



# 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

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 1 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.

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.

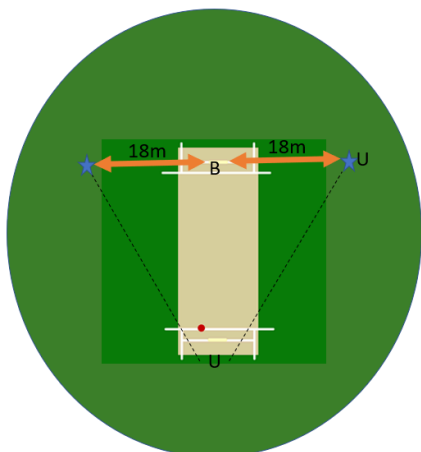
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

## 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. Spray landscape chalk, available from Bunnings, is ideal to mark lines.

## 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 (Restricted):** 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.
- **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.
- **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 maximum 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 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 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 (i.e. the 7<sup>th</sup> ball is the first ball that if they get out on they leave the field), they are out and the next batter will enter. Batters swap ends after each dismissal within these 6 balls and the wicket delivery is treated as a penalty -4 and the bowler gets credited for each wicket.

### 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 if the opposition team has less than 8 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.
- One over consists of 6 balls including any wides and/or no balls bowled. The last over has no maximum deliveries.
- No Balls and Wides 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 once, or rolls along the ground, before reaching the popping crease.

## 21. Length of Overs

One over consists of 6 balls including any wides and/or no balls bowled. The last over has no maximum deliveries.

## 22. Bowling Restrictions

- Maximum 4 overs per player.
- All players, must bowl a minimum of 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 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 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. Batters change ends only at the end of overs.
- 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**

Two wicket keepers are to be used during an innings. Wicket keepers can only 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 or they can swap at the end of each over, so long as they do not delay the game. 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 Soft Ball 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 Soft Ball Grade teams without a dispensation from ACA. There are no limits on the White or Soft Ball 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