# Youth Girls 2026-2027

*Rules and Playing Conditions*

Albany and Districts Cricket Association (ADCA) Junior Competition

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## Match Formats

- T16
- T20

## Players Attire

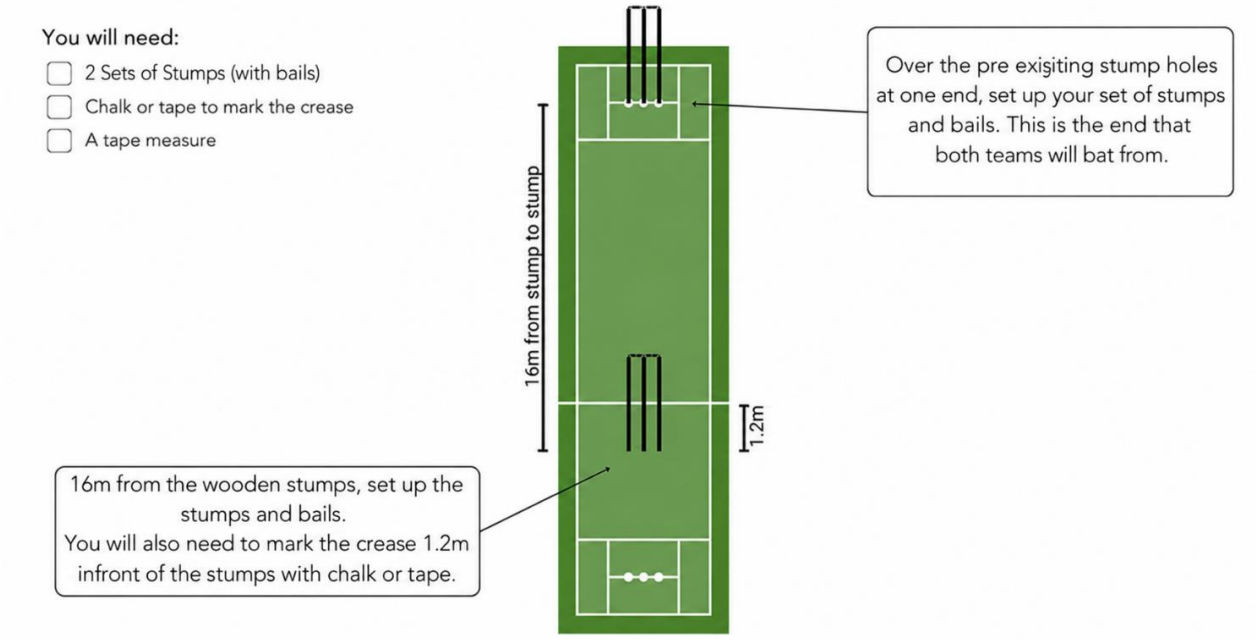
- Players MUST be dressed in normal cricket attire. Players should be wearing their relevant association/club shirt
- No ADCA Senior Club clothing
- Black pants/shorts are permitted or relevant association playing pants
- Team caps / baggies / broad brims are permitted.
- All players, coaches and umpires are encouraged to wear a hat, cap and sunscreen when on the field of play

