



2021 Cricket 12 Years and Under SSNT Development and Interstate Selection Camp

12 Years and Under Development and Interstate Selection Camp Model:

School Sport NT provides educational opportunities through the medium of sport. As we do not have sufficient numbers across regions to hold a Championship in this sport we use the Development and Interstate Selection Camp model. This allows students to develop their skills and knowledge of the game and have an opportunity for interstate selection.

- Compulsory components: PD sessions, Opening and Closing Ceremonies.
- Mix 'n Match activity will be incorporated into the program for the Development and Interstate Selection Camp. This will encourage players from different regions to socialise together.
- Skill development sessions.
- Game play.

Codes of Conduct:

- School Sport NT Codes of Conduct will apply to students, officials and spectators throughout the event.
- At all School Sport NT events coaching should be used to enhance the individual's skill development and improve gamesmanship at the moment of need.

Safety:

- Appropriate footwear to be worn.
- Helmet, pads, gloves and box are compulsory items of personal protective clothing.
- Sunsmart and Blood Rule information are provided in the Development and Interstate Camp Program.



Age:

- Ages are to be calculated as at 31 December in the year of competition
- Students must be a minimum of 10 years – i.e. born no later than 2011, and a maximum of 12 years – i.e. born no earlier than 2009.
- As SSNT has been granted age dispensation by School Sport Australia up to 7 students in the team of 13 may turn 13 in 2021 between 1 July and 31 December i.e. born in 2008.

School Sport Australia 12 Years and Under Rules will apply for those selected at the interstate level.

- A team of up to 13 will be selected.
- The Championship will extend over a minimum of 6 days and a maximum of 8. A rest day and an Excursion/PD day will be included.
- Starting times will be determined by the Convenor and confirmed before the Championship begins.
- Teams must arrive at the venue at least 45 minutes before play is due to commence.
- The toss will be held 40-60 minutes before play commences.
- Matches will consist of two sessions of play of either 20 or 40 overs duration.
- Lunch - 40 minutes with drinks taken after 10 overs in a 20 over match, 20 overs in a 40 over match.
- No fielder will be allowed to field within 10 metres of the batsman on strike except for those fielding within an arc from point to wicketkeeper on the offside of the wicket.
- Fielding restrictions apply as follows:

20 Over innings	Overs 0-6	Must have 2 fielders on the boundary
	Overs 7-20	Must have 4 impacted players
40 Over innings	Overs 0-10	Must have 2 fielders on the boundary
	Overs 11-40	Must have 4 impacted players

NB - Boundary fielders must be within 4 metres of the boundary at the bowler's point of release.

Impacted Players are total number of fielders either on the boundary or in the slips cordon (Slips and gully only) any combination e.g. 3 slips and 1 boundary, 2 slips and 2 boundary

- Bowling restrictions apply as follows: 20 over innings a maximum of 4 overs per bowler. 40 over innings a maximum of 8 overs per bowler. Fast or medium paced bowlers can only bowl 4 overs in one spell.
- One short pitched delivery passing between shoulders and head is allowed per over. Any others will be deemed a no-ball.
- A full pitched delivery passing above the waist of the batsman when in his normal stance will be called a no ball whether the batsman plays a shot or not.
- A batsman will be allowed a free hit for all no-balls except for Impacted Player Infringements.
- Teams are limited to 13 players. All must participate in each match as long as no more than 11 bat or bowl. Interchange of fielders is allowed at any time until the 35th over in a 40 over match or 15th over in a 20 over match.
- Points: win - 6 points, draw - 3 points, loss - 1 point
- In the event of a forfeit the team who forfeits receives 0 points and the other team the maximum gained by any other team in that round.
- Turf wickets must be used 18 metres in length with the option of moving the stumps in at either end to the crease lines, 17.70 metres. In the event of weather issues or unforeseeable circumstances concrete wickets with a synthetic covering may be used.
- Boundaries are to be set at a maximum of 55 metres from the centre of the pitch.
- The ball - a 2 or 4 piece 142gm leather ball approved by the host State/Territory's senior cricket body.
- Each team to provide a competent scorer - book and electronic scoring in use.
- Drinks and lunches to be provided by the host State/Territory.
- Team officials are only allowed onto the field of play in the event of injury or during a scheduled break.
- Parents / team supporters are not allowed onto the field of play or dressing room at any time during the match. This includes before play commences.

