

# Junior Girls Playing Conditions

## U12 HARDBALL A & UNDER 12 B POST CHRISTMAS

**1. Team Composition**

Each team shall be composed of 8 players but no less than 6. Teams may play up to 10 players if both teams agree.

**2. Boys/Girls**

Girls Only

**3. Graded**

Yes. Grading of teams to be determined by each Club in consultation with ACA.

**4. Toss**

Made at 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.

**5. Hours of Play & Over Rate**

8.30am – 11.45am

The first innings must conclude at the end of the over in progress at 10.00am, which should allow for 25 overs to be bowled. The second innings shall consist of the same number of overs bowled in the first innings (or 25 overs if the team batting first has been dismissed in less than 25 overs), providing that a result is not reached beforehand.

Coaches are to ensure that they monitor the pace of games to ensure they are completed in the allotted time

**6. Length of Innings**

Maximum 25 overs.

All players must bat

Coaches are encouraged to complete the full 25 overs of the 2<sup>nd</sup> innings even if the winning total has been achieved.

**7. Pitch Length**

18 meters

**8. Boundaries**

Yes, and marked by cones or flags. Should be approximately 30 metres.

**9. Ball**

The approved 142g, 2-piece balls are as follows; Kookaburra Crown and Dukes Top Line.

The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.

**10. Replacement Players**

A max of 3 players can be used as replacements during a game. Batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only, but cannot keep wickets

**11. Declaration**

Not allowed.

**12. Weather Affected Matches**

Declared a draw if 15 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 25.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.

**13. Intervals**

Maximum of 10 minutes between innings.

One drinks break, not exceeding 5 minutes, may be taken midway through each innings.

Players should not leave the field of play during a drinks break.

**14. Dismissals**

Within the first 6 fair deliveries a batter can be dismissed once without leaving the crease. The batter will have to leave the crease within the first 6 fair deliveries if they are dismissed a second time or have scored a run before being dismissed.

**15. Stumpings**

No.

**16. LBW**

No. Batters should be encouraged not to stand directly in front of their wickets so as to completely obscure the wickets from the view of the bowler.

**17. Uneven Team Numbers**

In the event of there being unequal numbers then the team with greater than 8 players may, with agreement from both teams, bat as many players as they wish (but only fielding 8 players at one time). However, their innings is concluded at the point where there is 1 not out batter (i.e. no last man stands).

**18. No Ball/Wides**

Normal cricket Laws apply.

Any delivery which, after bouncing, passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.

A wide shall be called on the off side if the ball passes the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" from where she would normally be standing at the crease. A wide shall be called on the leg side if it is outside  $\frac{3}{4}$  of the width of the crease from the stumps to the return crease on the leg side.

Umpires should agree wide-lines by drawing a chalk line on either side of the stumps before the start of play.

There shall be no restriction on the number of wides or no balls which may be called in an over but maximum 8 deliveries per over.

One run should be awarded to the batting team for each wide.

If a player bowls two deliveries on the full over waist height, they are to end their spell immediately. They are permitted to come back at any time when a further two overs in total have been bowled.

**19. Double Bounce Rule**

Normal cricket Law applies. Any delivery that, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease shall be called a no-ball.

**20. Length of Overs**

Maximum 8 deliveries (including wides/no balls)

**21. Bowling Restrictions**

Maximum 5 overs per player.

Every player must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.

**22. Retirement/Batsmen Returning**

Voluntary retirement of any batsmen who has faced a minimum of 12 fair deliveries is allowed.

Compulsory retirement of batsmen occurs at the delivery where she reaches 25, not at the end of the over.

Retired batsmen may only return at the end of the innings once all players in the team have batted and must return in the order of lowest to the highest scoring batsmen.

Returning batsmen dismissed under Rule 14 shall not be eligible to return to the crease once retired – i.e. if under rule 14 they were previously dismissed but able to stay at the wicket then retire 'not out', their innings is closed and they are NOT eligible to return to the wicket later in the team's innings.

**23. Fielding**

No player may field within 10 metres of the bat except between 'point' and the wicket keeper. A maximum of 3 players may field on the leg side.

**24. Wicket Keeper**

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then she must also bowl the minimum number of overs.

ACA strongly encourages girls at U12 and U14 grades to wear a helmet while wicket keeping.

**25. Appointment of Umpires**

Coaches are encouraged not to umpire.

Parents of a batter should not stand at the bowler's end while their daughter is facing

**26. Exchange of Umpires**

Allowed but umpires must umpire at least one full innings to ensure some consistency for the players.

**27. On-field Coaching**

Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. At no stage during the match should the coach be on the field, unless he/she is umpiring

For U12 A Grade only: In the interests of player development, coaches should direct their advice to the captain.

**28. Championship Grades**

Championship grade.

