



**STRIKERS GIRLS CRICKET LEAGUE
UPPER FLEURIEU**

16 & Under Playing Conditions



The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

STRIKERS GIRLS CRICKET LEAGUE

16 & Under Girls Competition

The Strikers Girls Cricket League 16 & under competition shall be played in accordance with the **Laws of Cricket** set out by Marylebone Cricket Club.

Except as varied hereunder, the Laws of Cricket 2017 Code (2nd Edition – 2019) shall apply.

For the purposes of these Playing Conditions, all references under the Laws of Cricket to 'Governing Body' shall be replaced with the Competition Administration Officer, or their delegate.

The full '2nd Edition – 2019' of the Laws of Cricket can be found on at <https://www.lords.org/mcc/the-laws-of-cricket> , or via the Laws of Cricket app on the Apple Store or Google Play Store for Android.



Fixtures will be available on PlayHQ under the Association 'Strikers Girls Cricket League' where all published grades, including the relevant 16 & Under Girls competition will be listed.

The date, time, location, and opposition of matches as listed on PlayHQ will be the absolute sources of truth.

These Playing Conditions are complemented by the Strikers Girls Cricket League By-Laws, which guide the administration and management of all competitions, and the Match Day Schedule., which outlines scheduled playing hours, intervals, and the required overs. These can be found on the Strikers Girls Cricket League website (www.strikersgirlscricketleague.com).

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1. GENERAL PLAYING CONDITIONS

1.1. Team Numbers

- 1.1.1. A team shall consist of nine (9) players only on the field at any given time.
- 1.1.2. The maximum number of players in any one team is eleven (11).
- 1.1.3. The minimum number of players for a game to commence is seven (7).
 - 1.1.3.1. If a team does not have seven (7) members present fifteen (15) minutes after the scheduled starting time, they will have been deemed to have forfeited.

1.2. Players Age

- 1.2.1. All players competing in the 16 & Under competition must be 16 years or younger as of September 1st of the year the season commences.

1.3. Registration & Player Movement

- 1.3.1. All players must be registered with the Association via the MyCricket online registration system. It is mandatory for players to be registered prior to taking part in any game.
- 1.3.2. If a club has multiple teams within the same division, players are not permitted to play for the alternate team within the division.

1.4. Dress Code

- 1.4.1. Coloured club shirts are recommended, white or cream club shirts are also permitted.
- 1.4.2. Dark or coloured trousers are strongly recommended, white or cream trousers are also permitted.
- 1.4.3. Caps or wide brimmed hats and sunscreen are strongly recommended.

1.5. Safety Equipment

- 1.5.1. British Standard (BS7928:2013) Helmet's must be worn at all times whilst batting & wicket-keeping.
- 1.5.2. It is compulsory when batting and wicket-keeping that all cricketers use the correct leg and thigh pads, gloves, and protectors.
- 1.5.3. A size five (5) or six (6) bat, weighing less than 2lb or 900gm is recommended for this age group.

1.6. The Ball

- 1.6.1. All teams participating in the Strikers Girls Cricket League 16 & Under competition must use a two-piece 142-gram leather ball (either red or pink).

1.7. The Playing Field

- 1.7.1. The length of the pitch shall be 18 metres – measured stump to stump.
- 1.7.2. The boundary is to be measured from the stumps at the striker's end and is to be a maximum of 45 metres. Both coaches should agree on the size of the playing field on the day of the match.
- 1.7.3. A minimum of one set of portable stumps are required.
- 1.7.4. Chalk or tape will be required to mark the crease.

1.8. Innings Break

- 1.8.1. A change of innings break of ten minutes will be taken at the change of innings either between 6:35pm and 6:45pm or when twenty (20) overs have been bowled, whichever comes first.
 - 1.8.1.1. A change of innings break of ten (10) minutes will be taken between 11:05am and 11:15pm on a Sunday morning match.
- 1.8.2. Each player is responsible for supplying their own snacks and drinks.

1.9. Match Results

- 1.9.1. A team will be deemed the winner if it has accumulated more runs (both with runs scored and wickets taken) than its opposition after both teams have faced their designated number of overs.
- 1.9.2. A match will be deemed a draw if either one or both teams is prevented from receiving their allotted number of overs.
- 1.9.3. A match will be deemed a tie when at the completion of the match; both teams have accumulated the same number of runs.
- 1.9.4. Eight (8) overs per side is the minimum requirement to constitute a match.
- 1.9.5. If play is suspended and it is not considered possible to fit the remaining overs in before sunset, the total overs remaining should be reduced at the rate of one over per 3.5 minutes lost. When play resumes, the remaining time is to be divided with a view to giving each team an equal number of overs.