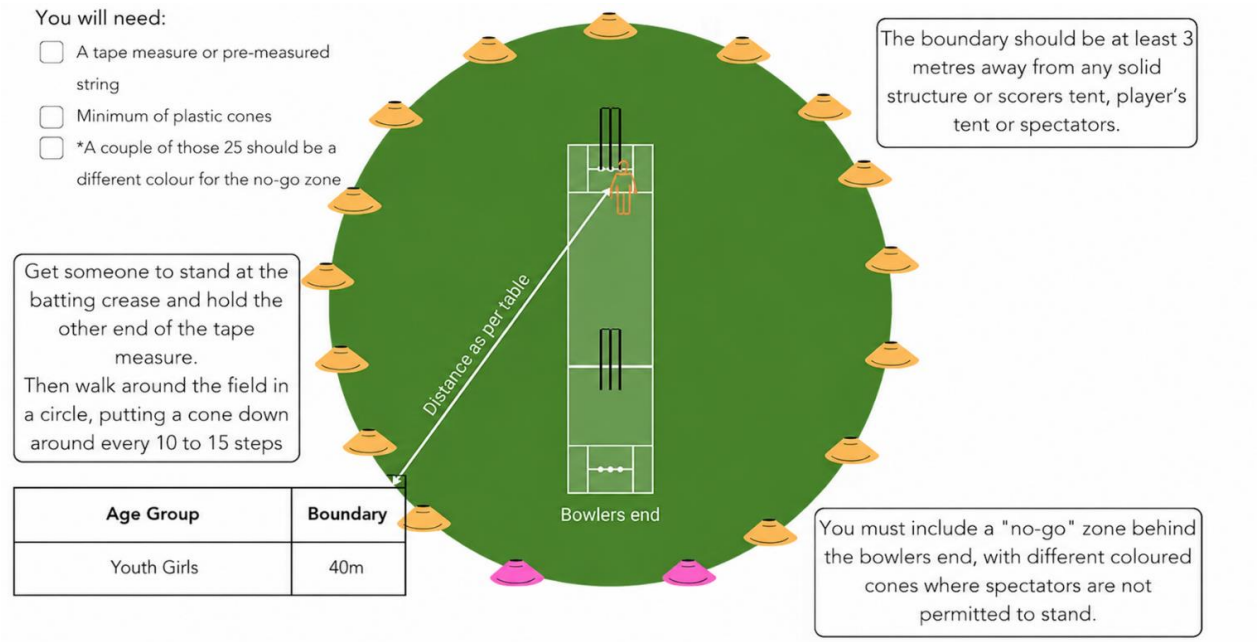
## Team

- No unregistered player may take any part in a game.
- 7 players is the ideal number for a team
- 5 players minimum are required to play the game
- 10 players maximum should be allocated to a team for each match

# Ground Marking

- It is the responsibility of the home team (team listed first on fixture) to set up the ground
- Ground to be marked and cones placed at 40 metres from the stumps at the batting end. Both Coaches are responsible for and MUST ensure accuracy of the boundary.
- Pitch length is 16m from wicket to wicket. Stumps set up at the preferred bowling end. Use chalk or cones to mark a popping crease. Play the entire game from same end, home team selects the most appropriate end, when setting up the ground.




| Age Group | Boundary |
|---|---|
| Youth Girls | 40m |

# Batting

- Players to wear helmets at all times when batting.
- Wearing of a box and thigh pad is recommended.
- Batters retire, and are listed as Retired Not Out, after facing their allocated number of balls. No balls are counted as a ball faced, however a Wide is not.
- Every player must bat. Please refer to below table for number of balls faced

**16 Over Match**

- 5 players: 4 players x 19 balls, 1 player x 20 balls
- 6 players: 16 balls
- 7 players: 2 players x 13 balls, 5 players x 14 balls
- 8 players: 12 balls
- 9 players: 3 players x 10 balls, 6 players x 11 balls
- 10 players: 4 players x 9 balls, 6 players x 10 balls

**T2O Match**

- 5 players: 24 balls
- 6 players: 20 balls
- 7 players: 6 players x 17 balls, 1 player x 18 balls
- 8 players: 15 balls
- 9 players: 6 players x 13 balls, 3 players x 14 balls
- 10 players: 12 balls

### Weekly Rotation

- Batting order rotates every game during the season
- It is strongly encouraged that players bat in all positions before repeating any & cannot bat in the same position in consecutive matches

### Dismissals

- Each batter can get out an unlimited number of times, just add 5 runs to the opposition team's score
- Bowled, Caught, Hit Wicket and Run Out are the only applicable dismissals
- There is no LBW, however umpires/coaches should discourage the deliberate use of pads to protect the wicket
- Stumpings and Run Outs at the Non-Striker prior to the ball being delivered are given Not Out
- Batters change ends every time a wicket falls, except for when the dismissal is a run out

# Bowling

- 142g ball to be used.
- It is strongly encouraged that the bowling order rotates every game during the season And players bowl in all positions before repeating any.
- If a player is having difficulty bowling from 16 metres, coaches/umpire should assist them to move a couple of steps closer to the batter and encourage them to try bowling from that distance.

### Overs per Bowler

- Each player, including wicketkeepers, must bowl at least 2 overs every match
- Bowlers can bowl a maximum of 3 overs per match
- All players must bowl 2 overs before any player bowls their third over. This excludes the wicketkeeper of the first 10 overs, as they don't have to have bowled their two overs before someone else bowls their third

### 5 Players

If a team only has 5 players, those are changed to:

- Wicketkeepers bowl at least 3 overs each
- Other players bowl 4-5 overs each
- All players (except wicketkeepers) must bowl 3 overs before any can bowl more than 3

### Wide

- Any ball outside the batter’s reach in their normal batting position is a wide
- If the batter strikes or makes contact with the ball, it is not a Wide
- Batter can be dismissed Run Out on a Wide
- If a player bowls two or more wides and is struggling to deliver the ball to the batter, the coach or umpire should assist by bowling one overarm delivery for the batter to face.

