

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

Matches are to be played in accordance with the Laws of Cricket except here-in modified:

### THE GAME

1. Each game is played between two teams with a minimum of 6 players. Up to 12 players can be used in any combination provided that no more than 12 individuals bat and bowl and no more than 10 individuals field at one time.
2. A coin toss is used to decide which team bats first in each game.
3. The hours of play are 5:30pm to 7:45pm. Latest start time is 6:00pm.
4. Matches will consist of 20 overs per team. In the event of a late start, the number of overs shall be determined according to the Adverse Weather Condition rules.
5. Upon conclusion of the first innings, a **(maximum) 10 minute** changeover period will follow. Coaches and managers should ensure that each inning is completed on time and the changeover is quick as possible.
6. The VWCA Junior Girls Cricket Competition is a **PARTICIPATION** based competition. The VWCA strongly encourages clubs to give all players equal opportunities **regardless of ability** to execute their skills under match conditions.

### EQUIPMENT

1. Full cricket equipment including protective gear is required. Batters must wear pads, gloves and a helmet with a face grill.
2. The wicketkeeper must wear wicketkeeping pads, gloves and a helmet with a face grill.
3. The ball is to be a 142g, two-piece Australian made leather ball. Each team must provide their own match balls for each match.
4. The ground boundary is to be between 35 and 40 metres. All boundaries are to be determined before play commences and should be clearly marked.
5. All matches are to be played on a synthetic cricket pitch.
6. All stumps and bails are to be set up prior to the commencement of the match.

### BATTING

1. Batters are to bat in pairs for an allocated number of overs. **Batters must be paired up according to ability.** (Eg. Best pair should bat first, then the 2<sup>nd</sup> best pair etc).
2. Allocated number of overs:

#### Six Pairs

Pair 1 - 4 overs  
Pair 2 - 4 overs  
Pair 3 - 4 overs  
Pair 4 - 4 overs  
Pair 5 - 2 overs  
Pair 6 - 2 overs

#### Five Pairs

Pair 1 - 4 overs  
Pair 2 - 4 overs  
Pair 3 - 4 overs  
Pair 4 - 4 overs  
Pair 5 - 4 overs

#### Four Pairs

Pair 1 - 5 overs  
Pair 2 - 5 overs  
Pair 3 - 5 overs  
Pair 4 - 5 overs

#### Three Pairs

Pair 1 - 7 overs  
Pair 2 - 7 overs  
Pair 3 - 6 overs

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

3. If a team has odd numbers, the captain shall choose someone to bat again. **It is recommended that the “odd spot” be rotated around from game to game.**
4. If a batter is dismissed, they simply change ends (except in the case of a Run Out) and 3 runs are added to the fielding team’s aggregate score **at the completion of the innings.**
5. Batter swap ends at the end of each over.
6. Players can be ‘Out’ in the following ways: ‘bowled’, ‘caught’, ‘run out’, ‘stumped’, ‘hit wicket’ or ‘leg before wicket’ (L.B.W).
7. The next batting pair is expected to be ready to make their way to the wicket immediately following the previous pair’s innings, and is expected to jog to the wicket.

### BOWLING

1. **Bowlers must be bowled according to ability** (Eg. Best / most competent bowlers to the first pair, etc).
2. Every player in the team must bowl a minimum of 1 over. (Wicketkeeper(s) is to be rotated to have a bowl).
3. The maximum number of overs a bowler can bowl is 3, **unless** the team has 6 players, then the maximum number of overs per bowler is 4.
4. There is a maximum of 6 deliveries in one over. ‘Wides’ and ‘No Balls’ are not re-bowled.
5. For each pair all overs are bowled from the same end. At the end of each over the batters swap ends. The bowling end only changes when a new batting pair comes into bat.