1.10. Scores

- 1.10.1. Match results and player statistics are to be entered onto PlayHQ by the Tuesday evening following the conclusion of the match.
- 1.10.2. All teams must have all players names entered into PlayHQ by 9am on the morning prior to matches commencement.
- 1.10.3. Electronic scoring is encouraged. However, one team must use a scorebook.
 - 1.10.3.1. The home team have the right to electronically score. If the home team choose not to electronically score, the away team may do so.

2. MATCHES – 20 OVERS

2.1. Time

2.1.1. Thursday evening matches

2.1.1.1. Matches shall start at 5:30pm sharp and conclude by 7:50pm

2.1.1.2. The below is a guide for the structure of the game

5:30pm – 6:35pm 1st Innings

6:35pm – 6:45pm Innings Break

6:45pm – 7:50pm 2nd Innings

2.1.2. Sunday morning matches

2.1.2.1. Matches shall start at 10:00am sharp and conclude by 12:20pm

2.1.2.2. The below is a guide for the structure of the game

10:00am – 11:05am 1st Innings

11:05am – 11:15am Innings Break

11:15am – 12:20pm 2nd Innings

2.1.3. Matches may go into overtime to complete the required overs provided the umpire, as well as both coaches, agree, and light permits.

2.1.3.1. If matches are unable to be completed, the match will be declared a draw.

2.1.4. Coaches, Team Managers and Umpires shall make every effort to avoid delays during the match to avoid this circumstance.

2.2. Overs

2.2.1. Matches shall be a maximum of twenty (20) overs per side.

2.2.2. Overs must all be bowled from the same end.

2.3. Umpires

2.3.1. Umpires (one representative from each of the opposing clubs) shall be appointed to commence the match, one from each end, to control the match as required by these Playing Conditions, with absolute impartiality. Any responsibility or reference to decisions made by an umpire, shall be transferred to the coaches.

2.3.2. The fielding side appointed umpire is the controlling umpire for each innings.

2.3.3. An umpire may be changed throughout the match; however, it is a requirement that any umpire taking part does so with adequate knowledge of the rules.

2.4. Bowling

2.4.1. An over is to be no more than six (6) deliveries except:

2.4.1.1. A dead ball is called as per rule 2.4.5 & 2.4.4.

2.4.1.2. The last over of an innings where six legal deliveries must be bowled.

- 2.4.2. Any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch should be called a wide.
- 2.4.3. A no ball shall be called, with one run being added to the team score when:
- 2.4.3.1. The ball is above waist height of the batter in a standing position from a full toss, called by the square leg umpire.
 - 2.4.3.2. The ball is above shoulder height of the batter, in an upright standing position, from a shorter pitched ball, called by the square leg umpire.
 - 2.4.3.3. A ball bounces more than once or rolls along the ground before it reaches the popping crease.
 - 2.4.3.4. Any ball that lands or bounces off the pitch.
- 2.4.4. Wides and No-Balls are not to be re-bowled, with one run being added to the score.
- 2.4.5. A dead ball is to be called if the ball deviates from the edge of the wicket matting, concrete or raised turf pitch, with the ball being re-bowled.
- 2.4.6. All players playing on the day must bowl a minimum of two (2) overs.
- 2.4.6.1. Please see **Appendix 1** for the guidelines on bowling restrictions.
- 2.4.7. It is recommended that coaches employ a rotation policy to ensure all players get the opportunity to bowl the remaining overs and maximum overs throughout the season.
- 2.4.8. When a bowler is unable to bowl the ball all the way down the pitch, the stumps shall be placed on the pitch at the bowlers end to shorten the pitch appropriately for the bowler only.

2.5. Fielding

- 2.5.1. Each team has the option to change wicket-keeper after ten (10) overs.
- 2.5.2. There is a maximum of nine (9) players on the field at any one time. Teams with additional players may rotate through the field whilst the innings is in progress.
- 2.5.3. No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than fifteen (15) metres from the batter or within fifteen (15) metres behind square on the leg side.
- 2.5.3.1. Coaches are encouraged to mark fielding spots with fielding discs or paint fifteen (15) metres from the batter's position to protect fielders from potential injury.
- 2.5.4. No player may enter this restricted area until the ball:
- 2.5.4.1. Is hit by the batter
 - 2.5.4.2. Strikes the body of the batter
 - 2.5.4.3. Strikes the equipment of the batter
 - 2.5.4.4. Passes through to the wicket-keeper
 - 2.5.4.5. Any infringement will result in a dead-ball being called by the umpire, and the ball being re-bowled.

