

# Girls HB Smash U16 Playing Conditions

Formats Overview for Girls Under 16			
	Soft Ball Sixers	Tennis Ball Carnival	Hard Ball Smash
Conditions	Under 16	Under 16	U16 Sat T20 Pink Grade
Players	6	6	9
Day Games Played	Saturday AM	Sundays	Saturday AM
Season Length	Term 4 and Term 1 Separate Competitions (approx 8 games each)	2 Days Term 4 (approx 6 games)	Term 4 and Term 1 (approx 16 games)
Time (Approx)	1.5 Hours	1.5 Hours	2.5 Hours
Pitch	18m	18m	20m
Boundaries	35m	35m	40m
Soft Ball	Junior Star	KookaBall Soft	-
White Hardball	-	-	-
Pink Hardball	-	-	Crown
Protective Gear Required	No	No	Yes
Overs in Match	12	12	20
Minimum Balls Faced Per Player	12	12	1
Maximum Balls Faced Per Player	12	12	30
LBW	No	No	Yes
Stumpings	No	No	Yes
Minimum Balls Bowled Per Player	12	12	6
Maximum Balls Bowled Per Player	12	12	24
Coaching Qualifications Required	Foundation	Foundation	Advanced Foundation

Everyone has a go at doing everything.

Clubs provide basic gear for all teams.

At all ages games are setup for children of different grades according to their skill/comfort level.

First time players are welcome.

## 1. Team Composition

Maximum 9 on the field. Players should be under 16 on 1 May 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.

## 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

- Saturday T20 (Open Pink 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.

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.

**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.

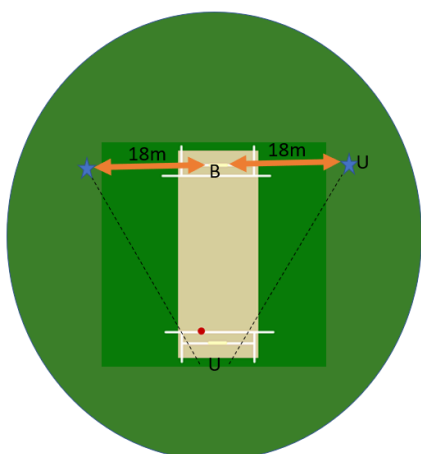
*Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.*

**8. Pitch Length**

Full pitch.

**9. Boundaries**

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



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.*

**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.

**11. Declarations**

Not allowed.

**12. Weather Affected Matches**

Declared a draw if 5 overs for T20 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.

**13. Intervals**

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

**14. Dismissals**

Batter is out when out.

**15. Stumpings**

Yes.

**16. LBWs**

Yes.

**17. Uneven Team Numbers**

- A team may bat 1 player twice if they have less than 9 players, but the returning batter must be the lowest scoring batter (dismissed).
- 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.

**18. 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.
- Any delivery that bounces outside of the pitch will automatically be deemed 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. **The last over has no maximum deliveries.**

**19. 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.

**20. Length of Overs**

A maximum of 8 deliveries per over (including wides/no balls). **The last over has no maximum deliveries.**

**21. Bowling Restrictions**

**T20:**

- Maximum 4 overs per player.
- All players must bowl minimum 1 over.
- A minimum of 3 overs of spin bowling per innings. Spin bowling is defined as bowling off a short run up at a slow pace.
- No player may bowl their third over until all players have bowled one over.

**22. Retirement/Batters Returning**

**T20:**

Compulsory retirement of batters after 30 balls faced i.e. wides and no balls are counted.

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.

### 23. **Fielding**

- **To speed up games in T20 matches, bowling is recommended from one end.**  
**Bowling from one end is optional, however, must be agreed before the start of play and both innings must be bowled from the same end.**
- No player may enter the fielding exclusion zone before the batter has played their shot.

### 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 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 in CricHQ.

### 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/umpires/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.

### 30. **Grades**

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



ACA will divide entered teams 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.

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

#### Note Regarding Finals Series Games

Please note due to time constraints it is not possible to have a Bowl Off or Super Over for these grades in the event of a tied game. In an elimination match where a winner must be found (Quarter Final or Semi Final) if the game is tied at the end of the match the result will be awarded to the team with the highest seeding from pool/league play going into the match.

E.g. If 3rd is playing 5th and the match is tied the 3rd place team shall progress.

This rule would also take affect if the game was abandoned or washed out.

For the Final game if abandoned or tied the trophy shall be shared between the 2 teams.

### **31. Weather Cancellations**

ACA will cancel all junior and youth morning cricket should there be an Auckland weather advisory from the MetService advising that it is unsafe to travel to games. ACA checks for advisories constantly and will communicate through the ACA website, Facebook and email to all Club Managers. Coaches / managers if you are unsure if the game is on we encourage you to use the contact list your club should have provided you to call the opposition team coach/manager to discuss this. If a mutual agreement cannot be made the home team manager has final say on pitch condition and playability. If a game is abandoned, the home team coach/manager must enter the game as abandoned on CricHQ immediately.

If contact cannot be made with opposition team coach/manager or club manager, contact ACA. If ACA receives a call from an away team advising they cannot contact the home team coach/manager or club manager at 7am or later, ACA has the ability to deem the fixture as abandoned if ACA believes the weather will not allow a fixture to be played.

If in any doubt, please ensure you arrive at the ground on time to avoid a default.

### **32. Defaults**

If a Team defaults a match for any reason the following penalties shall be incurred:

(i) First default: The Team and Club to which the defaulting Team belongs shall receive a warning of the consequences of a further default.

(ii) Second default: The Team defaulting shall forfeit 3 Competition points, will be fined \$100 and its Club shall receive a final warning.

(iii) Third default: The Team defaulting shall be debarred from participating in the remainder of the Competition. The match fees already paid for that Team to the Association shall not be refunded to its Club or, alternatively, if the match fees have not been paid, they shall remain payable by the Club to the Association.