



# Girls Y7/8 Cricket Playing Conditions

## 1. Team Composition

Maximum 9 on the field. Players should be no older than in school year 8 at the beginning of the 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.

## 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

- **Thursday Night T20 (Open Pink and Soft Ball Grades – separate regional competitions pre and post Christmas): 5pm – 7.50pm.** The first innings should conclude by 6.20pm. If not completed by 6.30pm no break will be taken between innings and the second innings will be reduced by 1 over for every full over not bowled at 6.30pm. If the second innings is not concluded by 8pm, 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 8pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday Morning T20 (Open Soft Ball Grade): 9.30am – 12.00pm.** If 20 overs are not bowled by 10.40am play should continue with time made up by not having a break. Should the first innings not be completed by 10.50am, the second innings will be reduced by 1 over for every full over not bowled at 10.50am. If the second innings is not concluded by 12pm, 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 12pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday Afternoon Limited Overs (Open Pink Grade only): 1pm – 5.30pm.** The first innings should conclude by 3pm. If not completed by 3.10pm no break will be taken between innings and the second innings will be reduced by 1 over for every full over not bowled at 3.10pm. If the second innings is not concluded by 5.40pm, 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 27th over at 5.40pm, 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.

## 6. Coaches

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

## 7. Length of Innings

**T20.** 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.** 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.

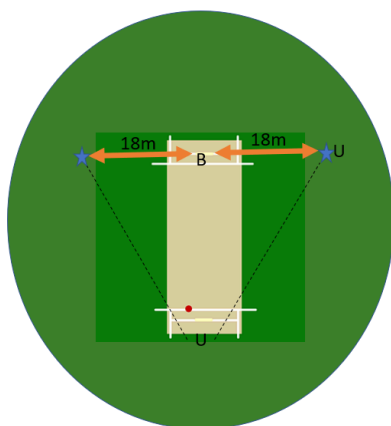
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

## 8. Pitch Length

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.

## 9. Boundaries

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



### Fielding Exclusion Zone

Markers are placed 18m square either side of the stumps at batter's end. 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.*

## 10. Ball

- **Pink Grade:** A 142gm ball is to be used. Hardball Kookaburra Crown Water Resistant 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.
- **Soft Ball Grade:** Any colour 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 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 for T20 and a maximum of 30 minutes for Limited Overs (teams to agree no later than the start of the innings break the length of the break). One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

**15. Dismissals**

All batters get **multiple lives** within the first **6** fair balls (wides and no balls not counted). If a batter is dismissed after facing 6 counted balls they are out (i.e. the 7<sup>th</sup> ball is the first ball where if they are out they leave the field). Batters swap ends after each dismissal within **6** balls and the delivery is treated as a penalty -4 and the bowler gets credited for each wicket.

**16. Stumpings**

Yes.

**17. LBWs and Mankads**

No LBW's or Mankads are allowed.

**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 if the opposition team has less than 9 players who bat. 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.
- 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 6 deliveries per over. The last over has no maximum deliveries.
- Wides and no-balls are worth 2 runs.

**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**

A maximum of 6 deliveries per over (including wides/no balls). The last over has no maximum deliveries.

## 22. Bowling Restrictions

### T20:

- Maximum 4 overs per player.
- All players must bowl minimum 2 overs.
- A minimum of 5 overs of spin bowling per innings.
- 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:

- Maximum 6 overs per player.
- All players must bowl minimum 2 overs.
- A minimum of 7 overs of spin bowling per innings.
- No player may bowl their third over until all players have bowled two overs.
- Where there are more than 9 players, any player who does not bat must bowl 2 overs.

## 23. Retirement/Batters Returning

### T20 Competition:

Compulsory retirement of batters after 18 balls faced. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next 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.

### Limited Overs:

Compulsory retirement of batters after 36 balls faced. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next 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 enter the fielding exclusion zone before the batter has played their shot. Between ‘point’ and the wicketkeeper slip fielders are permitted.

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



**25. Umpiring**

Umpires to stay in position (at bowler's end or square leg) for 10 or 15 overs, depending on format, then swap positions for each innings. 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, 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.

**30. Grades**

The Thursday T20 Grades are open to as many teams as clubs would like to enter and doesn't impact on eligibility to play for Saturday sides (i.e. Thursday Pink Grade players can play Saturday Grade). This competition will be regionally based to reduce travel, including regional finals only for both the pre and post Christmas competitions.

Players from any Saturday Pink Grade cannot play for Saturday Soft Ball Grade teams without a dispensation from ACA.

ACA will divide entered teams in the Saturday competitions in the Pink Grade or Soft Ball Grades into regional pools. The top 8 from each grade will end with a final 1 v 2, 3 v 4, and so on. 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