- 2.5.5. Rotation of fielders is required to ensure all players experience all positions.
- 2.5.6. Only two (2) fielders are permitted to be outside the inner circle for the first six (6) overs.
- 2.5.7. Four (4) fielders are permitted to be outside the inner circle for overs seven (7) to twenty (20)

2.6. Batting

- 2.6.1. Coaches are expected to adhere to the batting guidelines in **Appendix 2** which outlines the maximum and minimum balls faced per non-dismissed batter.
- 2.6.2. All deliveries faced, including wides and no-balls are to be included in the batter's ball count.
- 2.6.3. Any retired batters can return when all other players have batted, in the order they retired and must retire at 35 balls faced (unless there are no other batters remaining).
- 2.6.4. All modes of dismissals count including LBW.
- 2.6.5. The innings is closed after eight (8) wickets have fallen or twenty (20) overs have been bowled.

3. APPENDICES

3.1. Appendix 1 – Bowling Guidelines

3.1.1. The guidelines for bowlers are provided below.

| Players Per Team | | | | |
|------------------|-------------|-------------|-------------|-------------|
| 7 | 8 | 9 (ideal) | 10 | 11 |
| 3 x 4 overs | 6 x 3 overs | 1 x 4 overs | 1 x 4 overs | 4 x 3 overs |
| 2 x 3 overs | 2 x 1 overs | 2 x 3 overs | 3 x 3 overs | 2 x 2 overs |
| 2 x 1 overs | | 4 x 2 overs | 2 x 2 overs | 4 x 1 overs |
| | | 2 x 1 overs | 3 x 1 overs | 1 x 0 overs |
| | | | 1 x 0 overs | |

3.2. Appendix 2 – Batting Guidelines

3.2.1. The guidelines for batters are provided below.

| Players Per Team | | | | | |
|---|----------|----------|-----------|----------|----------|
| | 7 | 8 | 9 (ideal) | 10 | 11 |
| Minimum balls before 1 st retirement | 17 balls | 15 balls | 13 balls | 12 balls | 10 balls |
| Maximum balls before 1 st retirement | 20 balls | 20 balls | 20 balls | 15 balls | 15 balls |
| Total maximum balls before final retirement | 35 balls | 35 balls | 35 balls | 35 balls | 35 balls |

3.2.2. These are the **minimum** and **maximum** balls that a batter can face prior to retiring, unless dismissed prior.

3.3. Appendix 3 - Hot Weather Policy

- 3.3.1. Upper Fleurieu will abide by the Bureau of Meteorology App, Upper Fleurieu will abide by Stirling's Weather Readings. Should the forecast for 5:30pm on weekday afternoon matches on the BOM app, as at 6:00pm the evening before the match day be 38c or above, all matches will be cancelled.
- 3.3.2. Sunday Morning & Sunday Afternoon Matches; should the forecast temperature for 12:30pm Sunday on the BOM app, as at 6:00pm on Saturday evening be 38c or above, all matches will be cancelled.
- 3.3.3. The SACA Competition Administrator(s) will endeavor to notify clubs via email that game play has been cancelled as soon as practicably possible.
- 3.3.4. SACA recognises the effects of a potential heat wave could be detrimental to health and welfare of the participants. SACA reserves the right to cancel play if an extended heat period within the Upper Fleurieu area has exceeded 38c degrees or greater for three (3) or more consecutive days leading up to the match.
- 3.3.5. In hot weather matches that are under 38c, managers and coaches are responsible for ensuring all players have adequate fluids and access to cooling methods such as water sprays and chilled fluids. Extra drinks breaks may be administered and are encouraged.

3.4. Appendix 4 - Wet Weather Policy

- 3.4.1. In the event of extreme wet weather conditions leading up to a round of matches, the Association may cancel matches in a round of Cricket;
- 3.4.2. Where the Association has not cancelled a round of matches, the home club will advise the opposition by 6pm the day prior to the match, if the ground is unsuitable for play;
- 3.4.3. Where no cancellation has occurred by 6pm on the day prior to the match, both teams and players must attend the ground ready for the match to begin as scheduled. The umpires, or where there are no umpires, the coaches will inspect the ground to determine whether it is suitable for play.
- 3.4.4. Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas.
 - 3.4.4.1. The home club, by agreement with the opposition may arrange a suitable alternative venue for the match to be played.
 - 3.4.4.2. Where there are umpire(s) supplied, the umpire(s) are the sole judge of pitch and venue conditions.
 - 3.4.4.3. Lightning: Play must cease immediately in the event that a lightning flash is followed by thunder less than thirty seconds later. Play must not resume until thirty minutes after the last such lightning flash. Coaches may choose by agreement to abandon the match at the point play ceases, should there be limited prospect of play resuming.