



ALL GIRLS CRICKET COMPETITION



SPIRIT OF THE COMPETITION

The All Girls Cricket Competition's core values, on which it was founded and continue to operate under today, are fun and growth for the girls playing. These values can only be achieved with the Clubs, volunteers and spectators role modelling, collaborating and respecting each other both on and off the field. The AGCC is about girls embracing cricket as a first choice sport and providing a safe fun environment in which they can play. A commitment to these values by all involved in AGCC will see the girls thrive and succeed and the competition and the game continue to grow.

EXTREME WEATHER RULES

Cricket Southern Bayside extreme weather rules will apply. In the event of extreme weather, every effort shall be made by the coaches, team managers and Umpires that, within the bounds of common sense, the match should proceed.

Extreme weather (wet, heat or lighting)

- A minimum of 10 overs per side is required to determine a result
- The latest possible starting times are 6.17pm and 9.47am as applicable
- If the innings of the team batting first is delayed or interrupted then each team's innings is reduced by one over for every seven minutes, refer table 1 below.
- If the above calculation results in a number less than the overs already faced by the first batting team, then the second batting team will be allowed to face the same number of overs and part overs completed if time permits.
- If it is not possible to achieve an even distribution of overs (ie. there is not enough time or light available) then the team batting second will face as many overs as possible before 8pm or 11.30am as applicable.
- If the innings of the team batting second is delayed or interrupted the number of overs to be bowled is to be based on the overs possible in the available time as shown in table 2 below.
- If the overs for the match are reduced after the match has commenced the result will be calculated using DLS by the AGCC Cricket Management Group based on information of the interruption(s) including the scores provided by the home side.



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Heat Rules

Based on the temperature determined as recorded on www.bom.gov.au for Moorabbin:

- 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

Clubs will be notified by the AGCC if this situation arises.

On days close to these temperatures where the matches have not be called off it shall be the responsibility of each club's coach to ensure the current temperatures is monitored via the Bureau of Meteorology app. Should the current temperature reach 35 degrees for the playing location, play shall be suspended immediately. The temperature shall be monitored and play shall not resume until the temperature falls below 34 degrees. Notwithstanding the above, the coaches shall have the powers to abandon or suspend play by agreement at any time. No person is forced by AGCC to participate in any match and Clubs shall place no pressure on any participant if they consider withdrawing from any part of a match for health reasons.

Where time is lost for heat but play is able to resume the overs to be played should be calculated in accordance with table 1 or table 2 depending on which innings is interrupted.

Lightning

Should thunderstorms be prevalent on match day; the 30/30 rule should be used to determine whether play should be suspended and when it is safe to resume. Thunderstorms within 10km are deemed dangerous – the 30/30 rule is used to determine the distance to the storm, so match officials can make the appropriate decisions.

Sound travels at a speed of around 1km every 3 seconds. When lightning is sighted, count the seconds between the flash of lightning and the sound of the thunder. If the time between flash and bang is less than 30 seconds, this means the storm is within 10km and is therefore close enough to be dangerous. Play should then be suspended for a minimum of 30 minutes, and must not resume until 30 minutes after the last audible thunder within the 10km range.

Where time is lost for lighting but play is able to resume the overs to be played should be in accordance with table 1 or table 2 depending on which innings is interrupted.



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Table 1 - Time lost in 1st Innings

Time lost (mins)	Overs lost from each innings	Time lost (mins)	Overs Lost from each innings
7 - 13.9	1	49 - 55.9	7
14 - 20.9	2	56 - 62.9	8
21 - 27.9	3	63 - 69.9	9
28 - 34.9	4	70 - 76.9	10
35 - 41.9	5	77+ (6.17pm or 9.47am)	Match abandoned
42 - 48.9	6		

Table 2 - Time lost in 2nd Innings

Time available = minutes until 8pm or 11.30am as applicable. Times shown in brackets.

Time available	Overs to be played	Time available	Overs to played
70+ before 6.50pm or 10.20am	20	49 - 52.4 (7.07.6 - 7.11pm) (10.37.6 - 10.41am)	14
66.5 - 69.9 (6.50.1 - 6.53.5am) (10.20.1 - 10.23.5pm)	19	45.5 - 48.9 (7.11.1 - 7.14.5pm) (10.41.1 - 10.44.5am)	13
63 - 66.4 (6.53.6 - 6.57pm) (10.23.6 - 10.27am)	18	42 - 45.4 (7.14.6 - 7.18pm) (10.44.6 - 10.48am)	12
59.5 - 62.9 (6.57.1 - 7.00.5pm) (10.27.1 - 10.30.5am)	17	38.5 - 41.9 (7.18.1 - 7.21.5pm) (10.48.1 - 10.51.5am)	11
56 - 59.4 (7.00.6 - 7.04pm) (10.30.6 - 10.34am)	16	35 - 38.4 (7.21.6 - 7.25pm) (10.51.6 - 10.55am)	10
52.5 - 55.9 (7.04.1 - 7.07.5pm) (10.34.1 - 10.37.5am)	15	less than 35 after 7.25pm or 10.55am	Match abandoned



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CHILD SAFETY

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>

LAWS OF CRICKET APPLICATION

Leg Before Wicket (LBW)

The LBW dismissal is introduced progressively through the AGCC age groups and divisions as per table 3.

