



ALL GIRLS CRICKET COMPETITION





Under 14C Rules – T20 Competition

Wednesday 5.00 – 7.30pm

RULES SUMMARY

OVERS	20 overs per innings
PLAYERS	7 on the ground at one time (min 5, max 9 in the team)
PITCH	16m (stump to stump)
BOUNDARY	30m 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. 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 the bowling team for each dismissal. No LBW.

MATCH LENGTH	PLAYERS PER TEAM					PLAYERS PER TEAM				
	5	6	7	8	9	5	6	7	8	9
	 BATTING Max Balls faced per batter before retiring					 BOWLING Number of overs per bowler options				
18 OVERS (108 balls)	21	18	15	13	12	3 x 4 overs 2 x 3 overs	2 x 4 overs 2 x 3 overs 2 x 2 overs	1 x 4 overs 2 x 3 overs 4 x 2 overs	1 x 4 overs 2 x 3 overs 3 x 2 overs 2 x 1 over	3 x 3 overs 3 x 2 overs 3 x 1 over



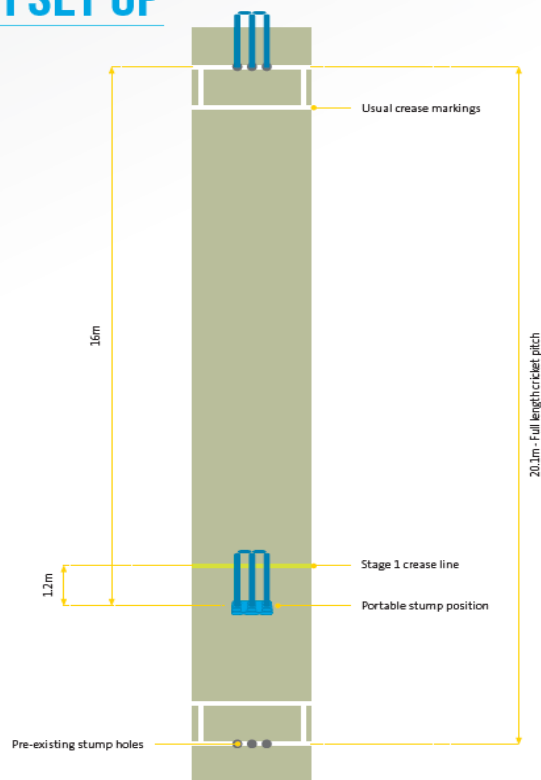
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BOUNDARY SET UP



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	Born on or after 1 September 2009
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	20 over game
Ball	Modified soft ball (<i>circumference 21-22.5cm ideal weight 85-120g</i>).
Time	Matches commence at 5pm if possible. *Earlier start time must be agreed by both teams before the actual day The game can be completed in 2hrs with time saving strategies.
Protective Equipment	All batters and wicket keeper must wear a Helmet, pads and gloves. Additional safety equipment such as thigh pads can be utilised
Boundary	30m – 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	Minimum of 5 and maximum of 9 players in the team Maximum of 7 players on the field at any time
Innings	1 innings of 20 overs per team
Batting	All batters retire at 17 balls (based on 7 players), see table for balls faced with different numbers of players * if there is an extra ball to be bowled the batter facing at the time will face the extra ball (i.e. $17 \times 7 = 119$) All balls (regardless of whether wides/no balls) will be included in the batter's ball count.
Bowling	6 balls per over All players are to bowl (each wicket- keeper is to bowl at least one over each) e.g. 1 player x 4 overs 2 players x 3 overs, 4 players x 2 overs 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
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. This should be marked with discs if available. 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.



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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, hit wicket. 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 is ideal 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.
Equipment	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
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 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. Bowlers should be encouraged to bowl with a straight arm but no ball not called. For more information see AGCC Additional Rules Information Guide

PlayHQ Entry

Teams can use PlayHQ or a hard copy scorebook.

Match results to be entered by 9am Thursday (home team) and player scores by 5pm Friday (both teams).