

Year 6 Cricket Playing Conditions

1. Team Composition

Maximum 8 on the field. Players should be in school Year 6 at the beginning of the season.

2. Boy/Girls

Mixed teams allowed.

3. Graded

Players should be given the option at registration which grade they wish to play in. Within each grade teams should be based on geographical location, school attending, and friendships. ACA recommends having balanced teams within grades i.e. within Pink Grade if you have 2 teams they should be of equal strength rather than an "A" and a "B" side.

4. Toss

Made no later than 10 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

10am – 12.30pm. If 20 overs are not bowled by 11.10am play should continue with time made up by not having a break. Should the first innings not be completed by 11.20am, the second innings will be reduced by 1 over for every 3 minutes past 11.20am that is required. 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 3 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

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.

ACA recommends that should the team batting second win the game prior to the completion of 20 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

16m. Use marked lines at one end and measure 4.12m from the other end and mark line for stumps and a further 1.22m for the popping crease.

9. Boundaries

35m circle to be marked by cones. The boundary must be measured from the batter's end.

Fielding Exclusion Zone

Fielding markers are placed 10m square of the stumps at both ends and on both sides with a further marker placed between each of these markers on each side. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach too early then the umpire will signal and call a 'no ball'.

Fielders do not stand where these cones are placed, it simply defines the area they must not go into until a shot is played. Players field in proper cricket positions starting no closer than 15m and then walk in with the bowler. The exclusion zone exists to encourage quick singles and active fielding. Fielders to rotate at the end of each over so all get a chance to try all proper fielding positions.

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 used. 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.
- **Red Grade (Soft Ball):** A red Kookaburra Star Junior soft 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 8 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 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 20.

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

14. Intervals

Maximum of 10 minutes between innings. One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

15. Dismissals

All batters cannot be dismissed within the first 6 balls. If a batter is dismissed after facing at least 6 fair deliveries they are out and the next batter will enter. Batters swap ends after each dismissal within 6 balls and the wicket delivery is treated as a penalty -3.

16. Stumpings

Yes.

17. LBWs and Mankads

No LBWs or Mankads.

18. Uneven Team Numbers

- A team may bat players twice if they have less than 8 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 twice, 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

Maximum 3 overs per player.

All players must bowl a minimum of 2 overs.

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

Where there are more than 8 players, any player who is not named in the batting 8 must bowl 2 overs.

23. Retirement/Batters Returning

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). Batters cannot be retired early unless injured. 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

- All overs are to be bowled from the same end.
- To ensure a fast game teams must rotate in the field i.e. each player moves clockwise after each over.
- No player may field within the marked fielding exclusion zone.

25. Wicketkeeper

No more than two wicket keepers are to be used during an innings. Wicket keepers should

be changed at the 10 over point to ensure that the match is not unduly delayed. Each wicket keeper must bowl two overs. Wicket keepers must wear helmets.

26. Umpiring

Umpires to stay in position (at bowler's end or square leg) for 10 overs then swap positions for each innings. All umpires to have completed minimum free online [Foundations coaching course](#) and have registered and completed [Umpiring Online modules](#). 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. Only umpires, coaches or managers can provide on field coaching.

27. 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.

28. 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.

29. Spirit of Cricket Rating

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

30. Grades

There will be multiple grades, Pink, White and Red Grades. Only two teams per club can be entered into the Pink Grade. Should some clubs not enter two teams 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 or Red Grade teams without a dispensation from ACA. There are no limits on the White or Red Grades. ACA will divide entered teams into regional pools for each grade, with pool winners and runners up entering a finals format (quarterfinal, semi-final, final) to end the season. Players cannot play in finals for any team they have not played at least 4 games for previously without ACA dispensation. All eliminated teams will continue to play matches until the season ends.

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