



ALL GIRLS CRICKET COMPETITION





Under 17A – 40 over Competition

Sunday morning 8.30 – 11am

RULES SUMMARY

OVERS	40 overs per innings played as split innings. Week 1 - Team A bats 20 overs then Team B bats 20 overs Week 2 - Team B bats 20 overs then Team A bats 20 overs
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. For teams of up to 9 players batters retire after 40 balls, for teams of 10 or 11 batters retire after 30 balls, and can return in the order they retired when all other batters have batted. All balls including no balls and wides count. Up to 11 players may bat but the team is all out after 8 wickets are lost.
BOWLERS	6 balls per over (except the last over which must have 6 legal balls). Minimum of 8 players bowl at least one over and no more than 8 overs, up to 11 players can bowl. All 40 overs are always bowled unless the team is dismissed.
FIELDING	No fielder permitted within 10m of the batter except the keeper.
WICKET KEEPERS	Must wear a helmet. One wicket keeper for 20 overs or two keepers may be used for 10 overs each for each part of the split innings.
DISMISSALS	The following dismissals apply: bowled, caught, run out, stumped, hitwicket, hit the ball twice, obstructing the field, leg before wicket. No timed out dismissals.

MATCH LENGTH	PLAYERS PER TEAM					PLAYERS PER TEAM				
	7	8	9	10	11	7	8	9	10	11
	 BATTING Max Balls faced per batter before retiring					 BOWLING Number of overs per bowler options				
40 OVERS (240 balls)	40	40	40	30	30	3 X 8 overs 2 x 6 overs 2 x 2 overs	6 x 6 overs 2 x 2 overs	1 x 8 overs 3 x 6 overs 2 x 4 overs 3 x 2 overs	1 x 8 overs 2 x 6 overs 3 x 4 overs 4 x 2 overs	1 x 8 overs 1 x 6 overs 4 x 4 overs 5 x 2 overs



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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 3 competition. **Modified to best suit the AGCC.**

Description	A format that looks to further develop the cricket skills of players that are playing their 2nd or 3rd 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	Born on or after 1 September 2006
Coach	Accredited Community (Level1) Coach
Game Type	40 over game (Split innings)
Ball	142g Kookaburra Two Piece Pink Ball
Time	Matches commence at 8.30am The game can be completed in 2hrs with time saving strategies.
Protective Equipment	All batters and wicket keepers must wear a Helmet, pads and gloves. Additional safety equipment such a thigh pads can be utilised
Boundary	50m (maximum) – measured from the middle of the wicket
Pitch type and length	Hard or turf wicket – 20.12m length.
Overs	40 overs per team (240 balls)
Team	9 players per team is ideal 7 players per team minimum are required to play a match 11 players per team maximum
Innings	A split innings of 40 overs per team, 20 overs each day
Batting	In teams of up to 9 batters retire at 40 balls (with the assumption that some players will be dismissed). In teams of 10 or 11 batters retire at 30 balls. 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 or 40 overs bowled.
Bowling	6 balls per over (except the last over where 6 legal deliveries must be bowled) Minimum of 8 up to a maximum of 11, are to bowl. Maximum of 8 overs per bowler. Coaches are encouraged to rotate the opportunity for players to bowl 8 overs in a match Bowlers change ends at 10 overs Current Cricket Australia Pace bowling guidelines apply
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). This should be marked with discs if available. Teams have the option to change keepers after 10 overs in each split innings. 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. Leg before wicket dismissal applies. No timed out dismissals.



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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. Bowling from in front of the popping crease is a no ball For more information see AGCC Additional Rules Information Guide

PlayHQ Entry

Teams can use PlayHQ or a hard copy scorebook.

Enter match results by 7.30pm Sunday (home team) and player scores by 8.30am Tuesday (both teams).