

# Club of Origin Girls Years 7/8 Cricket Playing Conditions



All Clubs are invited to enter one Club of Origin team made up of players who play in year 7/8 or younger ACA competitions for the club.

- 2 Day Tournament with 4 games (4 T20 games) over Summer School Holidays.

## **Competition details:**

- The Tournament will be played over 2 days during Summer School Holidays. There will be two T20 games per day.
- T20 Morning games will start at 9.30am to conclude by 12.30pm. T20 Afternoon games will start at 1.30pm to conclude by 4.30pm.
- The tournament will have 3 T20 round robin pool games, then a T20 final game.
- All teams must sign agreement with the code of conduct and agree to attend the end of competition prizegiving.



**1. Team Composition**

Maximum 9 on the field.

**2. 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.

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

- **Morning 9.30am – 12.30pm.** The first innings should conclude by 10.55am. If not completed by 11.05am 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 is not concluded by 12.40pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 17th over at 12.40pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Afternoon 1.30pm – 4.30pm.** The first innings should conclude by 2.55pm. If not completed by 3.05pm 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 is not concluded by 4.40pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 17th over at 4.40pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

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.

**4. Coaches**

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

**5. 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.

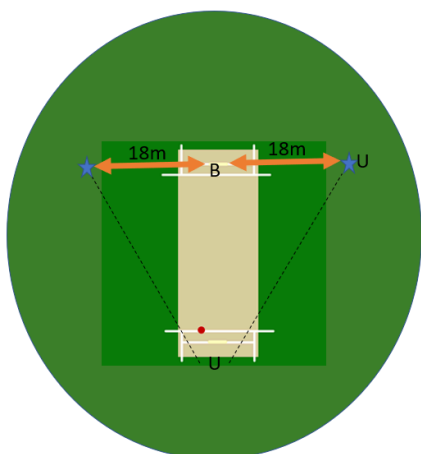
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

**6. Pitch Length**

18m. Use marked lines at one end and measure 2.12m from the other end and mark line for stumps and a further 1.22m for the popping crease.

**7. Boundaries**

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



### Fielding Exclusion Zone

Markers are placed 18m square either side of the stumps at both ends. The square leg umpire is to position at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end, to the markers either side of the stumps at the batter's end. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach early, the umpire will signal and call a 'no ball'.

*Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.*

#### **8. Ball**

A 142gm ball is to be used. Hardball Kookaburra Crown Water Resistant Pink Ball or equivalent. A new ball can only be taken at the beginning of each innings.

#### **9. 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 field and bowl only.

#### **10. Declarations**

Not allowed.

#### **11. Weather Affected Matches**

Declared a draw if 5 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 by using the D/L method.

#### **12. Intervals**

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

#### **13. Dismissals**

Batters are out when out.

#### **14. Stumpings**

Yes.

#### **15. LBWs**

No LBWs allowed.

#### **16. 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.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- 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.

**17. 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.

**18. Length of Overs**

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

**19. Bowling Restrictions**

Maximum 4 overs per player.

**20. Retirement/Batters Returning**

Batters can only be retired if injured.

**21. Fielding**

No player may enter the fielding exclusion zone before the batter has played their shot. Between 'point' and the wicketkeeper slip fielders are permitted.

**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. Wicket keepers must wear helmets.

**23. 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.

**24. 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.

**25. 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.

**26. Spirit of Cricket Rating**

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

**27. Separation of Players and Supporters Areas Before and During Games**

All supporters are encouraged to attend games, however, to aid with development of players, 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/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.