

Secondary School Cricket Girls Year 9/10 Soft Ball Playing Conditions

Quick Summary	
Number of Players	Maximum 6 or 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.
Maximum Game Length	24 overs (6 players) or 32 overs (8 players)
Maximum Innings Length	12 overs played as two 6 over innings or 16 overs played as two 8 over innings
Pitch	Mown strip or Artificial pitch
Pitch Length	18m stump to stump
Boundary Size	Maximum 30m circle from the batter's stumps
Exclusion Zone	No fielder to be within 10m of the batter except when fielding between the wicketkeeper and point
Bowlers Run Up	5m from stumps at bowler's end
Minimum Overs Bowling	2 overs per player. Maximum of 1 over in each innings.
Maximum Balls Per Over	6 balls
Wides and No Balls	Wides and No Balls shall not be re-bowled but are worth 2 runs
Dismissals	No LBWs. All other dismissals apply. Batters can also be caught out through the 'one hand, one bounce' rule.
Bowling from one end	Yes
Drinks Breaks	No official drinks break
When Result Occurs	The winning team will be the team who has scored the most runs at the end of the game, after both teams have completed their allocated overs and all bowlers have bowled their minimum number of overs.
Who can Umpire	Coaches can umpire if there are no other options. Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
Ball	Kookaburra Star Junior Soft Ball

1. Team and Grade Composition

- Maximum 6 or 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.

- Players should be in Year 9 or Year 10 of the current school year.
- This is a soft ball grade and is intended for players who have never played or a very new to the game. Grade details will be confirmed and communicated once entries have closed.

2. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss and will automatically be batting first. If a team is not available to start a match on time, they will be deemed to have lost the match.

3. Hours of Play

- **Monday Afternoon:** 4.15pm – 5.50pm
- Straight swap over between innings. No official drinks break during innings; however, one 5-minute break can be taken at the halfway stage of the game if required.
- Each innings is played in multiples of 6 overs for 6-a-side or 8 overs for 8-a-side,. i.e. Team A bats for 8 overs, then Team B bats for 8 overs – repeated twice.
- Each 6 over innings should conclude no more than 16 minutes from the innings start time and each 8 over innings should conclude no more than 22 minutes from the innings start time.

4. Determination of Result

- Each team will bat for the full 12 or 16 overs each The winning team will be the team who has scored the most runs at the end of the game, after both teams have completed their allocated overs and all bowlers have bowled their minimum number of overs.
- If PlayHQ says the game is over when the team batting second passes the score of the first team, IGNORE THIS AND CONTINUE AS THE RESULT IS ONLY DETERMINED AS ABOVE.

5. Length of Innings

12 overs (6 players) or 16 overs (8 players). Umpires should remind teams about the pace of play as the innings progresses and can take measures to speed up play if required.

6. Boundaries

Maximum 30m circle from the batter's end and marked by cones or flags. It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

7. Fielding

- No fielder to be within 10m of the batter except when fielding between the wicketkeeper and point.
- Teams must rotate in the field at the end of each over. All players move in a clockwise direction. Bowlers will bowl in the order of rotation.

8. Ball

Any colour Kookaburra Star Junior Soft Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play.

9. Batting and Retirement

Each team determines their batting order, which operates as a rotating order. If all batters are dismissed, the batting line-up restarts at the top of the order. If a batter is not out at the end of an innings, they retire, and a new batter will start the team's next innings. The batting order must be named prior to the start of play.

10. Modes of Dismissal

No LBWs, all other modes of dismissals apply. Batters can also be caught out through the 'one hand, one bounce' rule. Umpires can insist that batters take stance on middle. Umpires are to ensure backing up batters do not leave early. A Dead ball can be called by the umpires.

11. Bowling

- All players must bowl a minimum of 2 overs (maximum of 1 over in each innings).
- 6 balls maximum per over.
- Each innings shall be bowled from one end (rather than changing ends every over).
- A cone should be placed 5m behind the wickets at the bowler's end, which is the longest run up permitted. Any bowler that starts their run up beyond the cone will be deemed to have bowled a no ball.

12. No Balls and Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any fulltoss which passes (or would have passed) above the batter's waist when standing upright, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no-ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide lines before the start of play.
- There shall be no restriction on the number of no balls and wides which may be called in an over, but a maximum 6 deliveries per over.
- No balls and wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. *There is a change of striker; or*
- b. *The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply.

13. Wicket-keeping

All fielders should have a turn at wicket-keeping as they rotate. Each wicketkeeper must bowl two overs.

14. Umpiring

- Umpires are to stay in position at the bowler's end and square leg and are to swap positions at the end of each 6 or 8 over innings.
- We encourage the same umpires to remain throughout the game to ensure consistency.
- Umpires must not give game specific advice to any players; however, they can provide basic general guidance to both sides to assist with game development.
- **No “yelling” instructions to players from the side-lines should occur.**

15. Points

Win = 3 points Tie or Match Abandoned = 1.5 points Loss = 0 points