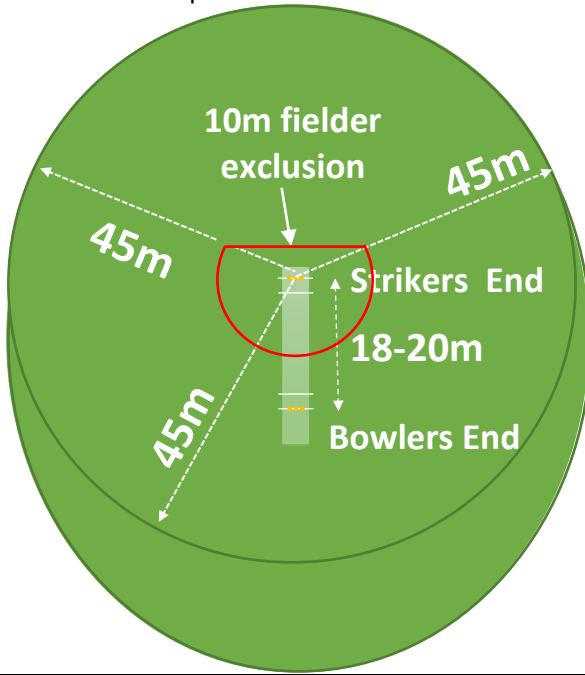


JUNIOR CRICKET STAGE 2 (Modified)

IGSSA Girls Rules 2023



Ver04_Feb23

GAME TYPE	14 over game Sen A (can be negotiated to 12 if late start) 12 over game other grades
BALL	POOL A: 2-piece 142g leather ball red OR pink POOL B: Matches involving a Pool B team to be played with Composite Kookaburra Softball unless BOTH teams agree to use a leather ball prior to the game.
TIME	1.5 hours <i>aim to finish by 5:30pm</i>
EQUIP-MENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. Additional safety equipment can be worn based on match conditions or personal preference. Bat size: Size 5/6 (<2lb or <900gm) is recommended. 1 set of portable stumps with bails 1 set of standard stumps with bails Measuring tape or string to measure pitch length and boundary. Boundary markers (cones). Chalk or tape to mark crease.
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 22 yards (approx 20m) Senior A* 18m other grades* <p>*Pitch length can be shortened by umpire if 2 or more wides are bowled in a over. Sen A min 18m; Other min 16m.</p> <ul style="list-style-type: none"> 45m maximum circle from striker's end stumps <p>Portable stumps at bowlers end.</p>  <p>The diagram shows a circular field with a 45m radius from the bowler's end. A 10m fielder exclusion zone is marked around the stumps. The distance between the stumps is 18-20m. The ends are labeled 'Strikers End' and 'Bowlers End'.</p>
TEAM	<ul style="list-style-type: none"> 7 Minimum, 11 Maximum per team. Recommended is 9 players per team. 9 Maximum on field at any given time.
INNINGS	1 innings of 14 overs per team in Senior A 1 innings of 12 overs per team in other grades

BATTING



- All batters initially retire at 20 legal balls faced - review.
- Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings and have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.
- Any retired batters can return when all others have batted, in the order they retired and must retire at 35 legal balls faced.
- The innings is closed after 8 wickets have fallen or every batter has completed their allotted balls.
- All modes of dismissals count including LBW.**

BOWLING AND FIELDING



- 6 balls per over, maximum 8, except the last over where 6 legal deliveries must be bowled.
- Coaches are encouraged to rotate the opportunity for players to bowl.
- Minimum of 7 players must bowl with a maximum of 3 overs by any bowler.
- Bowlers are to bowl from the one end only
- Wides & no-balls will incur a 1 run penalty
- Rotation of fielders is recommended to ensure players experience all positions.
- No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).
- Teams have the option to change wicket-keepers after 6 overs.
- If more than 9 players are present at a match, rotate a player onto the field each over.
- SENIOR A FIELDING RESTRICTIONS**
- Only 2 fielders are allowed on boundary the first 4 overs.
- Up to 4 fielders allowed on boundary after 4th over.
- There are no fielding restrictions for other grades.