### WIDES & NO BALLS

1. ‘Wides’ and ‘No Balls’ will incur a one run penalty, plus any runs scored off that ball by the batter, which will be added to the batting team’s score.
2. Umpires are instructed to apply a consistent and fair interpretation in regard to ‘Wides’ and ‘No Balls’. The following criteria should be adopted as a guide by Umpires:
  - a. Any off side or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a ‘Wide’. As a guide, on the leg side a ball landing clearly outside the leg stump and going further away shall be called ‘Wide’.
  - b. A ball that bounces over shoulder height while the batter is in a normal batting stance shall be deemed a ‘No Ball’.
  - c. Any fast pitched full toss delivery that passes above waist height while the batter is standing upright at their crease is deemed a ‘No Ball’.
  - d. Any slow pitched full toss delivery that passes above shoulder height while the batter is standing upright at their crease is deemed a ‘No Ball’.
  - e. Any ball that lands off the pitch shall be called a “No Ball” - **even if it is hit by the batter.** The batter can not be caught, bowled or stumped on this No Ball. The one run penalty will apply plus any runs scored by the batter.

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

### FIELDING

1. At the moment of delivery, no players may field closer than 10 metres from the bat (except the wicketkeeper or off-side slip fielders).
2. At the moment of delivery, there may be no more than 5 fielders on the leg side, no more than 2 of whom may be behind square leg.
3. At the moment of delivery, a minimum of two fielders must be on either side of the wicket.
4. Fielders and Bowler are expected to be in position when the new batting pair arrives at the crease.
5. **No more than 10 players are allowed on the ground at any one time.** Up to 12 players can be used in any combination provided that no more than 12 individuals bat and bowl and no more than 10 individuals field at one time.
6. Sub-fielders are allowed to be rotated on and off the ground only during a turnover of batting pairs and provided no time in play is lost.
7. Teams can change wicketkeepers during the match provided that the change occurs during a turnover of batting pairs and provided no time in play is lost. (All players including the wicketkeeper(s) are to be rotated to have a bowl).

### SCORING

1. All runs and extras are scored according to the rules of cricket with the following exceptions.
2. Every wicket taken by the bowling side results in them receiving a bonus **3** runs to their score (to be added on at the **completion** of the batting team's innings).
3. The team's aggregate score at the completion of the match decides the result. For example:

Team A makes 3/80 on completion of their batting innings  
Team B makes 4/75 on completion of their batting innings

Team A bonus points: 3 runs x 4 wickets = 12 runs  
Team B bonus points: 3 runs x 3 wickets = 9 runs

Team A aggregate score: 80 + 12 = 102  
Team B aggregate score: 75 + 9 = 84

Result: Team A (102) defeated Team B (84) by 12 runs

### ADVERSE WEATHER CONDITIONS

1. "Adverse Weather Conditions" refers to extreme / adverse weather involving either **heat or rain**. "Adverse Weather Conditions" rules are to be used in conjunction with the VWCA Extreme Heat Policy.
2. Adverse Weather Conditions affecting first innings (Adjustment to number of overs):

When more than 20 minutes of play is lost, allow 10 minutes for changeover of innings, and then divide the remaining time equally.

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

Calculate 4 minutes per over. i.e. 20 minutes lost to heat/rain means 5 overs shall be lost, rounding up to even the innings, it becomes 6 overs and as a consequence it becomes a 17 over match.

Redistribute the overs available for each batting pair and bowlers accordingly. (*Maximum 6 overs per batting pair and 3 overs each per bowler*).

### 3. Adverse Weather Conditions affecting second innings:

If rain/heat affects the second innings of a match and the team batting second faces a reduced number of overs, the team with the highest aggregate score would be the winner.

To get a result, simply compare scores at the equivalent over number (including the 3 runs per wicket calculation) and the team with the highest score is the winner.

4. For a result to be reached each side must face a minimum of 8 overs.

5. All matches will be cancelled once the temperature exceeds **34°C 90 minutes prior to the scheduled start of play** (i.e. 4:00pm for 5:30pm start).

The temperature will be determined by the radio bulletin on ABC Local Radio 774 AM OR Bureau of Meteorology (BOM) website, (<http://www.bom.gov.au>). If using the BOM website, the temperature will be determined by the most current Melbourne City observation.

It is the responsibility of the home team to listen for the weather update on the news bulletin or log onto the BOM website for the latest update 90 minutes prior to the scheduled start of play **and to inform the opposition team of the cancellation**.

6. The two opposing team managers OR coaches have the discretion to abandon play at any time if in their opinion it is in the best interest of the players. This must be agreed by both coaches/managers and is only applicable in cases of extreme heat or rain. **Team managers are asked to display common sense and act in the best interest of their players.**

## CODE OF BEHAVIOUR

1. All matches shall be conducted in the Spirit of Cricket. Club officials, coaches, umpires, spectators, captains and players are requested to adopt this code.

