



Summer Series Playing Conditions – U15 LO40

Quick Summary	
Number of Players	11 players in the game.
Maximum Innings Length	40 overs
Pitch Length	Full Pitch.
Boundary Size	Full Boundaries.
Bowlers Run Up	No restrictions.
Maximum Overs Bowling	8 overs a game, 4 over spells
Maximum Balls Per Over	6 legal deliveries.
No Balls	Yes with No Balls.
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. 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: Under 15 LO40 Competition



1. Team Composition

- 11 players in the game.
- Players should be Under 15 on 1 April 2020 and must be in Year 9 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 11 players must be entered into CricHQ for the match and each captain must provide a team list to the umpires.

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 bowled 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 (three 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

Full pitch.

5. Boundaries

Full size boundaries as marked.

6. **Fielding**

- Any fielder standing closer than 7m from the striker's wicket on the on-side or in front of point of the off-side at the instant of delivery must wear the appropriate safety equipment (minimum of a helmet and abdominal protector).
- At no time can more than 5 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**

156gm Kookaburra Club Match White Ball is to be used. All teams must provide a new match ball for each innings.

8. **Bowling Restrictions**

- Bowling is from both ends.
- No bowler shall bowl more than eight overs in an innings.
- In an interrupted match where less than 40 overs are to be bowled, no bowler may bowl more than a maximum of one fifth of the overs allowed.
- In the event of a bowler breaking down and not being able to complete an over, the remaining balls must be bowled by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

9. **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.
- 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.