JUNIOR CRICKET STAGE 2 (Modified)

IGSSA Girls Rules 2022



UMPIRING

- All Wides and no-balls will be re-bowled up to 8 balls per over. After 8 balls have been bowled, wides and no-balls will not be re-bowled.
- A wide or leg-side wide will be called **only** if the ball when bowled on the matting, then deviates off the matting prior to the batting crease line.
- No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners.
- Any ball bouncing more than once before reaching the popping (batsmen's) crease is a No Ball.
- Wide Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction.
- Any ball that is played at by a batter that has both feet completely off the pitch shall be called Wide Ball, Dead Ball. This is to ensure the safety of the fielding side.
- Any ball that stops before reaching the batting (popping) crease shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side.
- In instances where the match is played on a hard wicket which has a gap in the matting at the halfway point of the pitch, Umpires are directed to call Dead Ball against any ball which shoots from the gap in the matting. 'Shoots' means a ball acted in an unnatural manner. This ball is to be re-bowled.

IGSSA Competition Rules

1. Team Entry and Eligibility

- 1.1 Senior A and B teams are open teams allowing selection from Years 7-12. Senior A and B are shield grades.
- 1.2 The strongest players should always play in the A team. Size, ability and physical strength must be taken into consideration when playing Middle school aged players in the A competition.

2. Provision of Umpires

- 2.1 One central umpire for each game will be organised by IGSSA EO in conjunction with SACA, unless otherwise discussed with the home team who can supply a suitably qualified umpire.
- 2.2 Each team is to provide a square leg umpire for their batting innings.

3. Results

- 3.1 A drawn match is allowed.
- 3.2 All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA Website every Wednesday morning.
- 3.3 For IGSSA Premiership tables, three points will be awarded for a win, one for a draw and zero for a loss. Percentage will be determined using a team's Net Run Rate (NRR) for the competition, calculated **cumulatively over all fixtures completed** (i.e. disregarding any drawn/no result matches). This is calculated using the formula:

Net Run Rate = (Run Rate For) - (Run Rate Against) where,

Run Rate For = Runs Scored by Team / Number of Overs Faced

Run Rate Against = Runs Scored by Opposing Team / Number of Overs Bowled.

Note: If a team bowls the other team out inside the 16 (or 12 for other grade) overs, then Run Rate Against will be determined using 16 (or 12) as the number of overs in that completed innings.

Example: if the batting team is dismissed for 64 in 10 overs; the bowling team has a Run Rate Against for that innings of $64/16=4$.

In the event of a bye, the team drawn to have a bye will be awarded three points. In the event of a forfeit, the non-offending team will be awarded three points and NRR - Runs Scored 0 from 0 overs; Runs Conceded 0 from 14 overs (12 if Sen B Grade)

The offending team will be awarded zero points and NRR - Runs Scored 0 from 14 overs (12 if Sen B Grade); Runs Conceded 0 from 0 overs.

3.4 1v2 Final will be scheduled with top 2 teams (finalists) playing for the shield in the nominated grades. The winner of the 1v2 Final will be awarded the shield.

3.4.1 Finalists will be determined by total points initially (i.e. win/loss tally) and then score differential if points are equal but a split needs to be made.

3.4.2 If a finals match is tied (i.e. the 1v2 Shield play off), the winner will be determined by a Super Over. Both teams will nominate three batters and one bowler playing a single additional over of 6 legal balls per team to determine the winner of the match. If a team loses two wickets in the Super Over, the over is deemed complete. If the Super Over ends in a tie, the team with the highest number of sixes in its full batting innings will be declared the winner. If there is still a tie, the winning team is the one with the highest number of fours in its full batting innings.

3.4.3 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- i. Head-to-Head - Calculate the premiership points for games played between each team involved in the tie only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between the tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
 - i. Net Run Rate - Calculate the cumulative net run rate for all games played. The team with the greatest net run rate will be awarded the shield. If there is still no clear winner from the net run rate, then:
 - ii. The shield will be shared between all teams on tied points.