## No Balls

A no-ball can be called when:

- There is no part of the bowler's foot behind the popping crease (the one 1.2m in front of the stumps)

A no-ball is called when:

- Ball lands or rolls off the pitch, or hits the edge
- Ball bounces three times or more before reaching the popping crease
- Ball comes to rest in front of the striker's wicket without touching the bat or striker
- Ball passes above the batter’s waist on the full
- More than two fielders behind square leg, or a fielder within 15 metres of the striker (except wicketkeeper)
- Bowler dislodges a bail while delivering the ball

## Fielding

- Only seven (7) players are to take the field at any one time.
- If a team has more than 7 players, they MUST be rotated onto the field after each three (3) overs. Every player must be included in this rotation of fielders to give all players an equal amount of on-field game time throughout the game and the season. There are no exceptions. Players must be ready on the boundary and the rotation must not delay play.
- The wicketkeeper MUST wear a helmet.
- Each team should use two wicketkeepers, changing after 8 overs in a 16-over match or 10 overs in a 20-over match.
- At the end of each over, players should rotate around the field to give everyone the opportunity to experience each fielding position.

## Coaching During Play

- Coaches are to monitor time throughout the game to ensure that games are progressing at the required rate and will be completed on time. Where behind time when bowling coaches must get their team to speed up and get back on schedule
- Coaches should ensure that bowling orders, batting orders and fielding arrangements are determined prior to the commencement of play so there is no undue loss of time
- Constructive on-field coaching by coaches and umpires is encouraged between overs. Keep advice brief and positive so the game continues to flow and players can learn by doing. Detailed technical coaching and feedback should be provided at training, as instructions after every shot or delivery can leave players feeling confused or overwhelmed.
- Coaches should not shout instructions from the sidelines. Over-coaching is discouraged, with the focus on player development, enjoyment and confidence rather than winning.

## Interruptions to Play

- Player's safety (slippery pitch etc) should be prime factor in determining whether play can commence.
- A minimum of eleven (11) overs each team shall constitute a match.
- Where play is interrupted for a period of more than ten (10) minutes in the batting period of the team batting first, the number of balls in each team's innings shall be reduced on the basis of six (6) balls for each three (3) minutes of time lost.
- When the team batting second has received at least eleven (11) completed overs and the match is affected by weather, and the team batting second has not completed the same number of overs as the team batting first, the result will be determined using the Duckworth Lewis System.
- The Duckworth Lewis System calculator to be used in this instance is the Tarams Inc. iPhone or Android App.
- In the event of a wash out, both teams receive equal points.

## Scoring

- Each team MUST provide a scorer.
- The team mentioned first in the fixture will be responsible for LIVE scoring.
- The team mentioned second in the fxture will be responsible for book scoring.
- Each scorebook is to be fully completed by the scorers immediately after the game.
- If you experience difficulties with live scoring, please ensure the scorebook is completed and send a copy of the scoresheet to ADCA Women's as soon as the match finishes so the scores can be uploaded.

## Player / Coach / Parent Behaviour

- Behavior is governed by the Code of Conduct. All players, parents and coaches must read, acknowledge and accept their respective Code of Conduct. Penalties apply for breaches incurred.

## Breaches

Coaches, Team Managers, Scorers, Parents and Players are advised to read and understand the Rules and Playing Conditions

Please report any breaches to ADCA Women's & Girls Cricket at adcawomens@outlook.com or contact the Women's & Girls Chair, Rachel Badger, directly.

# SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain. Responsibility of captains. The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of: Time wasting, Damaging the pitch, Dangerous or unfair bowling, tampering with the ball, any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for: Your opponents, Your own captain, The roles of the umpires, The game's traditional values

5. It is against the Spirit of the Game: To dispute an umpire's decision by word, action or gesture To direct abusive language towards an opponent or umpire To indulge in cheating or any sharp practice, for instance: (a) to appeal knowing that the batsman is not out (b) to advance towards an umpire in an aggressive manner when appealing (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence. There is no place for any act of violence on the field of play.

7. Players, Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.