**Match Points:**

Win = 3 points

Tie, No Result = 1.5 point

Loss = 0 points

**29. Age Eligibility**

A player must be under the age of 12 as at 1 September in the year the competition commences.

As a general guideline Junior Hearts Under 12 Hardball involves Year 5 and 6 girls, however clubs may apply to ACA for dispensation.

Applications for exemption must be made in writing by the player's club to the ACA Club Cricket Administrator. Applications must detail the circumstances which lead to an exemption being sought.

Exemptions shall be granted on a case-by-case basis with the best interests of girl's cricket at heart.

If a player fills in for a higher grade in 3 or more games, she must apply in writing to the ACA Club Cricket Administrator for dispensation to play in her original grade.

## UNDER 12 B PRE CHRISTMAS

### 1. Team Composition

Each team shall be composed of 8 players but no less than 6. Teams may play up to 10 players if both teams agree.

**2. Boys/Girls**

Girls Only

**3. Graded**

Yes. Grading of teams to be determined by each Club in consultation with ACA.

**4. Toss**

Made at 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.

**5. Hours of Play & Over Rate**

8.30am – 11.45am

The first innings must conclude at the end of the over in progress at 10.00am, which should allow for 25 overs to be bowled. The second innings shall consist of the same number of overs bowled in the first innings (or 25 overs if the team batting first has been dismissed in less than 25 overs), providing that a result is not reached beforehand.

Coaches are to ensure that they monitor the pace of games to ensure they are completed in the allotted time

**6. Length of Innings**

Maximum 24 overs.

Players bat in pairs for 6 overs per pair.

**7. Pitch Length**

18 meters

**8. Boundaries**

Yes, and marked by cones or flags.

**9. Ball**

The approved 142g, 2-piece balls are as follows; Kookaburra Crown and Dukes Top Line.

The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.

**10. Replacement Players**

Teams may use any number of replacement players, but all players present on the day must bat, bowl and field.

**11. Weather Affected Matches**

Declared a draw if 16 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 24.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.

**12. Intervals**

Maximum of 10 minutes between innings.

A brief drinks breaks may only be taken between partnerships. Players should not leave the field of play during a drinks break.

**13. Dismissals**

The batting side loses 3 runs for each dismissal. Players swap ends after a dismissal unless the dismissal occurred on the last ball of an over.

The total number of runs lost are to be deducted from the total team score at the end of the innings.

**14. Stumpings**

No.

**15. LBW**

No. Batters should be encouraged not to stand directly in front of their wickets so as to completely obscure the wickets from the view of the bowler.

**16. Uneven Team Numbers**

A team may bat a player twice if it has less than 8 players. Batsmen must be returned in ascending order i.e. the lowest scoring batsman must return first and so on.

Where both teams agree to play more than 8 players, coaches should adjust the number of overs per player so that that all players bat for approximately the same number of overs.

**17. No Ball/Wides**

Normal cricket Laws apply.

Any delivery which, after bouncing, passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.

A wide shall be called on the off side if the ball passes the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" from where she would normally be standing at the crease. A wide shall be called on the leg side if it is outside  $\frac{3}{4}$  of the width of the crease from the stumps to the return crease on the leg side.

Umpires should agree wide-lines by drawing a chalk line on either side of the stumps before the start of play.

There shall be no restriction on the number of wides or no balls which may be called in an over but maximum 6 deliveries per over.

One run should be awarded to the batting team for each wide.

If a player bowls two deliveries on the full over waist height, they are to end their spell immediately. They are permitted to come back at any time when a further two overs in total have been bowled.

**18. Double Bounce Rule**

Normal cricket Law applies. Any delivery that, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease shall be called a no-ball.

**19. Length of Overs**

Maximum 6 deliveries (including wides/no balls)

**20. Bowling Restrictions**

Maximum 3 overs per player.

Every player must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.

The Wicketkeeper is to change ends at the conclusion of each over.

**21. Fielding**

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

A maximum of 3 players may field on the leg side.

**22. Wicket Keeper**

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then she must also bowl the minimum number of overs.

ACA strongly encourages girls at U12 and U14 grades to wear a helmet while wicket keeping.

**23. Appointment of Umpires**

Coaches are encouraged not to umpire.

Parents of a batter should not stand at the bowler's end while their daughter is facing

**24. Exchange of Umpires**

Allowed but umpires must umpire at least one full innings to ensure some consistency for the players.

**25. On-Field Coaching**

Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed.

**26. Championship Grade**

Championship grade.

**Match Points:**

Win = 3 points

Tie, No Result = 1.5 point

Loss = 0 points

**27. Age Eligibility**

A player must be under the age of 12 as at 1 September in the year the competition commences.

As a general guideline Junior Hearts Under 12 Hardball involves Year 5 and 6 girls, however clubs may apply to ACA for dispensation.

Applications for exemption must be made in writing by the player's club to the ACA Club Cricket Administrator. Applications must detail the circumstances which lead to an exemption being sought.

