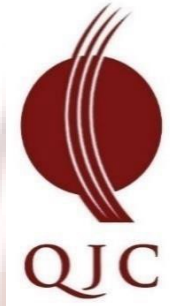


JENNY BLACK CUP

QJC U13 GIRLS – Southern Challenge Rules



CARNIVAL PREAMBLE

These Rules have been modified from the current QJC Southern Challenge Rules and apply to the Under 13 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.

GAME PLAY

ALL MATCHES (including Grand Final)

- Note that Grand Final will be First on the competition ladder versus second on the competition on the ladder after the completion of the Preliminary Rounds.

MAXIMUM 20 OVERS PER SIDE:

Morning Games – First innings 9.30am to 10.50am, second innings 11.10am to 12.30pm.

Afternoon Games – First innings 1.30pm to 2.50pm, second innings 3.10pm to 4.30pm.

TIME – 90 minutes per innings Including Drinks & Change over of innings

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

DRINKS – Maximum 5 minutes drinks break after 10 overs.

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

- a. U13 Girls may be played on turf or synthetic wickets. The pitch length is to be 18 metres in length, stump to stump.
- b. Inner Circle - 23metres from middle of stump at each end, then joined by a straight line.
- c. Boundary – 50 metres measured from the middle of the pitch.
- d. 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.
- e. 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.
- f. Prior to the commencement of play the Captain, Coach & Manager ONLY are allowed on the wicket area.
- g. Lightning Rule: In the event that thunder is heard within 30 seconds of lightning been 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

- a. Minimum of 8 (eight) players must bowl.
- b. Maximum number of overs for any bowler is 3.
- c. 6 legal deliveries constitute an over. Maximum 8 ball over.
- d. NO BALLS
 - i. Free Hit for ALL NO BALLS
 - ii. 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.
 - iii. Full toss above Waist high includes spinners.
 - iv. More than 2 bounces before popping crease.
 - v. If the wicket is disturbed at the non-strikers end in the delivery motion this will be a No ball.
- e. 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.
- f. 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.

BATTING

- a. It is mandatory for Batsman to RETIRE at 30 balls including No-balls but exclude wides.
- b. Coaches can retire batsman after facing 12 balls include No-balls but exclude wides.
- c. Retired batsman may bat again, in order of Retirement, after the fall of the last wicket.
- d. If a batsman is retired before facing 12 balls, NO retired batsman will be able to return to the crease.
- e. Retirement does not constitute the fall of a wicket for bowling bonus point's purposes.
- f. Helmet – All players must wear a helmet when batting
- g. All players must wear the usual protective gear e.g. batting gloves and two batting leg pads.

FIELDING

- a. No fielders within 10 metres of the batsman with the exception of Slips, Gully and Wicketkeeper
- b. 11 players on the field at any one time – unlimited interchange

- c. No more than 5 players on leg side at any time
- d. **A maximum of 2 players** allowed outside the inner circle for the **first 6 overs**. **A maximum of 4 players** allowed outside the inner circle for the **remainder of the overs**.
- e. 4 impact players are to be employed at all times. These are either in the slip cordon including gully or within 4 m of the boundary. This is to ensure gaps in the ring field at all times to allow more singles.
- f. Breaches of the above fielding rules will be ruled as a “No Ball”

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

- a. A minimum of 10 overs must be bowled by each team to constitute a game. This also applies to the Grand Final.
- b. Unless bowled all out, the team batting second is required to bat 20 overs (or the relevant number of overs in a game shortened by adverse conditions) even though they passed the other teams score. Note that this is not required in the Grand Final and the game can cease once the match has been won.
- c. Batting order – Where double headers are played on the same day, every player in that team must bat at least once out of the two matches. Failure to adhere to this rule will constitute loss of points for that match. Note- This will not apply to Grand final matches on Friday.

MATCH BALLS

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

WET WEATHER / TIME LOST

- a. If any time is lost due to weather, play can be extended up to an hour to complete 20 overs for each side.
- b. Every 4 mins lost will be a loss of 1 over. If too much time is lost and requires a calculation for a game result as follows:
 - i. If time is lost prior to the start of play, the number of overs will need to be reduced for each side.
 - ii. If time is lost after the team batting first innings has commenced, the Duckworth Lewis Stern Calculation on MyCricket will be used as per QJC Rules.

Note – In the event of wet weather prior to the start of play, alternate synthetic pitches may be used or the format will be reduced. The Carnival Co-ordinator will advise prior to start of match.

GAME COMPLETION

GAME RESULT

Points shall be awarded as follows for 20 Over 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. Failure to bowl 20 overs in 90 mins will result in a 10 run penalty per over missed. Penalty runs to be added as Byes to the Batting team.
- c. The scorer shall be an official position for each team.
- d. 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.
- e. Games must have the match result finalised by saving and exiting the PlayHQ score by 5:45pm
- f. Host Zones will advise whether iPads/tablets will be provided or must be provided by teams.
- g. Scorers are required to have appropriate scoring materials, including a calculator.
- h. Easyscore Junior scorebook is the QJC preferred scorebook.

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 13	30 runs	3 wickets

- d. 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.