



# ALL GIRLS CRICKET COMPETITION



## 16&Under Stage 2 Rules – T20 Competition

Sunday morning 8.30 – 11am

Game Day Issues – Please call David Shepard - 0409 913 482

## RULES SUMMARY

OVERS	20 overs per innings
PLAYERS	9 on the ground (min 7, max 11 in the team)
PITCH	20.12m (full pitch length)
BOUNDARY	50m max. (where possible) circle measured from the centre of the pitch
BATTERS	Must wear a helmet. Retire after 20 balls and can return in the order they retired when all other batters have batted. 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 10m of the batter except the wicket keeper.
WICKET KEEPERS	Must wear a helmet. Two keepers must be used for 10 overs each.
DISMISSALS	The following dismissals apply: bowled, caught, run out, stumped, hitwicket, hit the ball twice, obstructing the field. Division 1 - Leg before wicket dismissals apply. Division 2 - Leg before wicket dismissals apply but each batter is given one warning before they can be dismissed. No timed out dismissals.

<b>MATCH LENGTH</b>	<b>PLAYERS PER TEAM</b>					<b>PLAYERS PER TEAM</b>				
<b>OVERS PER INNINGS</b> 20 – 30 over options	7	8	9*	10*	11*	7	8	9*	10	11
	 <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>				
<b>20 OVERS</b> (120 balls)	20	20	20	20	20	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	2 x 4 overs 3 x 3 overs 2 x 2 overs 2 x 1 over	2 x 4 Overs 3 x 3 overs 2 x 2 overs 2 x 1 over 1 x 0 over	2 x 4 overs 3 x 3 overs 2 x 2 overs 2 x 1 over 2 x 0 over



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## BOUNDARY SET UP





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The rules are based on those provided by Cricket Australia for Stage 2 and Stage 3 competition. **Modified to best suit the AGCC.**

Description	A format that looks to further develop the cricket skills of players. The emphasis here is on continuous and active participation. All players get to bat, bowl and field in a 2-hour window.
Indicative Age	16 & Under
Coach	Accredited Community (Level1) Coach
Game Type	T20 – 20 over game
Ball	142g Kookaburra Two Piece Leather Pink Ball
Time	Matches commence at 8.30am. 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	50m (maximum) (where possible) – measured from the middle of the wicket
Pitch type and length	Hard wicket – 20.12m (standard) length
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
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	The following dismissals apply: bowled, caught, run out, stumped, hitwicket, hit the ball twice, obstructing the field. Division 1 - Leg before wickets applies. Division 2 - Leg before wicket dismissals apply but batter is given one warning before they can be dismissed. No timed out dismissals.
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight 2lb or 900g) is recommended, or as best suited to the batter 142gm Kookaburra 2 piece leather Pink ball (Kookaburra Jaffer) Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk tape or paint to mark crease
No Balls and wides	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 twice before the popping crease 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. A bowler who oversteps the front line should be called for a no ball.



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## 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:

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