2. No players, spectators or officials shall, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

3. Players, spectators and officials shall:

- a. Respect the Umpire and opponents.
- b. Not verbally or physically abuse any Umpire, spectators, opposition players or officials.
- c. Not dispute the Umpire's decision nor react in a threatening or disapproving manner.
- d. When given out, immediately change batting ends.
- e. Generally assist the Umpires in carrying out their duties.
- f. Not indulge in 'sledging' of opposition players.
- g. Not use discriminatory or offensive language.
- h. No alcohol or drugs (prohibited under Cricket Australia Rules) shall be consumed by players or match officials during the hours of play.
- i. Smoking on the playing field during the progress of a match is strictly prohibited.

4. Umpires shall respect players and officials.

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

### DUTIES OF CLUBS / TEAM MANAGERS

1. Clubs shall place all team(s) under the control of at least one responsible person (over 18 years of age) per team. That person, recognised by their Club/School as being "in charge" are to be in attendance for the whole of each match in which their team is participating.
2. It is the responsibility of clubs to ensure all players are registered and match results are completed on time.
3. It is the responsibility of the Team Manager to pass on information / communication to their players where relevant including notification of forfeits, etc.
4. It is the responsibility of the person that is "in charge" to ensure the safe arrival and departure of all players in their team.
5. Team Managers are encouraged to submit nominations for "Most Valuable Player" awards at the end of the season.

### COACHING PRACTICES AND RECOMMENDATIONS

1. Clubs are encouraged to teach players all facets of the game including scoring and umpiring.
2. Coaching is to be within the Spirit of the Game to enable girls to learn all the skills of cricket.
3. Coaches are asked to allow players to field in different positions each week and maybe rotate wicketkeepers.
4. Coaches are encouraged give all players equal opportunities **regardless of ability** to execute their skills under match conditions.
5. Coaches must adhere by Batting Rules 1 and Bowling Rules 1 (i.e. Bat/Bowl girls in order of ability).

### DUTIES OF CAPTAINS

1. Coaches are encouraged to allow each player to take turn at being Captain and show her leadership qualities. **(It is not compulsory for teams to rotate their captaincy, but it is highly recommended).**
2. Captains shall:
  - Introduce themselves to both umpires prior to the start of play.
  - Conduct a coin toss prior to the start of play.
  - Be familiar with the Junior Girls Cricket Competition match rules.
  - Instruct players to avoid time wasting.
  - Assist the coach in selecting the batting and bowling orders prior the commencement of each innings.
  - Ensure incoming batting pairs are ready to make their way to the pitch as soon as the outgoing batters have finished their allocated overs.
  - Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time wasting.
  - Instruct all fielders to move quickly between overs and whenever required to change position, i.e. field setting and changes undertaken without time wasting.

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

- Instruct batters that other than in exceptional circumstances they must always be ready to take strike when the bowler is ready to start her run up.
- Ensure that players conduct themselves in the Spirit of Cricket.
- Lead players into shaking hands with the opposition after each game.
- Thank officials at the end of each game.
- Complete the "Most Valuable Player" Award vote sheet at the end of the game. (It is the captain's responsibility to know or obtain the names of the opposition players so that they are able to complete the MVP vote sheet).
- Submit the MVP votes within 2 working days following the match to the Women's Club Development Officer via email, fax or post.

### DUTIES OF UMPIRES AND SCORERS

1. One club official, volunteer or parent from each team is to umpire the game. It is recommended that the two Umpires (one from each club) negotiate the rotation of square leg and central umpiring roles.
2. No players may officiate as an umpire.
3. Umpires are encouraged to help players from both sides and answer any reasonable questions.
4. Umpires shall ensure players do not engage in time wasting and advise the fielding team captain if they are running behind time.
5. Umpires should encourage good sportsmanship at all times.
6. Each team must provide a competent scorer at each match. Players are allowed to score so long as they are competent.
7. The scorers from each team should sit next to each other during each innings and consult over any doubtful point.
8. Umpires and scorers should consult over any doubtful point.