Table 3 - Application of LBW

Age Group and Division	LBW application
Under 12	Not played
Under 14 C	Not played
Under 14 B	One warning given
Under 14 A	One warning given
Under 17 B	One warning given
Under 17 A	Full application
Under 18	Full application

For a player to be dismissed LBW all of the following must apply:

1. The delivery is legal (ie not a no ball), and
2. The ball pitches in line, wicket to wicket, or outside the striker's off stump, and
3. The striker intercepts the ball with part of their person without hitting it with the bat first, and
4. The point of impact is between wicket and wicket or, if the batter made no attempt to hit the ball, between wicket and wicket or outside off stump, and
5. But for the interception the ball would have gone on to hit the stumps.



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No balls

The no ball law is introduced progressively through the AGCC age groups and divisions as per table 4.

Table 4 - Application of No ball

Age Group and Division	Front foot and back foot	Number of bounces	Ball stops	Above waist high	Throwing	Lands off the pitch/striker has to leave pitch
Under 12	No	3	Yes	Yes	No	Yes
Under 14 C	No	3	Yes	Yes	No	Yes
Under 14 B	Warnings/ coaching	2	Yes	Yes	Warnings/ coaching	Yes
Under 14 A	Yes	2	Yes	Yes	Yes	Yes
Under 17 B	Yes	2	Yes	Yes	Yes	Yes
Under 17 A	Yes	2	Yes	Yes	Yes	Yes
Under 18	Yes	2	Yes	Yes	Yes	Yes

Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

1 the bowler's back foot must land within and not touching the return crease on the side of his/her stated mode of delivery.

2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and

- behind the popping crease.



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Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown.

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not stop a bowler from flexing or rotating the wrist in the delivery swing.

Ball bouncing more than once, rolling along the ground or pitching off the pitch

It is a no ball if a ball, without having previously touched bat or person of the striker,

- bounces more than once (or twice for U12 and U14B) or rolls along the ground before it reaches the popping crease

or

- pitches wholly or partially off the pitch before it reaches the line of the striker's wicket.

Ball causing the striker to leave the pitch, or ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball, without having previously touched the bat or person of the striker, it is a No ball and also a Dead ball.

Wides

Judging a Wide

1 If the bowler bowls a ball, not being a No ball, it is a Wide if the ball passes wide of where the striker is standing or has stood at any point after the bowler started their runup, and which also would have passed wide of the striker standing in a normal batting position.

2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for them to be able to hit it with the bat by means of a normal cricket stroke.

Delivery not a Wide

1 A delivery is not a Wide, if the striker, by moving, either causes the ball to pass wide of them

or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

2 A delivery is not a Wide if the ball touches the striker's bat or person as the ball passes the striker.



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Dead Ball

Ball is dead

The ball becomes dead when

- 1 it is finally settled in the hands of the wicket-keeper or of the bowler.
- 2 a boundary is scored.
- 3 a batter is dismissed.
- 4 it becomes trapped between the bat and person of a batter or between items of his/her clothing or equipment.
- 5 it lodges in the clothing or equipment of a batter or the clothing of an umpire.
- 7 a helmet on the ground is hit by the ball
- 8 the match is concluded .
9. The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.

Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.



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Umpire calling and signalling Dead ball

Either umpire shall call and signal Dead ball when

1 intervening in a case of unfair play.

2 a possibly serious injury to a player or umpire occurs.

4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. The ball shall not count as one of the over.

7 there is an instance of a deliberate attempt to distract under either of Laws 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.

8 the bowler drops the ball accidentally before delivery.

9 the bowler throws the ball towards the striker's end before entering his/her delivery stride

10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker.

11 the ball in play cannot be recovered.

12 they consider that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand.

13 the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch.



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TWO DAY MATCHES

Split innings

Assuming there are no interruptions to play the format is as follows:

On Day 1

a) Team A batting 1st will bat until either:

- i) they have received their quota of 20 overs; or
- ii) they are dismissed.

b) After the break between innings Team B will commence their innings and bat until either:

- i) they have received their quota of 20 overs; or
- ii) they are dismissed;

If one team is dismissed but the other team has wickets remaining that team can continue it's innings in the available time for day 1 calculated using table 2.

On Day 2

a) If Team B have wickets remaining then they continue their 1st innings until either:

- i) they bat their full quota of overs for the day (making 40 for the innings); or
- ii) they are dismissed.

b) After the break between innings, if Team A have wickets remaining then they continue their 1st innings until either:

- i) they bat their full quota of overs (making 40 for the innings); or
- ii) they are dismissed.

Early result

If a result is reached early, that is both innings are completed by either batting 40 overs or being dismissed, the coaches are encouraged to negotiate further match play between the teams. No points or player statistics will be recognised for this additional play but it will provide players with the maximum playing time and the opportunity to improve their skills.