

Boys Soft Ball Smash U13 Playing Conditions

Quick Summary	
Number of Players	Maximum 6 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.
Maximum Innings Length	12 overs
Pitch Length	18m stump to stump.
Boundary Size	Maximum 30m circle from the batter's stumps.
Exclusion Zone	"Ice Cream Cone" shaped with 20m semi-circle behind stumps and triangle from umpire at bowler's end to the 20m points square both sides of the batter's end stumps.
Bowlers Run Up	5m from stumps at bowler's end.
Spin/Slow Bowling Overs	2 overs of spin/slow – wicket-keeper must be standing up to the stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	3 overs per game (only if a player short can a bowler bowl a 3 rd over).
Minimum Overs Bowling	2 overs
Maximum Balls Batting	12 balls including any wides/no balls
Batting Grace Period	12 balls. Batters who get out during grace period cannot return after they retire.
Maximum Balls Per Over	6 balls maximum except last over which is unlimited.
No Balls	Yes.
LBW, Stumping	No
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	No official drinks break.
When Result Occurs	The team batting second wins when they score more runs than the first innings and all batters have passed their grace period (no batter can be retired early) or the overs are completed. The team fielding second wins when they bowl out the team batting second for less runs than they scored, or the overs are completed with the team batting second scoring less runs.
Who can Umpire	Coaches can umpire if there are no other options. Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.

CricHQ Match Type: Age & Stage Soft Ball Smash (U11 & U13) – ACA



1. Team Composition

Maximum 6 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.

- Players should be Under 13 on 1 April 2019. ACA may grant dispensation upon request.
- For all dispensation requirements and the application process please visit the Junior and Youth General Playing Conditions via our website.
- If in doubt, please talk to your Club Manager and request that they contact the Junior and Youth Cricket Coordinator at ACA.

2. 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 and will automatically be batting first. If a team is not available to start a match on time they will be deemed to have lost the match. All players must be entered into CricHQ prior to the match.

3. Hours of Play

- **Friday Night Grade:** 5pm – 6.15pm (Games can start earlier or later right up until 6pm with prior agreement from coaches/managers from both sides).
- **Saturday Morning Grade** – 8am – 9.15am (games must finish by 9.15am)
- Both grades will consist of two separate half season competitions (pre and post-Christmas).
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a 3-minute break can be taken.
- The first innings should conclude no more than 35 minutes from the start time. Should the first innings not be completed in 40 minutes, the second innings will be reduced by 1 over and so on (1 over for each full 3 minutes that it is over).
- The second innings should conclude no more than 35 minutes from the start time. Should the second innings not be completed in 40 minutes, 6 runs will be added to the score and if possible, the remaining overs will be completed.

4. Coaches

- **All Coaches** are to have completed the free online [Foundations Coaching Course](#) including police vetting.
- All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.
- **All Game Managers** are to have registered and completed the online vulnerable persons module including police vetting.

5. The Result

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

Determination of Result:

- When the team batting second passes the total of the team that batted first and all batters in the second innings have either been dismissed or retired once or the full allotment of available overs is completed, whichever comes first, the team batting second will at that point be determined to be the winner of the game.
- Should the team that is bowling in the second innings dismiss the team batting second or the full allotment of available overs is completed and the second innings score is less than the first innings score, whichever comes first, the team bowling second will at that point be determined to be the winner of the game.

CricHQ will say the game is over when the team batting second passes the score of the first team. IGNORE THIS AND CONTINUE AS THE RESULT IS ONLY DETERMINED AS ABOVE.

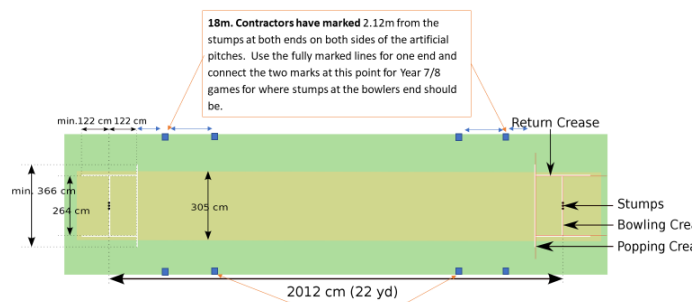
6. Overs

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.

7. Pitch Length

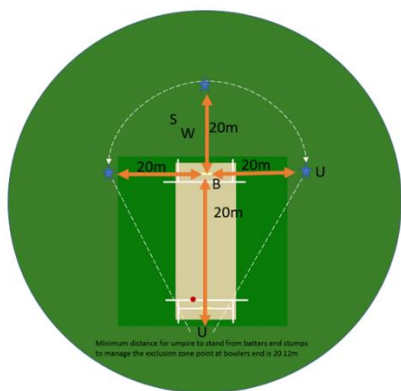
18m. Use marked lines at one end and connect the two marks provided by contractors at the other end for the bowlers' end stumps and a further 1.22m for the popping crease.



It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

8. Boundaries

30m circle to be marked by cones. The boundary must be measured from the batter's end.



Fielding Exclusion Zone

Markers are placed 20m square either side of the stumps at both ends. The square leg umpire is to be positioned at the 20m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end or 20.12m from the batter's end stumps, whichever is further, to the markers either side of the stumps at the batter's end. Further, behind square on either side of the stumps, no fielder can be within 18m except for the wicketkeeper and one slip fielder positioned no closer than in line with the wicketkeeper. 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' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.

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.

9. 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).

10. Ball

Any colour Kookaburra Star Junior soft ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play.

11. Batting

- The batting 6 must be named prior to the start of play.
- Compulsory retirement of batters after 12 balls faced i.e. wides and no balls are counted.

- Each dismissal the wicket delivery is treated as plus 3 for the other team and the bowler gets credited.
- Batters will not leave the crease until they have faced 12 balls and retired. If a retired batter returns, they can be dismissed from the first ball upon their return. Batters who were out during their grace period cannot return even if they retired.
- 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.

12. 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.

13. Bowling

- One over consists of a maximum of 6 balls including 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.
- A cone should be placed 5m behind the wickets at the bowler's end, which is the longest run up permitted. Any bowler that starts their run up beyond the cone will be deemed to have bowled a no ball.
- A minimum of 2 overs of spin/slow bowling per innings - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.

14. No Balls and 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 when standing in batting stance, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed 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.**
- No Balls and Wides are worth 2 runs.

15. 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).

16. Wicket-keeping

All fielders should have a turn at wicket-keeping as they rotate. Each wicket-keeper must bowl two overs.

17. Umpiring

- Umpires are to stay in position at the bowlers end and square leg for a minimum of 6 overs before swapping positions.
- All umpires to have completed minimum free online [Umpiring Coaching Modules](#).
- We encourage the same umpires remain throughout the game to ensure consistency.
- Umpires must not give game specific advice to any players; however, they can provide basic general guidance to both sides to assist with game development.
- No "yelling" instructions to players from the sidelines should occur.



18. Grades

ACA will divide entered teams into multiple competitions for this grade. Note, ACA will try to schedule games to minimise travel and may not be traditional home grounds for either team.

19. Points

Win = 3 points Tie or Match Abandoned = 1.5 points Loss = 0 points

20. Wet Weather Interruptions

Overs cannot be reduced, if there is any time lost due to weather interruptions and the full allotment of overs cannot be completed the game will be declared abandoned.

21. Weather Cancellations, Defaults, Helmet Policy and Other General Conditions

Please refer to the ACA Playing Conditions Webpage for information on Weather Cancellations, Defaults, Helmet Policies and other General Conditions.