### UNIFORM

1. Clubs should make every effort that all players appear in the correct cricket attire comprising of:
  - White pants, white collared shirt, socks, runners, pullover and hat or cap.
  - Hat or cap is strongly recommended whilst fielding.
  - Coloured shorts, pants and/or shirts are allowed provided that they are a part of the Club or School sport uniform and that the entire team is dressed the same.
2. Teams are encouraged to wear coloured clothing.
3. Teams are encouraged to wear uniform with numbers on the back of each player for identification purposes.

### PLAYER ELIGIBILITY AND REGISTRATION

1. All players must be aged 12 to 16 years as at 1<sup>st</sup> September 2005.

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

2. Proof of age will be required and should be given to Club Secretaries.
3. All players are to be registered with the VWCA by 4:00pm on the Tuesday following the first match in which they played or were named to play.
4. Applications for registrations shall close at the commencement of the last home and away match.
5. No player shall be eligible to play unless registered and no player shall be registered unless eligible to play.
6. In the event of an unregistered player, match points for that match won by the team in which the unregistered player played in will be cancelled.
7. To be eligible for participation in the finals, a player must have played a minimum of 3 Junior Girls Cricket Competition matches during the season with the one team.
8. No player who has previously been selected in the Victorian Under 19 or Under 17 representative team is eligible to play in the Junior Girls Cricket Competition. Players selected, for the first time, in the Victorian Under 19 or Under 17 team during the season are allowed to continue playing until the end of the season.
9. If a player is registered with a senior VWCA club and that club is not fielding a team in the Junior Girls Cricket Competition, the player concerned shall be permitted to play for another club in the Junior Girls Cricket Competition. Written permission is to be obtained from the secretary of the player's senior club and submitted to the Women's Club Administrator prior to the game in which the player intends to commence playing.
10. Clubs may submit a written request to the VWCA Junior Committee for consideration for players that are 11 years old or have recently been selected in the Victorian Under 17 team. **No requests for overage players will be considered.** Requests should be submitted to the Women's Club Development Officer.

### POINTS AND LADDERS

1. Points shall be allotted as follows:

6 points	for a win
6 points	for a forfeit
3 points	for a draw / washout / abandoned match
1 point	for a loss
0 point	First round bye
6 points	Second and third round byes
2. Official ladders will be provided to all teams prior to Rounds 7, 11 and 12. All other ladders are provisional.
3. **Teams will lose one point for each time match results are not entered by the stipulated time.** (This applies to both Home and Away teams).

### MATCH RESULTS

1. Following the completion of the match, both Team Managers shall sign and print their names on the scoresheet of the opposing team once it has been deemed that the scoresheet

## V.W.C.A JUNIOR GIRLS CRICKET COMPETITION MATCH RULES

contains the complete and correct account of the match. Each captain shall also write down the date and result of the match.

2. **The Home Team must phone through scores on (03) 9653 1181** by Monday 9:30am following the match, leaving a detailed message of:
  - Round Number
  - Date
  - Team Won and Aggregate score
  - Team Lost and Aggregate score
  - Scores of 25+ (Batter's team, first and last names)
  - Players with 3+ wickets (Bowler's team, first and last names)
3. Teams must enter match results via the Web Based competition administration site.
4. The Home Team is responsible for entering the match result by 12:00 noon Monday following the match.
5. The Away Team is responsible for confirming or disputing the final match result by 12:00 midnight Monday following the match.
6. Final match result (including players' runs, wickets, extras etc) and teams selected must be entered by the home team by 4:00pm Tuesday following the match.
7. In the event that a match is washed out or forfeited, the same procedure for entering match results shall be abided by as for all other games.
8. If the Away Team disputes the match result, a signed copy of the score sheet for that game must be forwarded to the Women's Club Administrator by both teams by no later than 12:00 noon Wednesday following the game for the dispute to be settled.

### FORFEITS

1. A game shall be forfeited if there are less than 6 players in a team.
2. The team forfeiting must notify their opposition **at least 24 hours** before the scheduled match.
3. It is the responsibility of the team **receiving** a forfeit to enter a list of players who would have played on the Web Based competition administration site.
4. If a team forfeiting has players that are available to play that week, those players are permitted to play for another team in that round provided those players are registered in the Junior Girls Cricket Competition and have the permission from the Team Manager of the two clubs or schools involved.