



JUNIOR CRICKET FORMAT RECOMMENDATIONS UNDER 8-11s: RULES AND SET-UP

U8s AND U9s GROUND SET-UP

EQUIPMENT

To get a game going you'll need:

- Plastic bats
- Portable stumps
- Measuring tape (to help measure the pitch and boundary)
- Cones, rope or markers (to show the boundary)

Batting tees mark the crease approx 1.2 metres from the stumps and act as wide markers

GROUND SET-UP

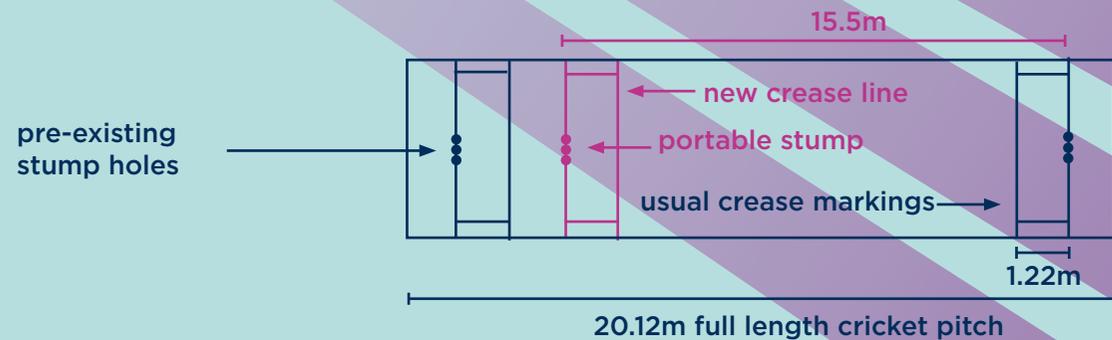


U10s AND U11s GROUND SET-UP

EQUIPMENT

To get a game going you'll need:

- Bats (wooden or plastic)
- Portable stumps (wooden or plastic)
- Measuring tape (to help measure the pitch and boundary)
- Cones, rope or markers (to show the boundary)
- Tape, paint or chalk (to mark the crease)
- If you're playing with a hard ball, you'll need protective equipment. For more information, visit: <https://www.ecb.co.uk/concussion-in-cricket/helmets>



FORMATS AND SUPPORTING RULES: UNDER 8s AND UNDER 9s

SET UP

- Format: Pairs cricket
- Players: Two teams of six
- Playing area: A 13.7m (15 yards) pitch, surrounded by a 30m boundary – all within the grassy outfield
- Game length: The game should last one innings of 12 overs per team and no longer than two hours
- Equipment: Use a light rubber ball. For the bats, plastic is fine

BATTING

- The batting team form three pairs. Each pair bats for four overs, with the coaches doing their bit to ensure players share the strike
- At this age getting time at the crease isn't just fun, it's essential. If a player is given out five runs are added to the fielding teams score but they continue to bat
- Batters swap ends at the end of each over
- When a player is given out they swap the strike
- Batters can be given out in the following ways - bowled, caught, run out, stumped and hit wicket
- No Leg Before Wicket (LBW) unless the batter deliberately blocks the ball with their leg or foot
- Once the four overs are done, the next pair take the field. Once the 12 overs are complete and all three pairs have batted, the innings is over

BOWLING

- All six players bowl two overs each, all from the same end. This way, they are never waiting long for a chance to take a wicket
- Umpires should encourage players to bowl with a straight arm
- Keep run-ups short to ensure a fast-paced match
- There are only six deliveries per over. No balls and wides are not re-bowled apart from in the final over

FIELDING

- Rotate the fielders so that everyone gets a feel for the different positions

FORMATS AND SUPPORTING RULES: UNDER 10s AND UNDER 11s

Please Note - the pairs rules described for the under 8s and under 9s can also be applied to both the soft ball and hard ball options for under 10s and under 11s. Coaches should adapt appropriately to ensure all children are fully engaged in the game.

SET UP

- **Format:** Standard cricket, hard ball or soft ball
- **Players:** Two teams of eight
- **Playing area:** The pitch should be 15.5m (17 yards), set up on the outfield, a grass wicket or an artificial wicket. Use a 35m boundary with a soft ball or 40m with a hard ball
- **Game length:** The game should last one innings of 16 - 20 overs per team and no longer than two hours
- **Equipment:** Use either a 4¾ ounce cricket ball or a soft rubber ball. Bats should be wooden or plastic. Protective equipment should be worn when playing hard ball cricket - helmet, pads, gloves and protector

BATTING

- All batters retire at 25 runs. The last scoring shot counts
- Batters have two lives
- If only one batter remains, a retired player can come back in to partner them
- Batters to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery
- Batters can be given out in the following ways - bowled, caught, run out, stumped, hit wicket and LBW

BOWLING

- There are only six deliveries per over. No balls and wides are not re-bowled apart from in the final over
- All players must bowl at least two overs (except the wicket keeper in hard ball cricket) and no more than four overs
- Bowlers are limited to a short run up, encouraging a fast-paced game with plenty of action and minimal down time
- Umpires are asked to encourage bowling with a straight arm
- Bowlers are to bowl from the same end for the entire game

