



Girls TB Carnival U11 Playing Conditions

1. Team Composition

- Maximum 6 players per team.
 - No more than 3 players who play in club or school hard ball teams can play in one team.
- Players should be Under 11 on September 1.
- Girls Only Grade.

2. Graded

Players should not be graded into teams based on ability. ACA recommends to select teams based on geographical location, school attending, and friendships.

3. Hours of Play

This competition will be played over two (2) Sundays, with a reserve day allowed for if an earlier round is cancelled due to weather. All games will be played at the same venue each day.

- **Sunday 8.05am – 9.30am.** Toss should occur no later than 5 minutes before the start of play with a 5 minute maximum break to change innings.
- **Sunday 9.50am – 11.15am.** Toss should occur no later than 5 minutes before the start of play with a 5 minute maximum break to change innings.
- **Sunday 11.35am – 1pm.** Toss should occur no later than 5 minutes before the start of play with a 5 minute maximum break to change innings.

4. Coaches

All Coaches are to have completed the free online [Foundations Coaching Course](#). **All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.**

5. Intervals

Maximum of 2 minutes between innings.

6. The Result

The side which has scored the most runs in their complete innings will be deemed the winner.

7. Overs

12 overs. All overs to be bowled from one end.

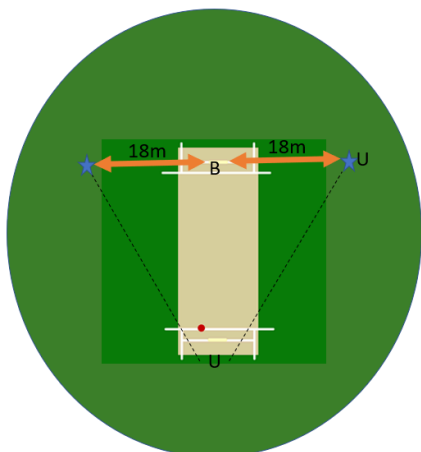
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

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

30m 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

KookaBall Soft Cricket Ball. The match ball does not have to be new, but umpires must agree that it is fit for play.

11. Safety Equipment

Players are not required to wear safety equipment.

12. Batting

- The batting 6 must be entered into CricHQ prior to the start of play.
- Batters bat in 4 over partnerships.
- Each batting partnership must contain a player that does not play club or school hard ball.
- After 3 consecutive counted balls if batters have not swapped ends they must swap i.e. three 4's or 3 dot balls would both require the batters to swap ends. No end of over swap of ends required so long as batters swapping after 3 counted balls throughout partnership.
- For each dismissal 3 runs will be deducted from the batting side and batters swap ends.
- Batters will not leave the crease until their 4 over partnership is completed.

13. Modes of Dismissal

- Normal cricket rules apply except no LBWs, stumpings, mankads are to be given. **Umpires are to ensure backing up batters do not leave early. Umpires can call dead ball.**
- **A clean one hand one bounce is a mode of dismissal.**

14. Bowling

- One over consists of 6 balls inclusive of any wides and/or no balls bowled.
- All players must bowl a minimum of 2 overs. No player may bowl their second over until all others have bowled 1. No player can bowl more than 2 overs.
- A cone should be placed 5m behind the wickets at the bowlers end, which is the longest run up permitted.
- All players should take turns at wicket keeping as they rotate in the field.

15. No Balls and Wides

- Umpires must agree wide lines prior to the game.
- Any delivery which passes, or would have passed, above the batter's shoulder is a no ball.
- Any delivery which passes, or would have passed, above the batter's waist on the full is a no ball. If a ball bounces more than twice before reaching the popping crease it is a no ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- If a bowler is struggling to bowl from the 14m pitch, it is encouraged that they be allowed by umpires to bowl from a shorter distance.
- There shall be no restriction on the number of wides or no balls called in an over. However, each over will consist of a maximum of 6 balls. **The last over has no maximum deliveries.**
- No Balls and Wides are worth 2 runs.

16. 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. Bowlers will bowl in the order of rotation (i.e. player fielding next to bowler on the onside will be the next bowler always and then will move to the next fielding position on the offside).
- No player may field within the marked fielding exclusion zone.

17. Wicket keeping

All players must wicket keep as they rotate in the field. Each wicket keeper must bowl at least two overs. Wicket keepers must not stand up to stumps.

18. Umpiring

Umpires can stay in position (at bowler's end or square leg) for 6 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. 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.

19. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 6 players and the last batter does not have a batting partner, but the returning batter must be the lowest scoring batter (dismissed).
- The batting team must provide up to 2 players to assist with fielding only if the opposition team has less than 6 players who bat.

20. Music

Music is permitted at all times.

21. Spirit of Cricket Rating

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

22. 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.

23. Competition

ACA will divide entered teams into regional pools and all teams will play at one venue for each day (venues might change between rounds, however, on any given day all games will be at the same venue).

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