

GIRLS THUNDER LEAGUE

82 HOURS OF PLAY

Commence: 2.00 pm

Stumps: 6.00 pm

83 ADJUSTED COMPLETION TIME

83.1 The adjusted completion time for a one half-day match, will be the finishing time above, plus the provisional allowance of fifteen (15) minutes to enable the required number of overs to be completed.

83.2 The period of 15 minutes is the maximum overall extension of the finishing time as indicated in Rule 82. **The match must end after the over in progress at 6.15pm.**

84 SCHEDULED NUMBER OF OVERS

84.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 71 also applies.

84.2 In Stage 2 & 3 matches, if there has been NO interruption to play, then:

- (a) if the team fielding first fails to bowl its 30 overs by 3.55 pm, it will continue to bowl until it has completed its 30 overs, providing the team batting first has NOT been dismissed or has not declared its innings closed, and
- (b) the innings of the team batting second will be limited to a MAXIMUM number of overs, not exceeding the number of overs completed by 3.55 pm by the team bowling first including the over in progress at 3.55 pm.
- (c) The winner will be the team with the HIGHER NUMBER OF RUNS SCORED. The match will end when a 1st innings result is achieved.

84.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 85.8, 85.9, 85.10), then the result of the match is a draw.

85 ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

Loss of playing time prior to commencement

85.1 If for any reason there has been a loss of scheduled playing time, the quota of overs to be bowled should be calculated as set out below.

Note: In all calculations, fractions are to be ignored

85.2 For any time lost prior to the actual commencement of play at the rate of one over for each team for each whole seven (7) minute time period of scheduled playing time remaining, providing that a minimum of 15 overs is achievable by each side

Loss of playing time during innings of team batting first

85.4 For any time lost during the innings of the team batting first, a rate of one over for each whole seven (7) minute period of scheduled playing time lost. Provided that a minimum of 15 overs is achievable by each side.

CALCULATION FOR TIME LOST BEFORE THE MATCH or DURING INNINGS 1				
New Start Time	Minutes Lost	Over Lost	New over total	New break time
2.10pm	10	0	30	4.05pm
2.27pm	17	1	29	4.09pm
2.24pm	24	2	28	4.12pm
2.31pm	31	3	27	4.16pm
3.38pm	38	4	26	4.19pm
2.45pm	45	5	25	4.23pm
2.52pm	52	6	24	4.26pm
2.59pm	59	7	23	4.30pm
3.06pm	66	8	22	4.33pm
3.13pm	73	9	21	4.37pm
3.20pm	80	10	20	4.40pm
3.27pm	87	11	19	4.43pm
3.34pm	94	12	18	4.47pm
3.41pm	101	13	17	4.51pm
3.48pm	108	14	16	4.54pm
3.55pm	115	15	15	4.57pm

4.05pm Match is **abandoned before starting**, at 4.05pm if no play has taken place.

Match is **abandoned after starting** if delays leave insufficient time for at least 15 overs each

Loss of playing time after completion of team batting first

85.6 Calculation of overs for any time lost after the completion of the innings of the team batting first is at a rate of one over for each completed three and one half (3 ½) minute time period of scheduled playing in time lost, provided that the team batting second can achieve a minimum of 15 overs.

CALCULATION FOR TIME LOST DURING INNING 2		
Minutes Lost	Over Lost	New over total
3.5	1	29
7	2	28
10.5	3	27
14	4	26
17.5	5	25
21	6	24
24.5	7	23
28	8	22
31.5	9	21

35	10	20
38.5	11	19
42	12	18
45.5	13	17
49	14	16
52.5	15	15

Match **may continue** although insufficient time remains for 15 overs

Example: 85.6

During the innings of the team batting second, rain interrupts play and 29 minutes are lost. (The first team batted out their 30 overs). The match is then reduced to a 22 over (30 – 29/3.5) match. The match will be decided on a run rate (Rule 75.12), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

85.7 Notwithstanding the above rule, where a team batting second has had its initial overs quota reduced to less than 15 overs as a result of a slow over rate, this will not cause the match in question to be declared a draw, unless further scheduled playing time is lost during the innings of this team.

Note: In further clarification of Rule 85.7, if the team batting second, upon commencement of its innings, even though it theoretically has insufficient time to receive the minimum number of overs, play should continue as it may be possible for the team batting second to score the required number of runs in the reduced number of overs. Should the finishing time be reached before this has occurred, and the minimum number of overs has not been bowled, then the result will be a draw.

85.8 In the event that the required number of overs has not been bowled by 6.15 pm, and provided that the minimum number of 15 overs has been completed by both sides, the game will cease at that point and the game will be decided on a run rate as covered in Rule 85.11. This will also apply where the number of overs has been reduced due to weather intervention.

85.9 If the finishing time of 6.15 pm has been reached, and both sides have not received the required minimum number of 15 overs, play will cease and the result will be a draw.

85.10 If less than 15 overs are completed by each team, then the match will be declared a draw, provide that a result has not previously been achieved.

85.11 If conditions prevent the team batting second from receiving its quota of overs, then the match will be decided upon by a comparison of the run rates of both teams. These run rates are calculated by dividing the total runs scored by

the total number of overs bowled. For the purposes calculation this run rate, each legitimate ball bowled will count as one sixth (1/6th) of an over.

