

BETH MOONEY CUP

QJC U15 GIRLS – Southern Challenge Rules

CARNIVAL PREAMBLE

These Rules have been modified from the current QJC Southern Challenge Rules and apply to the Under 15 Girls QJC Southern Challenge Competition. Where not indicated, normal ICC rules (MCC Laws of Cricket 2022 Code) apply. The following also applies:

- The QJC RULES MUST BE ADHERED by local Host Organisations and Umpires
- If a decision on any rule, or interpretation, is required then it should be referred to the QJC Carnival Coordinator at the Host Venue or the QJC Rules Coordinator.

Note that 'Mankad' (now referred to as 'Run Out') is not sanctioned in QJC Carnivals.

Duration of Matches – Playing Times and Intervals

T20 Games

MAXIMUM 20 OVERS PER SIDE:

Morning Games – First innings 8.30am to 9.45 am, second innings 10.00am to 11.15pm.

Afternoon Games – First innings 1.00pm to 2.15pm, second innings 2.30pm to 3.45pm.

TIME – 75 minutes per innings Including Drinks

MANDATORY INNINGS CLOSE – 11 Wickets Falling or 20 overs, whichever occurs first.

DRINKS – Maximum 2 minutes drinks break after 10 overs.

40 Over Games

MAXIMUM 40 OVERS PER SIDE:

SESSION 1 from 9:00 am to 11:45 am

SESSION 2 from 12:30 pm to 3:45 pm

TIME – 165 minutes per innings Including Drinks

MANDATORY INNINGS CLOSE – 11 Wickets Falling or 40 overs, whichever occurs first.

DRINKS – Two drinks intervals per innings shall be permitted, after the 14th and 28th overs.

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Composition of Team

- A team shall consist of twelve (12) players, all of whom may bat and bowl, but eleven (11) fieldsmen only shall be on the field of play at any one time
- Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted
- Eleven (11) wickets must fall for a side to be all out

Playing Conditions

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

Under 15 Females will play against all Zone teams and contest Grand Final & Final placings-

- U15 Girls may be played on turf or synthetic wickets. The pitch length is to be 20.12 metres in length, stump to stump.
- Inner Circle - 23metres from middle of stump at each end, then joined by a straight line.
- Boundary – 55 metres measured from the middle of the pitch.
- The Match Committee reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play.
- Covering of wickets during the Championship is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly.
- Prior to the commencement of play the Captain, Coach & Manager ONLY are allowed on the wicket area.
- Lightning Rule: In the event that thunder is heard within 30 seconds of lightning being seen by either Umpire, the match shall be immediately suspended and players leave the field. Play shall not recommence until a period of 30mins has elapsed since the last occurrence of thunder being heard within 30 seconds of lightning being sighted.

BOWLING

- Minimum of 5 (five) players must bowl.
- Maximum number of overs for any bowler is 4 overs in T20 games and 8 overs in 40 over games.
- The maximum number of overs by a fast or medium pace bowler in a spell is 5 overs per spell.
- The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again for fast or medium pace bowlers.
- 6 legal deliveries constitute an over.
- NO BALLS
 - Free Hit for ALL NO BALLS
 - Any fast short-pitched delivery reaching the batsmen above shoulder height, or any full pitched delivery reaching the batsman above waist height, when standing upright at the batting crease, shall be called a NO BALL. and be called by either umpire. A fast delivery is a delivery to which the wicketkeeper would normally stand back to receive, in the opinion of the umpire.
 - Full toss above Waist high includes spinners.
 - More than 2 bounces before popping crease.
 - If the wicket is disturbed at the non-strikers end in the delivery motion this will be a No ball.
- WIDES - A Wide shall be called if a bowler bowls persistently wide of the leg stump. As a guide, and to assist umpires, a mark 45cm either side of the middle stump shall be drawn on the pitch.
- Waist High Full Tosses - In the event of a bowler bowling 2 waist high full tosses in a spell, the umpires shall determine if the bowling is intimidatory. If so the player cannot complete the over and the over must be completed by another player. If the bowling is determined not to be intimidatory the player will be able to continue to complete his bowling spell.
- A bowler shall be able to bowl two short-pitched deliveries in an over. Any ball that passes clearly over the head of the batsman shall be called a wide. After two short balls have been delivered in an over, any

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subsequent short-pitched ball that passes over the shoulder of the batsman shall be called a No Ball. Any fast full- pitched delivery reaching the batsman above waist height, when standing upright at the batting crease, shall be called NO BALL, and can be called by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire.

In the event the Umpire decides that a fast pitching or non- pitching delivery was deliberate breach, Laws 41.6.3 and 41.7.4 shall be applied.

