

# CRICKET EXPRESS JUNIOR LEAGUES

## U15 Future Hearts

### Team Composition

Maximum 9 players.

Girls only.

Girls should be under the age of 15 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. Where possible, we recommend clubs/schools keep teams similar to previous years.

During the season teams will be graded into pools based on results.

### 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

Before Christmas: 8.30am – 10.30am.

After Christmas: 8.30am – 11.30am.

The toss must be made by 8.15am, should a team not be at the ground by 8.15am they will be deemed to have lost the toss.

Coaches must ensure an over rate of 20 overs per hour is maintained.

### Intervals

Maximum of 10 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

Before Christmas: 20 overs

After Christmas: 30 overs

### Pitch Length

18 metres.

### Boundaries

40 metres.

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

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## Ball

The approved 142g, 2-piece balls are:

- Kookaburra Crown
- Dukes Top Line

The match ball does not have to be new.

## Batting

The batting 9 must be named prior to 8.30am.

Before Christmas: Batsmen must retire after facing their 18<sup>th</sup> ball.

Batsmen get one 'life' in their first 10 balls. If they get 'out' once in their first 10 balls they will remain at the crease. If they get 'out' a second time they must depart the wicket, irrespective of deliveries faced.

Retired batsmen will return in ascending order when all other batsmen are 'out.'

After Christmas: Batsmen must retire after facing their 30<sup>th</sup> ball.

Batsmen get one 'life' in their first 10 balls. If they get 'out' once in their first 10 balls they will remain at the crease. If they get 'out' a second time they must depart the wicket, irrespective of deliveries faced.

Retired batsmen will return in ascending order when all other batsmen are 'out.'

## Modes of Dismissal

Normal cricket rules apply except in the case of LBW. LBWs cannot be given if the batsman is playing forward.

## 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.

The bowling end will change once during each innings. This change will occur after completion of the 15<sup>th</sup> over.

Where there are more than 9 players, any player not named in the batting 9 must bowl.

Before Christmas: 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.

After Christmas: All players must bowl a minimum of 3 overs. No player may bowl their fourth over until all others have bowled 3. No player cannot bowl more than 4 overs.

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## **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.

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

No more than two wicketkeepers are to be used during an innings. Wicketkeepers must only be changed during the drinks break.

Should the wicketkeeper change they must bowl the minimum number of overs.

## **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.

## **Uneven Team Numbers**

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 or replace a wicketkeeper.