



# ALL GIRLS CRICKET COMPETITION





## 13&Under Stage 1 Rules – T20 Competition

Wednesday 5.00 – 7.30pm

Game Day Issues – Please call Hannah! 0458231295

## RULES SUMMARY

OVERS	20 overs per innings
PLAYERS	7 on the ground (min 5, max 9 in the team)
PITCH	16m (stump to stump)
BOUNDARY	40m max. circle measured from batters stumps
BATTERS	Must wear a helmet. Retire after a set number of balls, see table below. All balls including no balls and wides count.
BOWLERS	6 balls per over (except last over which must have 6 legal balls). All players bowl at least one over and no more than 4. All 20 overs are always bowled.
FIELDING	No fielder permitted within 15m of the batter except the wicket keeper.
WICKET KEEPERS	Must wear a helmet. Two keepers must be used for 10 overs each.
DISMISSALS	Unlimited, 4 runs awarded to bowling team for each dismissal. No LBW.

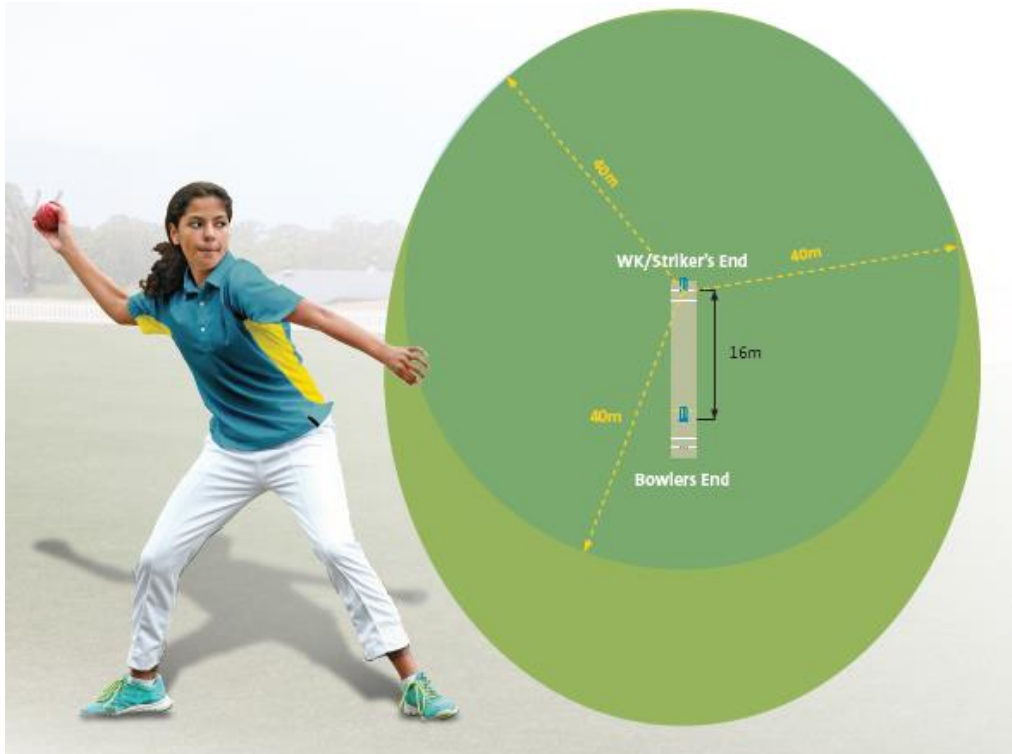
PLAYERS PER TEAM					PLAYERS PER TEAM				
5	6	7*	8	9	5	6	7*	8	9
 <b>BATTING</b> Max Balls faced per batter before retiring <sup>1</sup>					 <b>BOWLING</b> Number of overs per bowler options <sup>2</sup>				
24	20	17	15	13	5 x 4 overs	2 x 4 overs 4 x 3 overs	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	4 x 3 overs 3 x 2 overs 2 x 1 over



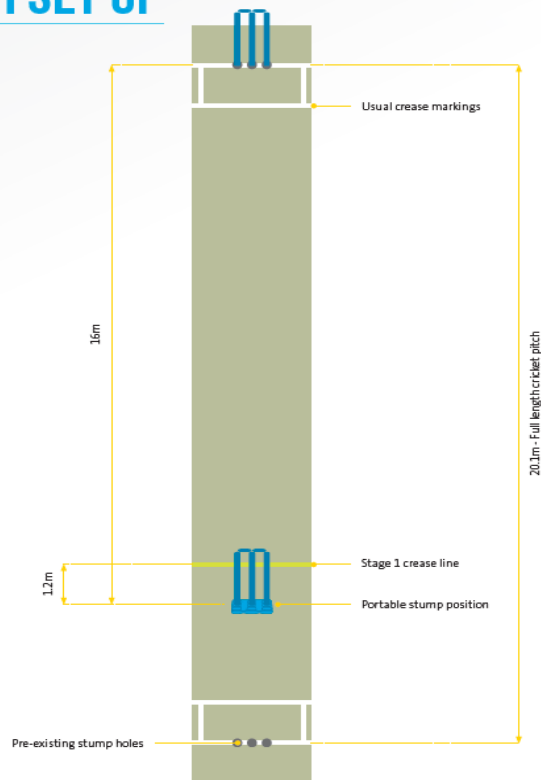
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## BOUNDARY SET UP



