

U15'S - GIRLS COMPETITIVE CRICKET

PLAYING RULES— LEVEL 2/3 GUIDELINES

SEPTEMBER 2018

Description of format

This format looks to further develop the cricket skills of girls who are playing their 2nd or 3rd year of cricket. The emphasis is on continuous and active participation. The game can be completed in **2 hours** with time saving strategies i.e. short drinks break and only one change of wicketkeeper permitted.

Fundamentals

- Coach:** Accredited Community (Level1) Coach
- Overs:** T20 (20 overs per side per day)
- Innings:** 1 innings of 20 overs per team
- Pitch:** Hard wicket surface 18m length. Game to be completed from one end only
- Ball:** 142g pink leather ball
- Age:** Player must be 15 years or under at 31st August. Dispensation required for older players.
- Players:** **7 players (minimum of 5) (maximum of 9 players to rotate)**

Playing Equipment (set up by home team)

- 1 set of portable stumps (with base and bails) To assist in speeding game up bails to be tethered to stumps
- Measuring tape or string to measure Pitch length (16m length) and boundary (50m measured from batter's end stumps)
- Boundary Markers
- Chalk, tape or paint to mark crease - Tape is preferred as to not leave mark on pitch for Senior grades.

Players Equipment

- White cricket pants and White polo top (Club or plain white)
 - Helmet *(including Wicket Keeper). Compulsory for all batters and wicketkeepers
 - Bat
 - Pads, gloves, protector
- * additional safety gear is available based on match conditions

Fielding

- Rotation of fielders recommended)
- No fielders within 10 metres of batter except regulation wicketkeeper, slip and gully

Batting

- Refer to batting limits on second page
- All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.
- If extra ball is to be bowled, the batter facing at the time will face the extra ball
- Any retired players can return when all others have batted in the order they retire until they have faced maximum number of balls. If all players have faced amount maximum balls the last player can stay in until they 20 overs have been reached. If player goes out they must rotate the strike with the person they are batting with.
- All dismissals count
- Result is based on the score, draw will come down to number of wickets lost

Bowling

- 6 balls per over (maximum of 8 balls per over). In the last over 6 legal deliveries must be bowled
- All players are to bowl including Wicket Keeper to bowl one over each
- 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicketkeepers)
- Bowlers change ends at end of 10 overs
- Wicketkeepers change at the end of 10 overs
- Maximum 4 overs per bowler

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PLAYING RULES— LEVEL 2/3 GUIDELINES (cont)

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MINIMUM AND MAXIMUM PLAYERS AND IMPACTS

5 Players

Bowling

- 5 players bowl 4 overs

Batting

- Players retire at 24 balls

(unlimited dismissals)

6 Players

Bowling

- 2 players bowl 4 overs , 4 players bowl 3 overs)

Batting

- Players retire at 20 balls

(unlimited dismissals)

7 Players

Bowling

- 3 players bowl 4 overs , 2 players bowl 3 overs and 2 players bowl one over (wicketkeepers)

Batting

- Players retire at 17 balls

(unlimited dismissals)

8 Players

Bowling

- 6 players bowl 3overs ,2 players bowl 1 over (wicketkeepers)

Batting

- Players retire at 15 balls

(unlimited dismissals)

9 Players

Bowling

- 4 players bowl 3overs 3 players bowl 2overs and 2 players bowl one over (wicketkeepers)

Batting

- 6 Batters face 13 balls and 3 Betters face 14 balls

(unlimited dismissals)

Important Notes

Bowling: Coaches are encouraged to rotate the opportunity for players to bowl 4 overs per match

Fielding: Rotation of players is recommended to ensure all players experience all positions

Wicketkeepers: Each team is required to use two wicketkeepers