Exemptions shall be granted on a case-by-case basis with the best interests of girl's cricket at heart.

If a player fills in for a higher grade in 3 or more games, she must apply in writing to the ACA Club Cricket Administrator for dispensation to play in her original grade.

**U12 QUIKHIT & U10 MINI HEARTS****1. Team Composition**

Each team shall be composed of 8 players but no less than 6. Teams may play up to 10 players if both teams agree.

**2. Boys/Girls**

Girls Only

**3. Graded**

Yes. Grading of teams to be determined by each Club in consultation with ACA.

**4. Toss**

The toss must be taken at least 15 minutes prior to the scheduled start of the game. If a team is not available to toss 15 minutes prior to the start of the match they will be deemed to have lost the toss.

**5. Hours of Play & Over Rate**

U10: 8.30am – 10.10am

U12: 10.20am – 12.00pm

Coaches are to ensure that they monitor the pace of games to ensure they are completed in the allotted time

**6. Length of Innings**

U12 – Maximum 20 Overs

Players bat in pairs for 5 overs per pair.

U10 - Maximum 16 overs.

Players bat in pairs for 4 overs per pair.

**7. Pitch Length**

16 metres (mown strips)

**8. Boundaries**

Yes, and marked by cones or flags.

**9. Ball**

A ball of the 'Incrediball' variety. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.

**10. Replacement Players**

Teams may use any number of replacement players, but all players present on the day must bat, bowl and field.

**11. Weather Affected Matches**

Declared a draw if 12 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete three minutes of playing time lost, counting back from 16

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.

**12. Intervals**

Maximum of 5 minutes between innings.

Players should not leave the field of play during a drinks break.

**13. Dismissals**

The batting side loses 3 runs for each dismissal. Players swap ends after a dismissal unless the dismissal occurred on the last ball of an over.

The total number of runs lost are to be deducted from the total team score at the end of the innings.

**14. Stumpings**

No.

**15. LBW**

No.

**16. Uneven Team Numbers**

A team may bat a player twice if it has less than 8 players. Batsmen must be returned in ascending order i.e. the lowest scoring batsman must return first and so on.

Where both teams agree to play more than 8 players, coaches should adjust the number of overs per player so that that all players bat for approximately the same number of overs.

**17. No Ball/Wides**

Normal cricket Laws apply.

Any delivery which, after bouncing, passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.

A wide shall be called on the off side if the ball passes the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" from where she would normally be standing at the crease. A wide shall be called on the leg side if it is outside  $\frac{3}{4}$  of the width of the crease from the stumps to the return crease on the leg side.

Umpires should agree wide-lines by drawing a chalk line on either side of the stumps before the start of play.

There shall be no restriction on the number of wides or no balls which may be called in an over but maximum 6 deliveries per over.

One run should be awarded to the batting team for each wide.

There shall be no front foot no balls for overstepping. Girls that overstep should be encouraged by the umpire to stay behind the popping crease, unless their ability dictates this is not possible.

**18. Double Bounce Rule**

Normal cricket Law applies. Any delivery that, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease shall be called a no-ball.

**19. Length of Overs**

Maximum 6 deliveries (including wides/no balls)

**20. Bowling Restrictions**

Maximum 3 overs per player.

Every player must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.

The Wicketkeeper is to change ends at the conclusion of each over.

- 21. Fielding**  
No player may field within 10 metres of the bat except between 'point' and the wicket keeper.  
A maximum of 3 players may field on the leg side.
- 22. Wicket Keeper**  
Fielders should rotate through all fielding positions including wicket keeper
- 23. Appointment of Umpires**  
Coaches are encouraged not to umpire.  
Parents of a batter should not stand at the bowler's end while their daughter is facing
- 24. Exchange of Umpires**  
Allowed but umpires must umpire at least one full innings to ensure some consistency for the players.
- 25. On-Field Coaching**  
Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed.
- 26. Championship Grade**  
Championship grade.  
**Match Points:**  
Win = 3 points  
Tie, No Result = 1.5 point  
Loss = 0 points
- 27. Age Eligibility**  
Under 12 Quikhit: A player must be under the age of 12 as at 1 September in the year the Quikhit competition commences.  
Under 10 Mini Hearts: A player must be under the age of 10 as at 1 September in the year the Mini Hearts competition commences.  
As a general guideline Junior Hearts Under 12 Quikhit and Mini Hearts involves Year 3 to 7 girls, however clubs may apply to ACA for dispensation.  
Applications for exemption must be made in writing by the player's club to the ACA Club Cricket Administrator. Applications must detail the circumstances which lead to an exemption being sought.  
Exemptions shall be granted on a case-by-case basis with the best interests of girl's cricket at heart.  
If a player fills in for a higher grade in 3 or more games, she must apply in writing to the ACA Club Cricket Administrator for dispensation to play in her original grade.