85.12 Where a team had been dismissed, or has declared its innings closed, before receiving its full quota of overs, its run rate will be calculated by dividing the total runs scored by the quota of overs it should have received. All this is provided that each side has completed a minimum of 15 overs. The side with the better run rate will be the winner.

86 Ball to be used – Leather ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Colt is the recommended ball.

87 C.A. STAGE 3 Girls - PLAYING CONDITIONS

Teams - 9 players per team, 6 players per team minimum are required to play the game, 10 players per team maximum are to be allocated to a team. 9 players can be on the field at any given time. Any 9 can bat and any 9 can bowl.

88 C.A. STAGE 2 Girls PLAYING CONDITIONS

Foreword

A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window. Stage 2 is to be played under the published “Australia Cricket Stage 2 30 Over Rules”, summarised here:

80 PLAYING CONDITIONS

80.1 **Teams** - 9 players per team (maximum 11 can be named in the team). 7 players per team minimum are required to play the game, 11 players per team maximum are to be allocated to a team. Only 9 players can be on the field at any given time, only 9 can bat and up to 11 can bowl, however, any non-batter(s) must bowl (in the first 15 overs), on-bowler(s) must bat (in the first 5).

80.2 **Hours of Play** - commence 2.00pm. It is expected that these matches will conclude within approximately three hours.

P.D.C.A. Rules 72, 73, 74 & 75 apply, regarding scheduling & time lost.

80.3 **Ball to be used – Girls Stage 2:** leather ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Colt is the recommended ball

80.4 **Boundary** - maximum 45 metres measured from the batting end stumps and clearly marked. Batting is from one end only.

- 80.5 **Pitch Length** - pitch to be 18 metres in length measured from stump to stump.
- 80.6 **Stumps** - normal at batting end with portable stumps at bowling end.
- 80.7 **Creases** - at the bowling end to be marked with white chalk or white tape.
- 80.8 **Overs** - 30 per team.
- 80.9 **Bowling** – from one end (portable stumps end) for the entire game.
- 80.10 **Batting** – All batters retire at 35 balls (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen.
If a team has more than 9 players, those that did not bowl must bat (in the first 5 batters).
- 80.11 **Bowler** Maximum 5 overs per bowler, 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled. All players are to bowl (excluding the wicket keeper where only one is used). Players that did not bat must bowl (in the first 15 overs). If more than 9 players are named, up to 11 players may bowl.
- 80.12 **Fielding** - Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres of the batter (except regulation off side slips, gully and wicket keeper). Each team may use two (2) wicket keepers (15 overs each). If more than 9 players are present at a match, they should rotate onto the field each over.
No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.
- 80.13 **Wicketkeepers** - Each team may use 2 Wicketkeepers (15 overs each).
- 80.14 **Dismissals** - All modes of dismissal count.

89 C.A. STAGE 1 Girls PLAYING CONDITIONS

Foreword

Modified Cricket has been designed in an effort to provide a form of cricket especially suited for players Under 11 years of age, in order that all players will have an equal opportunity to participate.

Matches will be conducted in line with the Junior Cricket Stage1 of Cricket Australia Junior Pathway.

The Competition Committee may allow a player over the age of 11 years to play in Modified matches if it is considered special circumstances apply. The Club must make application to the Competition Committee and clubs are expected to use this rule in the spirit intended.

There will be no points awarded for Modified Cricket, therefore, there will be no semi-finals or finals.

89.1 **Teams** - will consist of up to nine (9) players each. If either team has less than 9 players the match will proceed as the primary purpose of this format is to provide a game of cricket for the players.

89.2 **Hours of Play** – Commence 2.00pm with stumps no later than 5.30 pm. It is expected that these matches will conclude within approximately two hours. The number of deliveries faced by the team batting first will be available to the team batting second, provided the above completion times are met.

89.3 **Ball to be used** – plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball.

89.4 **Boundary** – maximum 40 metres measured from the batting end stumps and clearly marked.

89.5 **Pitch Length** – pitch to be 16 metres in length from stump to stump.

89.6 **Stumps** – normal at batting end with portable stumps at bowling end.

89.7 **Creases** – at the bowling end to be marked with white chalk or tape.

89.8 **Overs** – 20 per team of 6 balls each including No Balls and Wides.

89.9 **Bowling** – from one end (portable stumps end) for the entire game.

89.10 **Batting** – each player shall face the number balls as determined by the following calculations.

120 balls (20 overs by 6 balls) divided by the number of batters, e.g. 7 batters would face 17 balls each with the last man continuing until he receives 18 balls (8 batters = 15 each; 9 batters = 13 each with last 2 batters facing remaining 3 balls).

All balls regardless of whether Wides or No Balls will be included in the batter's ball count.

89.11 **Bowler** – maximum of 6 balls per over (including Wides and No Balls). All players to bowl (e.g. min of 2 and max of 4 overs each with the exception of the Wicketkeepers who are required to bowl at least one over each).

89.12 **Fielding** – a maximum of 9 (same number for each team) players (including Wicketkeeper and Bowler) may field at any one time. Rotation of Fielding Positions is required to ensure players experience all positions.

No fielder may field within 15 metres of the batter or each other (except the wicketkeeper).

No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.

89.13 **Wicketkeepers** - Each team is required to use a minimum of 2 Wicketkeepers (10 overs each).

89.14 **Dismissals** – unlimited dismissals. Each player will face the allocated number of balls.

For each dismissal the Bowling Team's batting score will be increased by 4 runs at the end of the innings.

The LBW Law will not apply.