## PITCH SET UP





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The rules are based on those provided by Cricket Australia for Stage 1 competition. **Modified to best suit the AGCC.**

Description	This format is designed for players who are keen to learn how to play cricket. It does not presuppose previous experience in the sport. Designed to stimulate action and test game sense and skills whether batting bowling or fielding.
Indicative Age	10 upwards
Coach	Accredited Community (Level1) Coach. <i>Team's coaches are encouraged to assist both teams during play while ensuring the game is not held up in the process.</i>
Game Type	T20 – 20 over game
Ball	Modified soft ball ( <i>circumference 21-22.5cm ideal weight 85-120g</i> ). <i>Rookie Softaball (available at Greg Chappell Cricket Centre)</i>
Time	Matches commence at 5pm if possible. The game can be completed in 2hrs with time saving strategies.
Protective Equipment	All batters and wicketkeeper must wear a Helmet, pads and gloves. * Please refer to helmet section of the <i>Well Played Playing Policy Guidelines</i> Additional safety equipment such a thigh pads can be utilised
Boundary	40m – measured from batters end stumps
Pitch type and length	Outfield or hard wicket surface - 16m length stumps to stumps
Overs	20 overs per team (120 balls)
Team	7 players per team (maximum of 7 players on field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 17 balls (based on 7 players) * if there is an extra ball to be bowled the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119) All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.
Bowling	6 balls per over (except the last over where 6 legal deliveries must be bowled) All players are to bowl (each wicket- keeper is to bowl <u>at least</u> one over each) e.g. 3 players x 4 overs 2 players x 3 overs 2 players x 1 over Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers are to bowl from the one end for entire game Current Cricket Australia Pace bowling guidelines apply (please refer to the <i>Well Played Playing Policy Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match they should rotate onto the field each over.
Dismissals	Unlimited dismissals (each player will face the nominated number of balls each) 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. The following dismissals apply: bowled, caught, run out, stumped, hitwicket, hit the ball twice, obstructing the field. No Leg before wicket dismissals, batters should be encouraged to not stand in front of the stumps. No timed out dismissals.
Minimum & Maximum players and impact	7 players per team 5 players per team minimum are required to play the game. If less than 5 players on the day, game may proceed by agreement. 9 players per team maximum are to be allocated to a team Only 7 players can be on the field at any given time.



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	<p>The number of players impact the players opportunity to develop skills in the game for example:</p> <ul style="list-style-type: none"> <li>o 5 player team 5 players bowl 4 overs and batters retire at 24 balls</li> <li>o 6 player team 2 players bowl 4 overs 4 players bowl 3 overs and batters retire at 20 balls</li> <li>o 7 player team 3 players bowl 4 overs 2 players bowl 3 overs 2 players bowl 1 over and batters retire at 17 balls</li> <li>o 8 player team - 6 players bowl 3 overs 2 players bowl 1 over and batters retire at 15 balls</li> <li>o 9 player team - 4 players bowl 3 overs 3 players bowl 2 overs 2 players bowl 1 over and batters retire at 13 balls</li> </ul> <p>Bowlers bowl from one end only.</p>
Equipment	<p>2 sets of portable stumps (with base and bails)  Bat size: Size 4 ( 1.8lb or 800gm) is recommended  Modified ball (as per specifications above)  Measuring tape or string to measure Pitch length and boundary  Boundary markers  Chalk tape or paint to mark crease</p>
No Balls and wides	<p>A ball that first lands off the pitch is a no ball but can still be hit by the batter.  A ball that first lands on the pitch but passes the batter at a width that it cannot be hit should be called a wide.  A ball that stops before reaching the batter is a no ball and also a dead ball, it should not be hit by the batter.  A ball that bounces 3 times or rolls along the ground is a no ball.  A ball that reaches the batter on the full above waist high is a no ball.  Bowlers should be encouraged to bowl from behind the line but no ball not called.</p>

## Weather

ISEC Inclement weather rules will apply. In the event of wet weather, every effort shall be made by the Team Managers and Umpires that, within the bounds of common sense, the match should proceed.

## Heat Rules

Temperature determined as recorded on [www.bom.gov.au](http://www.bom.gov.au) for Melbourne.

- No scheduled morning match will commence if the temperature has reached 30 degrees Celsius at 8.00 AM
- No scheduled evening match will commence if the temperature has reached 35 degrees Celsius at 4.00 PM

## MyCricket Entry

Home team to use the hard copy score book. Away team can use MyCricket App or hard copy score book.

Wed 13 & Under – match results by 9am Thursday (home team). Player scores by 10am Saturday (both teams).

Sun 16 & Under – match results by 7.30pm Sunday (home team). Player scores by 10am Wednesday (both teams).

U18s – match results by 9am Wednesday (home team). Player scores by 10am Saturday (both teams).

If no match results entered by the home team by scheduled time, email [allgirlscricket@gmail.com](mailto:allgirlscricket@gmail.com).

## Working with Children Card

All coaches must have a Working with Children card. It is recommended that parents/guardians/family members who help out during the game with square leg umpiring, scoring or other activities also arrange to have a WWC card. It is free and easy to apply for:



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<http://www.workingwithchildren.vic.gov.au>