

Girls U15 Cricket Playing Conditions

1. Team Composition

Maximum 9 on the field. Players should be under 15 on 1 September of the current season. ACA is very lenient on granting dispensations for older girls.

2. Girls

Girls teams only allowed.

3. Graded

Grading of teams to be determined by each Club/School when they enter teams in various grades – Pink and White Grade.

4. Toss

Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss.

5. Hours of Play & Over Rate

- **T20 (Before Christmas) 9.30am – 12.30pm.** The first innings should conclude by 10.50am. If not completed by 2pm no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings, whether the full 20 overs or reduced overs, does not conclude by 12.30pm, where possible the game should continue until all scheduled overs are completed. For every complete 4 minutes past 12.40pm that is required 6 runs will be added to the second innings score.
- **Limited Overs (After Christmas): 8.20am – 12.30pm.** The first innings should conclude by 10.20am. If not completed by 10.30am no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings, whether the full 30 overs or reduced overs, does not conclude by 12.30pm, where possible the game should continue until all scheduled overs are completed. For every complete 4 minutes past 12.40pm that is required 6 runs will be added to the second innings score.

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

6. Coaches

All Coaches are to have completed the [Advanced Foundations Coaching Course](#).

7. Length of Innings

T20 (Before Christmas). Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

Limited Overs (After Christmas). Maximum 30 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 30 overs if the team batting first has been dismissed in less than 30 overs), providing that a result is not reached beforehand.

ACA recommends that should the team batting second win the game prior to the

completion of the full allowable overs, that both teams continue to play to ensure all batters in the second innings have an opportunity to bat. If teams decide to continue, the result needs to be submitted at that point and any play following will continue without being scored on CricHQ.

Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

8. Pitch Length

Full pitch.

9. Boundaries

40m circle from the middle of the pitch and marked by cones or flags.

10. Ball

- **Pink Grade (Restricted):** A 142gm ball is to be used. Hardball Kookaburra Crown Pink Ball or equivalent. 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.
- **White Grade (Open):** A 142gm ball is to be. Kookaburra Commander White Ball or equivalent. The match ball does not have to be new, but umpires must agree that it is fit for play.

11. Replacement Players

A max of 2 players can be used as replacements during a game. Batting 9 must be named in the scorebook before the start of play. Replacement players may bowl and field only.

12. Declarations

Not allowed.

13. Weather Affected Matches

Declared a draw if 5 overs for T20 and 15 overs for Limited 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 20 or 30 depending on the format.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the D/L method.

14. Intervals

Maximum of 10 minutes between innings. One drinks break, not exceeding 2 minutes, may be taken midway through each innings.

15. Dismissals

All batters get **ONE** life within the first **6** balls. If a batter is dismissed a 2nd time they are out. Batter swap ends after first dismissal within **6** balls and the delivery is treated as a penalty - 3.

16. Stumpings

Yes.

17. LBWs

Yes.

18. Uneven Team Numbers

- A team may bat players twice if they have less than 9 players but returning batters

must be returned in ascending order i.e. the lowest scoring batter (dismissed) must return first and so on.

- A dismissed batter may only return after any retired batters have returned.
- The batting team must provide up to 2 players to assist with fielding only. These players may be rotated as the need arises.

19. No balls / Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.
- Umpires must agree wide-lines 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.

20. Double Bounce Rule

Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease.

21. Length of Overs

6 Fair deliveries or a maximum of 8 deliveries per over (including wides/no balls).

22. Bowling Restrictions

T20 (Before Christmas)

Maximum 3 overs per player.

All players must bowl minimum 2 overs.

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

Where there are more than 9 players, any player who is not named in the batting 9 must bowl 2 overs.

Limited Overs (After Christmas):

Maximum 4 overs per player.

All players must bowl minimum 3 overs.

No player may bowl their fourth over until all players have bowled three overs.

Where there are more than 9 players, any player who does not bat must bowl 3 overs.

23. Retirement/Batters Returning

T20 Competition (Before Christmas)

Compulsory retirement of batters after 18 balls faced. Retired batters may only return at the end of the innings in ascending order from lowest score to highest (i.e. retired batter with lowest runs returns first, next lowest scoring retired batter returns next and so on).

Returning batter cannot be retired a 2nd time once returned to the crease.

Limited Overs (After Christmas):

Compulsory retirement of batters after 30 balls faced. Retired batters may only return at the end of the innings in ascending order from lowest score to highest (i.e. retired batter with lowest runs returns first, next lowest scoring retired batter returns next and so on).

Returning batter cannot be retired a 2nd time once returned to the crease.

Note: Manipulating batting so that batters deliberately get out (batting side) to bring back “better” batters or deliberately not getting batters out (bowling side) to stop “better” batters coming back, are both against the spirit of cricket.

24. Fielding

- No player other than the wicket keeper may field within 15m of the bat except between ‘point’ and the wicketkeeper where one fielder is permitted no closer than 10m of the bat. This fielder must remain stationary and not walk in with the bowler.
- To speed up games in T20 matches, bowling is permitted from one end. This must be agreed before the match starts by both team coaches and cannot be changed again during the match.

24. Wicketkeeper

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 he/she must also bowl the minimum number of overs. Wicket keepers must wear helmets.

25. Umpiring

Umpires are required to have completed the free online [Foundations Coaching Course](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays of games.

26. Exchange of Umpires

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

27. Music

The batting side is permitted to play music for the batters to walk on and off the field and during any breaks of play e.g. drinks break, innings break. This should not delay the game.

28. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition.

29. Separation of Players and Supporters Areas Before and During Games

All supporters are encouraged to attend games, however, to aid with development of players, ACA recommends supporters viewing areas are to be setup at least 20m away from the players area. Before and during games, all supporters, are encouraged to stay away from the players area where only players/coaches/managers should be. Only umpires, coaches or managers should provide any before or during game advice.

30. Grades

There will be multiple grades, Pink and White. Only one team per club can be entered into the Pink Grade. Should some clubs not enter a team into Pink Grade, consideration will be given to allowing extra teams from other clubs to fill the vacant team places. Players from Pink Grade cannot play for White Grade teams without a dispensation from ACA. There are no limits on the White Grade. ACA will divide entered teams into regional pools for each grade. The T20 competition will be used to determine a top 8 from each grade that will play each other in limited overs competition. The top 8 limited overs season will end with a final series. Players cannot play in finals for any team they have not played at least 4 games for

previously without ACA dispensation. All other teams will continue to play matches in a plate competition with a plate final.

Pool Points: Win = 3 points Tie or No Result = 1.5 points Loss = 0 points

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