



# ALL GIRLS CRICKET COMPETITION



## Under 18 Rules – T20 Competition

Tuesday Afternoon - 5pm start

## RULES SUMMARY

OVERS	20 overs per innings
PLAYERS	9 on the ground (min 7, max 11 in the team) all can bat, all can bowl and keep
PITCH	20.12m (full sized pitch)
BOUNDARY	50m max. (where possible) circle measured from the centre of the pitch
BATTERS	Must wear a helmet. Retire after 25 balls and can return when all other batters have batted. 8 out all out.
BOWLERS	6 legal balls per over, up to a maximum of 8 balls. (except the last over which must have 6 legal balls). Minimum of 5 bowlers, maximum of 11. Each bowler can bowl up to 4 overs. 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. One wicket keeper for 20 overs or two keepers may be used for 10 overs each.
DISMISSALS	The following dismissals apply: bowled, caught, run out, stumped, LBW, hitwicket, hit the ball twice, obstructing the field. No timed out dismissals.

## 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.**

<b>Description</b>	<b>A format that looks to further develop the cricket skills of players. The emphasis here is on continuous and active participation.</b>
Indicative Age	Born on or after 1 September 2005
Coach	Accredited Community (Level1) Coach
Game Type	T20 – 20 over game
Ball	142g Kookaburra Two Piece Leather Pink Ball
Time	Matches commence at 5.00pm 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 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	Minimum of 7 and maximum of 11 players in the team. Maximum of 9 players on the field at any time. All players named in the team bat, 8 out all out. Minimum of 5 must bowl a maximum of 4 overs. Maximum of 11 can bowl.
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). Disc should be used to mark this if available. Teams have the option to change wicket keepers after 10 overs 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. No timed out dismissals.
Equipment	2 sets of stumps with bails 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, inner circle 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 2 times 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. For more information see AGCC Additional Rules Information Guide

## Play HQ Entry

Teams can use PlayHQ or a hard copy scorebook.

Enter match results by 9am Wednesday (home team) and player scores by 5pm Thursday (both teams).