



# Summer Series Playing Conditions – U13 LO40

Quick Summary	
Number of Players	9 players in the game.
Maximum Innings Length	40 overs
Pitch Length	18m stump to stump (full length after Christmas)
Boundary Size	45m from the middle of the pitch.
Exclusion Zone	No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.
Bowlers Run Up	15m from stumps at bowler's end.
Spin/Slow Bowling Overs	5 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	8 overs a game in 4 over spells.
Maximum Balls Batting	60 balls including any wides/no balls
Batting Grace Period	6 balls. Batters who get out during their grace period cannot return after they retire.
Maximum Balls Per Over	8 balls maximum except last over which is unlimited.
No Balls	Yes with free hits.
LBW, Stumping	Yes.
Drinks Breaks	30 minute break between innings.
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.
Coaching during games	No supporters shall communicate with any player or players on the field of play other than to cheer them on. Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down. No "yelling" instructions to players from the sidelines should occur.

**CricHQ Match Type:** Age & Stage Boys HB (Under 13 LO40) - ACA



## 1. Team Composition

- 9 players in the game.
- Players should be Under 13 on 1 April 2020 and must be in Year 8 or higher.
- For all dispensation requirements and the application process please visit the Summer Series General Playing Conditions via our website.
- If in doubt, please talk to your Club Manager and request that they contact the Junior and Youth Coordinator at ACA.
- Prior to the toss, all 9 players must be entered into CricHQ for the match and each captain must provide a team list to the umpires.
- The team list must identify players deemed to be pace bowlers.
- The team list must identify the wicket-keeper(s).

## 2. Hours of Play & Over Rate

- **Sunday LO40:** 9.30am – 4.00pm
- **Extra time: Up to 60 minutes (1 hour) can be claimed for time lost due to weather interruptions, if this is used the game must finish no later than 5pm.**
- Maximum of 30 minutes between innings. Umpires will determine the break at the conclusion of the first innings.
- The first innings should conclude no more than 3 hours from the start time. Should the first innings not be completed in 3 hours, the second innings will be reduced by one over for every full over not bowler and the innings break will be reduced.
- The second innings should conclude no more than 3 hours from the start time. Should the second innings not be completed in 3 hours, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 37th over at 3 hours, 18 runs will be added to the score (two complete overs multiplied by six) and if possible, the remaining overs will be completed.
- Umpires will communicate with Captains and Coaches to encourage fast play should they feel the team is falling behind. Umpires also have discretion to allow time for injuries or other delays outside of the fielding sides control.
- Reduction of Overs: In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each 3.75minutes of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the overs remaining.
- Closing Time: For the purpose of determining the number of overs remaining to be bowled in a match which has a late start or disruption for any reason, the closing time will be 5pm.

## 3. Length of Innings

Each match will consist of one innings per team. Each innings will be limited to 40 overs. Declared an abandoned match if twenty overs in each innings is not possible.

## 4. Pitch Length

18m from stumps to stumps (full length for after Christmas).

## 5. Boundaries

Maximum 45m circle from the middle of the pitch.

## 6. Fielding

- No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.
- At no time can more than 3 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.
- If fielding restrictions are not met, the umpire will signal and call a 'no ball' that the batter cannot get called out on, including for a run out – a batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.
- In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal a 'No Ball'.

## 7. Ball

142gm Kookaburra Crown Pink Ball is to be used. All teams must provide a new match ball for each innings.

## 8. Dismissals

All batters cannot be dismissed within their first 6 balls. If a batter is dismissed after facing at least 6 deliveries (i.e. the 7<sup>th</sup> ball is the first ball that if they get out 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 plus 3 for the other team and the bowler gets credited. If the batter is out after their grace period, it is deemed a wicket and no runs are credited.

## 9. Retirement/Batters Returning

- Compulsory retirement of batters after 60 balls faced (wides and no balls are counted). Retired batters may only return at the end of the innings once all other batters have either been dismissed or retired. Retired batters return to the crease in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Returning batters cannot be retired a 2<sup>nd</sup> time. Batters who were out during their grace period cannot return even if they retired.
- Batters cannot be retired early unless injured.
- With the exception of the above, all players must face a minimum of their grace period unless the total overs have lapsed, this means that the 'Last Batter Standing' rule may apply if there are balls remaining in the innings.
- Last Batter Standing – when the last batter comes to the crease, they bat in the normal manner of the partnership with any batter who has not been dismissed or any retired batter returning to the crease (both players can take strike). If all other batters have been dismissed, the last batter standing receives all strike until their grace period has been reached or the maximum overs for the game have been completed (the last batter out remains at the crease to play as a runner only). Either batter may be runout and 3 runs



will be added to the score of the bowling team.

#### **10. Uneven Team Numbers**

- If a team has more players than the required number for the grade, please check the Summer Series General Playing Conditions.
- A team may bat up to two players twice if they have less players than the required number for their grade.
- Any returning batter/s must be the lowest scoring batter/s (dismissed). These players may only bat at the end of the innings once all batters have either been dismissed or retired, **and** before any retired batters return to the crease.
- A dismissed batter returning for a second innings, is considered a new batter and as such has a new grace period and can bat through to retirement.
- Regardless of whether a team has more, or less players than required, the maximum number of fielders allowed on the field is equal to the maximum team number for that grade. If a team is short of players, the opposition should be asked for assistance with fill-in fielders. If a team has additional players, rotation must be between overs only, as to not disrupt the game time.
- In all circumstances the grade bowling restrictions remain in place. All players must bowl the minimum overs required for that grade, and no player may bowl more than the maximum allowable number of overs.

#### **11. Bowling Restrictions**

- Bowling will take place in 5 over allotments from one end and then swap for the next 5 overs at the other end and so on until the innings is completed or a team is deemed all out.
- Maximum 8 overs per player. Maximum 4 over spells.
- A minimum of 5 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 15m 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.