

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	No fielder to be within 10m of the batter except when fielding between the wicket-keeper and point.
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	2 overs per game (if a team is a player short 1 bowler may bowl a 3 rd over).
Minimum Overs Bowling	2 overs per player.
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 (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 2020.
- 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 offerings 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 [Foundation 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. 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 passed their grace period (batters cannot be retired early) 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.
- If CricHQ says the game is over when the team batting second passes the score of the first

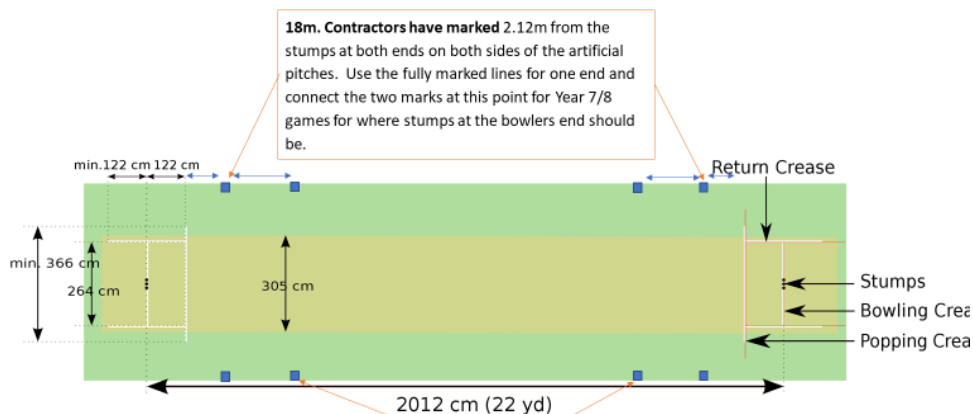
team, IGNORE THIS AND CONTINUE AS THE RESULT IS ONLY DETERMINED AS ABOVE.

6. Length of Innings

12 overs. Umpires should remind teams about the pace of play as the innings progresses. If required umpires can encourage shorter run ups or 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 bowler's end stumps and a further 1.22m for the popping crease. Only standard chalk or tape can be used to mark crease lines. No landscapers chalk or spray paint should be used on any wickets or outfield.

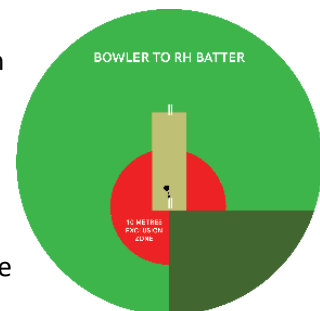


8. Boundaries

- Maximum 30m circle from the batter's end and marked by cones or flags. It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

9. Fielding

- **Exclusion Zone:**
No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.
- **To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field at the end of each over. All players move in a clockwise direction. Bowlers will bowl in the order of rotation.



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 bowling team and the bowler gets credited.
- Batters will not leave the crease until they have faced 12 balls and retired.

12. Modes of Dismissal

- Stumpings No. Mankads No. LBWs No. Umpires can insist that batters take stance on middle. Umpires are to ensure backing up batters do not leave early. A Dead ball can be called by the umpires. All other modes of dismissal apply.

13. Bowling Restrictions

- Maximum 2 overs per player. Maximum 1 over spells.
- All players must bowl a minimum of 2 overs. Only if a team is short of numbers can a player bowl a third over.
- A minimum of 2 overs of spin/slow bowling per innings – wicket-keeper must be standing up to the stumps and the umpire must be satisfied that the bowler is bowling spin/slow.
- 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.

14. 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 when standing upright, 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 a maximum **6** deliveries per over. **The last over has no maximum deliveries.**
- No balls and wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or*
- b. The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply.

The last over of the innings will continue until a legitimate delivery is bowled to the batter.



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. 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.