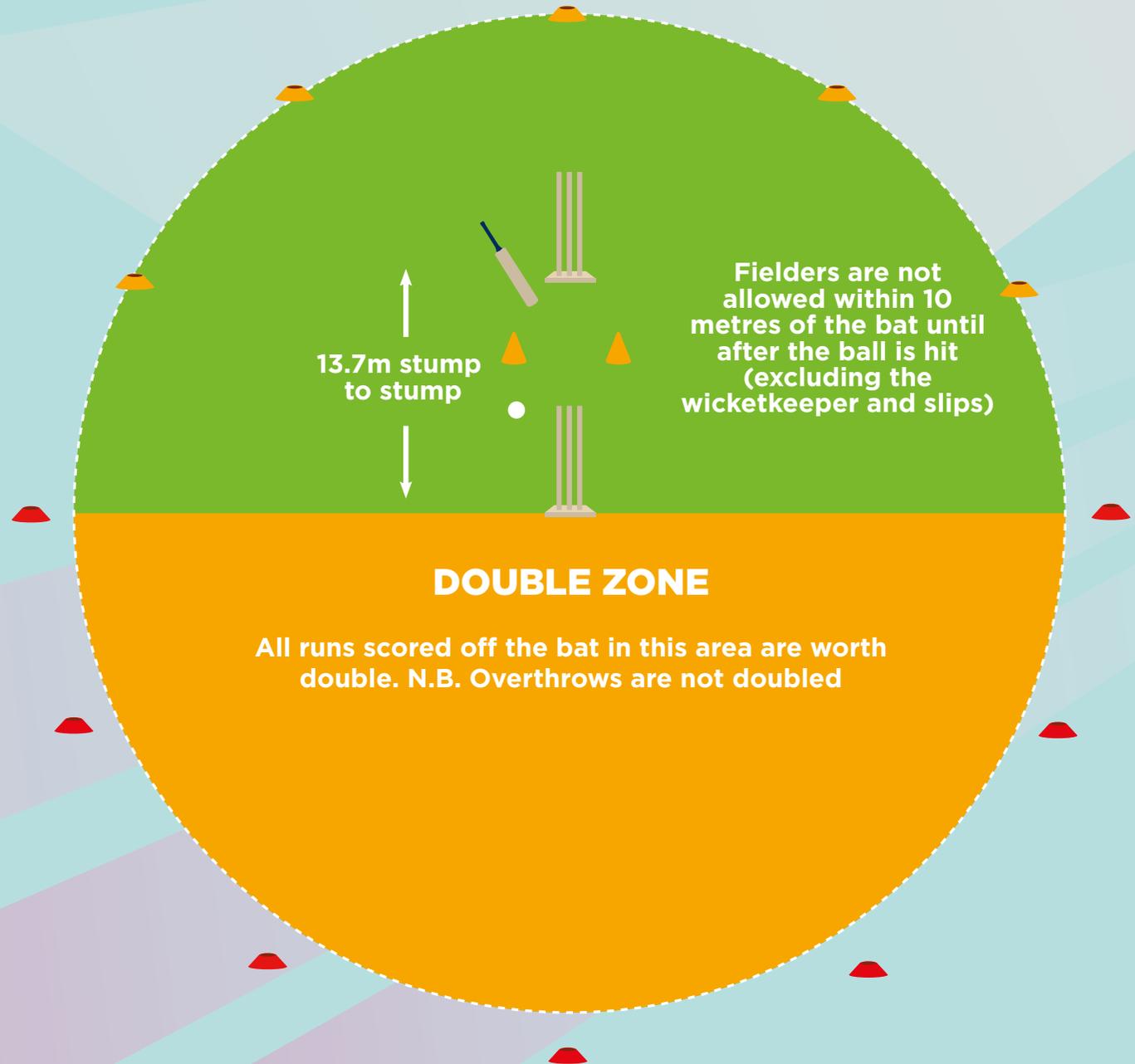
FIELDING

- Rotate the fielders so that everyone gets a feel for the different positions. When using a hard ball, the wicketkeeper should stay in place for the duration of the innings
- In soft ball cricket, the wicket keeper should be rotated

DOUBLE ZONES

Double zones can be used to encourage flair, by trying new and different shots and speeding up scoring. This is how they work:

- By playing strokes into the area behind the bowler's end stumps, batters can get twice as many runs.
- To make things more tempting, only two fielders can position themselves in the double zone before the ball is bowled.
- You might also choose to spice things up in other ways. For example, making the last ball of every over worth double - no matter where it's hit.
- Double zones are a fun way to reward batters. But we don't want to punish fielders - runs scored from overthrows aren't doubled.



NO BALLS, WIDES AND FREE HITS

NO BALLS AND WIDES

No balls should be called if:

- The ball bounces over head height when the batter is in their normal batting stance (bouncer)
- The ball reaches the batter above waist height without bouncing (beamer)
- The bowler oversteps the crease

A wide is called if the ball goes either side of the wide markers at the batter's crease.

If the batter manages to hit it, the ball doesn't count as wide. Players should be encouraged to only swing at wide deliveries if they feel they can score more than two runs - improving their judgment as well as their technique.

No balls and wides add two runs to the batting team's score, but do not result in extra deliveries. Extra deliveries are only re-bowled during the final over of each innings.

FREE HITS

There are no free hits in pairs cricket regardless of age group.



FORMATS OVERVIEW

INDICATIVE AGE	PITCH LENGTH	GAME TYPE	GAME LENGTH	BALL TYPE	BOUNDARY SIZE	PLAYERS PER SIDE
U8/U9	13.7m (15 yards)	Modified on outfield	12 overs (<2 hrs)	Light rubber ball	30m	6
U10-U11 Soft ball	15.5m (17 yards)	T20	16-20 overs (<2 hrs)	Soft rubber ball	35m	8
U10-U11 Hard ball	15.5m (17 yards)	T20	16-20 overs (<2 hrs)	4 ³ / ₄ ounces	40m	8