BATTING

- a. Coaches can retire batsman after facing 50 balls exclude wides and no-balls .
- b. Retired batsman may bat again, in order of Retirement, after the fall of the last wicket.
- c. If a batsman is retired before facing 50 balls, NO retired batsman will be able to return to the crease.
- d. Retirement does not constitute the fall of a wicket for bowling bonus point's purposes.
- e. Helmet – All players must wear a helmet when batting
- f. All players must wear the usual protective gear e.g. batting gloves and two batting leg pads.

FIELDING

- a. No player is allowed closer than ten (10) metres from the popping crease of the batsmen on strike, prior to the batsman playing the ball, except in an area ninety (90) degrees on the offside from point to wicketkeeper.
- b. A maximum of five (5) fieldsmen are permitted on the leg side.
- c. Power play restrictions in the field apply:

For T20 Games

- Overs 1-6 – Allowed 2 fieldsmen outside the circle
- Overs 7-20 Allowed 5 fieldsmen outside the circle

For 40 Over Games

- Overs 1-8 – Allowed 2 fieldsmen outside the circle
- Overs 9 -32 Allowed 4 fieldsmen outside the circle
- Overs 33-40 Allowed 5 fieldsmen outside the circle

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WICKET KEEPERS

- a. WHEN STANDING UP TO THE STUMPS – Mandatory wearing of Helmet, Pads & Gloves

COACHES

- a. There shall be no on field coaching except at Drinks Breaks. Coaches are able to send out messages in the normal manner with players swapping at regular interval, however, this instruction must not slow the game down.

ADDITIONAL PLAYING CONDITIONS

FOR T20 Games

A minimum of 5 overs must be bowled by each team to constitute a game. This also applies to the Finals Round.

FOR 40 Over Games

A minimum of 12 overs must be bowled by each team to constitute a game. This also applies to the Finals Round.

MATCH BALLS

- a. Kookaburra Balls shall be provided by QJC
- b. Balls shall be four-piece leather 142gram

WET WEATHER / TIME LOST

Calculation of Overs

Delayed Start

In the event of a late start, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes lost. However, if in the umpire's opinion the game can be played to a normal completion by extending the scheduled finish time where practical, then no adjustments are considered necessary. Likewise, if two (2) hours are lost and one hour of extra time is possible, the game should be adjusted to reflect one hour lost. The final over of the match must commence prior to 5:00 pm.

Interruption to Play

In the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time lost. Any overs or time lost shall be adjusted equally between both teams

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WET WEATHER / TIME LOST

Determining the Result

T20 Game

The team batting second must face five (5) completed overs, or be dismissed within 5 completed overs for a 20 over game, to constitute a game.

40 Over Game

The team batting second must face twelve (12) completed overs, or be dismissed within 12 completed overs for a 40 over game, to constitute a game.

If the team batting second has not had the opportunity to complete the agreed number of over and has neither been all out or passed the opponents score, the result shall be decided using the Duckworth Lewis Stern calculation.

<https://cricketrecords.online/duckworth-lewis-stern-dls-calculator>

GAME RESULT

Points shall be awarded as follows for all games:

- WIN – 4 points
- DRAW/TIE – 2 points
- LOSS – 0 points
- BONUS POINT
 - 0.01 points per run scored
 - 0.25 points per wicket taken

SCORERS

- a. All Wides and “No Balls” will be scored at 1 runs
- b. The scorer shall be an official position for each team.
- c. The PlayHQ Scoring App is to be used for each game, in addition to the easyscore scorebook. (One scorer to use Play HQ Live App, One scorer to use paper scorebook) and all official scorers must be competent in the use of the live scoring app.
- d. Games must have the match result finalised by saving and exiting the PlayHQ score by 5:45pm
- e. Host Zones will advise whether iPads/tablets will be provided or must be provided by teams.
- f. Scorers are required to have appropriate scoring materials, including a calculator.
- g. Easyscore Junior scorebook is the QJC preferred scorebook.

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TROPHIES

- a. Each Age group WINNER shall receive a trophy, and each member of the winning team shall receive a medallion. Trophies and medallions will be supplied by QJC.
- b. No INDIVIDUAL trophies are to be awarded but CERTIFICATES for meritorious performances, in any aspect of the game, shall be awarded.
- c. Base Criteria:

| Age Group | Batting (per innings) | Bowling (per innings) |
|-----------|-----------------------|-----------------------|
| Under 15 | 50 runs | 4 wickets |

Certificates may be awarded for special performances (e.g. Hat tricks, Partnerships, Fielding, Keeping, Spirit of Cricket). These shall be determined by the QJC Representative and the Championship Coordinator