

U11 Cricket

U11 Cricket is action packed and ideal for eight to 11-year olds.

Children learn to adapt to the basic skills of cricket in a fast-paced high involvement T20 game designed to help participants learn the basics of cricket in an inclusive, enjoyable and safe environment, where all children receive equal turns at batting, bowling and fielding. Games are played on smaller fields.

The compact format of U11 cricket means the game is short and sharp can can be finished in 120 minutes.

The format

- The game is played by two evenly numbered teams, with players batting in pairs. Each pair receives a certain number of overs, no matter how many times they are out.
- Each time a batter is out the batter changes ends, unless it happens on the last ball of an over. (In the event of a run out and the batters have already changed ends).
- There are five ways in which a batter can get out – bowled, caught, hit wicket, stumped or run out. There are no LBWs in this format.
- Each bowler bowls a certain number of overs, so that everyone gets to bowl (the maximum balls in an over is six).
- When one side has finished batting, its net total is calculated by deducting five runs for each batter dismissed from the total number of runs scored. This determines the teams score. The team with the highest team score is declared the winner.
- In the unlikely event that teams finish on equal score, then the winner will be decided y the team that lost the least number of wickets.



U11 Playing Regulations

Pitch Type Length

- Grass or artificial surface can be used.
- 16 metres / 17.5 yards.

Player Numbers

- Evenly numbered teams (8 to 10 players per team recommended).

Overs Per Team

- 20 overs maximum per team to be bowled (120 balls based on no extras being bowled).

Time

- 120 minutes.

Boundaries

- A maximum of 35 metres / 38 yards, taking the measurement from the batter's end stumps.

Batting

- Each batting pair will bat their 5 over allotment.
- All balls, including wides and no balls will be added into the batters ball count.
- If a batter gets out, the batter change ends, -5 is then deducted from the overall total.



Bowling

- All bowling is to take place from one end only.
- Bowling directives for bowlers;
If playing 8-a-side all players are to have a minimum of 2 overs, up to a maximum of 3 overs.
If playing 10-a-side all players are to have a minimum of 2 overs each.
- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled.
- Run ups for bowlers should not exceed more than 10 metres.



Fielding

- No fielder is to be within 10 metres of the striking batter or another fielder to encourage more singles and safety.



Dismissals

- There are five possible ways in which penalty runs are deducted:
 - Bowled
 - Caught
 - Hit Wicket
 - Stumped
 - Run OutIf a batter gets out, the batters simply change ends
- For each dismissal -5 runs should be deducted from the overall total.

Equipment



Ball:

136g / 4¾ oz ball.

The match ball does not have to be new, however umpires / both coaches must agree it is fit for play.



Protective Equipment:

Helmets, with a faceguard are mandatory.

Pads, gloves and abdominal guard (males).



Additional:

2 sets of stumps with bails, ideally 1 set of portable stumps is required (to ensure pitch length requirements are met).

Cones – to mark reduced boundary.

Chalk / Tape to mark reduced pitch length and crease marks.

Tape measure or a pre-measured string maybe required.