlers end and then square leg.