

CRICKET EXPRESS JUNIOR LEAGUES

U12 Quikhit

Team Composition

Maximum 8 players.

Girls only.

Girls should be under the age of 12 as at September 1 in the year of the competition.

However, Auckland Cricket are very lenient when granting dispensations in girl's grades.

Graded

Players should not be graded into teams based on ability.

Competition Format

The competition format will be decided by Auckland Cricket based on the number of team entries. The formats will be made available prior to the season commencement.

Hours of Play

10.20am – 12.00pm.

The toss must be made by 10.05am, should a team not be at the ground by 10.05am they will be deemed to have lost the toss.

Coaches must ensure games are completed on time.

Intervals

Maximum of 5 minutes between innings.

The Result

The side which has scored the most runs in their complete innings will be deemed the winner.

All results must be uploaded to CricHQ by Monday at 5pm.

Overs

20 overs.

Pitch Length

15 metres.

Boundaries

25-30 metres.

The boundary should be measured from the batsman's end.

Ball

An 'incrediball' is to be used.

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Batting

The batting 8 must be named prior to 10.20am.

Batsmen bat in 5 over partnerships.

For each dismissal 3 runs will be deducted from the batting side.

Batsmen will not leave the crease until their 5 over partnership is completed.

Modes of Dismissal

Normal cricket rules apply except in the case of LBW and stumpings. No LBWs or stumpings are to be given.

The umpire can insist the batsman take a stance on middle and leg.

Bowling

One over consists of a minimum of 6 balls and, if at least two wides and/or no balls are bowled, a maximum of 8 balls.

All overs must be bowled from the same end.

All players must bowl a minimum of 2 overs. No player may bowl their third over until all others have bowled 2. No player can bowl more than 3 overs.

Where there are more than 8 players, any player not named in the batting 8 must bowl.

No Balls and Wides

Umpires must agree wide lines prior to the game.

Any delivery which passes, or would have passed, above the batsman's shoulder is a no ball.

Any delivery which passes, or would have passed, above the batsman's waist on the full is a no ball.

If a ball bounces more than twice before reaching the popping crease it is a no ball.

There shall be no restriction on the number of wides or no balls called in an over. However, each over will consist of a maximum of 8 balls.

Fielding

All overs are to be bowled from the same end.

To ensure a fast game we recommend coaches instruct their teams to rotate in the field i.e., each player moves clockwise after each over.

No player may field within 10 metres of the bat except between 'point' and the wicketkeeper.

Umpiring

Coaches should only be used as umpires as a last resort.

We encourage the same umpires remain throughout the game to ensure consistency.

Coaching

We strongly advise coaches wait until a break in play to provide feedback.

At no stage should a coach who is not umpiring be on the field during play.

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Uneven Team Numbers

A team may bat players twice if they have less than 8. Returning batsmen must return in ascending order i.e., the lowest scoring batsman must return first.

The batting team must provide up to 2 players to assist with fielding if requested.

Replacement Players

A maximum of 2 players can be used as replacements during a game. Replacement players cannot bat.