



# Girls/Kotiro T20 Smash Under 16 Playing

Quick Summary	
Number of Players	Maximum 9 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	20 overs
Pitch Length	Full Pitch.
Boundary Size	45m Boundaries.
Exclusion Zone	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.
Bowlers Run Up	No restrictions.
Spin/Slow Bowling Overs	3 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	4 overs a game, 2 over spells after all minimum overs are bowled, prior to that maximum 2 overs per player.
Minimum Overs Bowling	1 over each player except for a designated wicket-keeper.
Maximum Balls Batting	30 balls including any wides/no balls.
Batting Grace Period	None.
Maximum Balls Per Over	6 balls maximum except last over which is unlimited.
No Balls	Yes, with free hits.
LBW, Stumping	Yes
Bowling from one end	Yes
Drinks Breaks	No official drinks break, however, if the innings is progressing quickly enough a 3-minute maximum break can be taken.
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.
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.
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 Kotiro HB (Under 16 T20) - ACA



## 1. Team Composition

- Maximum 9 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 16 on 1 April 2021.
- 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 Manager (Kaiwhakahaere tamariki me rangatahi) 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 & Over Rate

- **Saturday T20:** 9.30am – 12pm
- This is a full season competition term 4 and term 1. Second half season entries are permitted.
- 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 1 hour and 5 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
- The second innings should conclude no more than 1 hour and 5 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed.

## 4. Players, Officials & Spectators Conduct

- This competition is played in accordance with the ACA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.
- No supporters shall communicate with any player or players on the field of play.
- Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.
- Under no circumstance shall team officials remonstrate with umpires.
- Team officials and spectators should recognise that the participation and enjoyment of the players is paramount at all times. Their behaviour around the players should reflect this.
- **All Game Managers** are to have registered and completed the online vulnerable persons module including police vetting.
- **All Coaches** are to have registered and completed the [Advanced Foundation Coaching Course](#) including police vetting.

## 5. Length of Innings

Maximum 20 overs. The second innings shall consist of the same number of overs bowled in



the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

**6. Pitch Length**

Full pitch.

**7. Boundaries**

Maximum 45m circle from the middle of the pitch and marked by cones or flags.

**8. Fielding**

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.

**To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**

**9. Ball**

A 142gm Kookaburra Water Resistant Crown Pink Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play.

**10. Dismissals**

All dismissals count.

**11. Stumpings, LBWs**

Yes. Umpires are to always give the batter the benefit of the doubt and only give an LBW if they are completely satisfied the ball would have hit and stumps and pitched correctly. **Any doubt at all should result in a not out decision.**

Umpires are to ensure backing up batters do not leave early. A Dead ball can be called by the umpires.

**12. Retirement/Batters Returning**

- Compulsory retirement of batters after 30 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 2nd time.
- Batters cannot be retired early unless injured. However, batters can be retired before they reach their maximum balls faced, only if the team are playing with an additional batter. If playing with an additional batter, maximum balls faced must be spread equally amongst all batters. **This must be agreed upon prior to the game commencing by both coaches.**

**13. Uneven Team Numbers**

- If a team has more players than the required number for the grade, both coaches must agree before the match starts how this will be managed.

- 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.

**14. Bowling Restrictions**

- Maximum 4 overs per player. Maximum 2 over spells.

**15. 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 6<sup>th</sup> 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.*

**16. Wicket-keeper**

- A designated wicket-keeper is permitted, however, no more than two wicket-keepers are to be used during an innings to ensure that the match is not unduly delayed.
- Wicket-keepers must wear ACA approved proper helmets.

**17. Umpiring**

- Coaches are permitted to umpire, however, it is best practice for coaches not to Umpire unless there are no other alternatives.
- Umpires are to stay in position at the bowlers end and square leg for a minimum of 5 overs before swapping positions. We encourage the same umpires remain throughout the game to ensure consistency.
- All umpires should have completed minimum free online [Umpiring Coaching Modules](#).
- 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.
- 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.

**18. Grades**

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

*Note Regarding Finals Series Games*

*Please note due to time constraints it is not possible to have a Bowl Off or Super Over for these grades in the event of a tied game. In an elimination match where a winner must be found (e.g. Quarter Final or Semi Final) please refer to the Junior and Youth General Playing Conditions via the ACA website.*

**19. Points**

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

**20. Girls, Weather Cancellations, Defaults, Helmet Policy and Other General Conditions**

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