



# ALL GIRLS CRICKET COMPETITION



## 13&Under Stage 2 Rules – T20 Competition

Wednesday 5.00 – 7.30pm

Game Day Issues – Please call Sven! 0408398722

The rules are based on those provided by Cricket Australia for Stage 2 competition. **Modified to best suit the AGCC.**

Description	A format that looks to further develop the cricket skills of players that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> year of junior cricket. The emphasis here is on continuous and active participation. All players get to bat, bowl and field in a 2-hour window.
Indicative Age	13 & Under
Coach	Accredited Community (Level1) Coach
Game Type	T20 – 20 over game
Ball	142g Kookaburra Two Piece Pink Ball
Time	The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1 <sup>st</sup> innings if required for local needs including facilities usage travel time, daylight issues or heat.
Protective Equipment	Helmet (including the wicket keeper). * Please refer to helmet section of the <i>Well Played Playing Policy Guidelines</i> Pads Gloves Additional safety equipment is available based on match conditions and/or personal preference
Boundary	45m (maximum) – measured from the middle of the wicket
Pitch type and length	Hard wicket – 18m length. *Option to move stumps in at each end to the 2 crease lines (17.7m)
Overs	20 overs per team (120 balls)
Team	9 players per team (maximum of 9 players on the field)
Innings	1 innings of 20 overs per team
Batting	All batters retire at 20 balls (with the assumption that some players will be dismissed) Any retired batters can return when all others have batted in the order they retired All balls (regardless of whether wides/ no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen
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 change ends at 10 overs 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 10 metres (except regulation off side slips gully and wicket keeper) Each team is required to use two (2) wicket keepers (10 overs each) If more than 9 players are present at a match they should rotate onto the field each over.
Dismissals	All modes of dismissal count except LBW. Warnings provided for LBW for learning.
Minimum & Maximum	9 players per team (it is understood that teams often contain additional players to cater for holidays illness or other commitments)



# ALL GIRLS CRICKET COMPETITION



players and impact	<p>7 players per team minimum are required to play the game. If less than 7 players on the day, game may proceed by agreement but points to be forfeited.</p> <p>11 players per team maximum are to be allocated to a team (only 9 on field at any given time).</p> <p>Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl however any non-batter(s) can bowl</p> <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 7 player team 3 players x 4 overs 2 players x 3 overs 2 players x 1 over (wk at least one over). batting retirement 20 balls</li><li>o 8 players - 6 players x 3 overs 2 players x 1 overs (wk at least one over). batting retirement 20 balls</li><li>o 9 players - 4 players x 3 overs 3 players x 2 overs 2 players x 1 overs (wk at least one over) batting retirement 20 balls</li></ul> <p>If teams have 10-11 players they are encouraged to rotate fielders after every over</p>
Equipment	<p>2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps</p> <p>Bat size: Size 5 or 6 (weight 2lb or 900g) is recommended, or as best suited to the batter</p> <p>142gm Kookaburra 2 piece leather Pink ball (Kookaburra Jaffer)</p> <p>Measuring tape or string to measure Pitch length and boundary</p> <p>Boundary markers</p> <p>Chalk tape or paint to mark crease</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).

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:

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