

Thursday, 31 October 2019



Inner East Girls Cricket Rules and Regulations Season 2019/20

2019/20 Season

INTRODUCTION

Inner East Girls Cricket is an “all girls” cricket competition that is run on behalf of the Eastern Cricket Association and Box Hill Reporter District Cricket Association in the Eastern Region of Metropolitan Melbourne. We are the prominent “all girls” competition in Victoria.

The participation pathway is clear and structured with Stage1, 2 + 3 grades, we make sure the transition is smooth by utilizing the Cricket Australia Formats.

Emphasis of our competition is on participation, learning the game, developing skills and, most importantly, having fun, whilst also providing a pathway for representative cricketers. We want to make sure that girls love cricket and will keep returning to play, be they social cricketers or competitive representative cricketers.

Committee:

Sharon Lynas 0438 964 251 Administrator Inner East Girls Cricket ecagirlscricket@gmail.com

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Season dates for Wednesday + Sunday leagues:

Spring Season:

Round 1 - Wed 16 October + Sunday 20 October - 8 rounds

Finals For Stage 2 and 3 Wed 19/12/2018 + Sunday 15 December

Summer Season:

Round 1 - Wed 2 February + Sunday 5 February – 6 rounds

Finals For Stage 2 and 3 Wed – 11 March

Grounds:

Team shown first on the fixture list is the nominated Home team and will be responsible for setting up the grounds and providing equipment for the matches.

Fees and Girls Memberships:

Affiliation fees will remain the same, that is \$50 per team, to help offset the costs of the neutral grounds.

Scoring this season:

Home team is responsible for the Online scoring via. MyCricket.

Away team MUST score a hard copy.

Download your teams onto mycricket prior to commencement of the game.

Download the game onto your tablet prior to scoring.

Match Points:

Girl's competition points shall be recorded as follows:

Win	6 points
Abandon, tie or drawn match	3 points
Bye, Walkover or forfeit	6 points
Loss	0 points

First Aid:

Each home team shall provide a first aid kit and ice.

Uniforms:

All players in any side shall wear the same coloured uniform if possible.

Head gear shall be club coloured cap or hat.

Black Shorts, black leggings or cricket pants are allowed for all stages.

Playing Times:

Team managers should endeavour to have the match concluded by 7pm.

If play has not commenced by 5.30pm then play shall be abandoned for the day.

We will not have official umpires, teams must supply their own umpire.

All games are 20/20 Matches.

Weather Policy:

- Keep an eye out on our Facebook page for cancelations.
- Unless it is already raining heavily across Melbourne, or has already reached 36°C, we will not cancel games. We will expect everyone to turn up at their designated ground and the Team Managers will decide if play is possible, or not.
- The team managers will be responsible for decisions about the fitness or future fitness of the pitch and/or ground. In such cases, play will not commence, continue or resume unless the team managers agree. When the team managers cannot agree whether to play, wait or not to play one hour after the scheduled time for play to have commenced, there shall be no play.
- Before the commencement of play on any day the team managers shall see that any necessary steps are taken to improve the ground or pitch, with a view to expediting play, and shall not draw stumps (that is, abandon play for the day) until the hour fixed by these rules for the conclusion of the day's play, unless satisfied there is no possibility for play.
- The ground is considered unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets. (Play should not be delayed or suspended merely because the grass and the ball are wet.)
- After the commencement of play each day the team managers shall be in sole control of the match and retain overall responsibility and authority for decisions made relating to cancelling a game.
- Play shall continue until the time fixed for ceasing play, unless in the opinion of the team managers the conditions are not good enough to continue.

In the event of an active thunderstorm or electrical storm in the immediate vicinity of the ground, play is to cease immediately and all players and umpires are to find safe shelter without delay.

Play should resume not less than 30 mins after the last lightning strike. Provisions of this rule are non-discretionary and may not be ignored or varied by agreement or unilateral decision by team managers or umpires.

- If an official umpire has been appointed to a match (finals), decisions about whether conditions are fit for play to commence, resume or continue are the responsibility of the official umpire. The official umpire (if appointed) may consult with the team managers in reaching his decisions.

Heat Policy:

The heat policy is applied for player safety and the rules are non-discretionary. These rules are not to be ignored or varied by agreement or unilateral decision by team managers or umpires. Where heat is an issue, temperatures are to be monitored by team managers. Umpires are to be advised immediately when the critical temperatures shown below are reached and play is to stop.

Temperatures are to be obtained from Weather Bureau telephone 1196 or web address c.bom.gov.au/vic/Melbourne. The executive committee, at its discretion, may declare play abandoned for the day, where forecasts predict adverse weather conditions and this will be published on Inner East Girls Website www.iegc.com.au

No scheduled match will commence if the temperature has reached 36 degrees Celsius by 2pm. If play has started and temp reaches 36 degrees during play, play may be delayed for a maximum of 30 mins. If play does not commence or resume, play is to be abandoned for the evening.

Code of Conduct:

iEGC endorses the ECA code of behaviour. Each club needs to provide a code of conduct to both players and parents. We have strong standards to maintain, any complaints at games will be heard by our Dispute Committee, that will be two members of our Committee.

Coach accreditation:

Each team needs to have a certified Level 1 coaching accreditation. Courses run by Cricket Victoria will be available before the season starts and are free.

Working with Children's Checks:

All clubs are responsible for keeping a register of "Working with Children" Checks. Anyone involved with a team, even if a parent, must have a current "working with children" card.

Format Rules:

Below are the rules of cricket for Stages 1, 2 & 3.

Stage 1 + 2 Encourage participation + some rules reflect the iEGC philosophy of having fun.

Stage 3 Encourages game play with transition to Senior Womens Community Cricket.

Some of these rules can also be found at the start of the scorebook.

THESE RULES BELOW OVERRIDE THE SCOREBOOK RULES.

The Committee recommends Team Managers + Coaches meet before the game and agree, particularly in Stages 2 + 3 how many balls are to be faced by each player.

This can depend on how many players each team has.

This is to be communicated to scorers to avoid confusion and each team is being as fair as possible.

Umpires are in control of the game, Team Managers and Adult carers should not be on the ground while game is in play. Scorers and Team Managers can call for the game to stop from the boundary if they need to discuss something to the umpires during play.

iEGC Committee want to remind all Adult's present at the game they have an important role in supporting junior cricket.

1. *This is not the World Cup*
2. *These are children*
3. *The umpires are human*
4. *Parents and carers should not shout from the sidelines as this causes confusion.*
5. *Please encourage all participants including opposition, this increases enjoyment of the game for all.*
6. *These formats are designed for 'Participation over Premierships'.*
7. *No parent or carer is to enter the field of play under any circumstances unless directed by the umpires.*

iEGC will be monitoring the behaviour of all parents and carers at match day and will not tolerate any abusive, intimidating or negative comments directed to any individual player, umpire, team manager, coach, opposition persons.

Mycricket results will be monitored to ensure all girls get an equal amount of bowling + batting rotation.

Stage 1 – Refer Page 5

Stage 2 – Refer Page 7

Stage 3 – Refer Page 10

Inner East Girls Cricket Stage 1 Junior Format Cricket Guidelines

This format is designed for children who have completed the Milo T20 Blast Program and/or Milo In2 Cricket Program.

Coach: An accredited Community (Level 1) Coach should be present.

Ball: Only Kookaburra 130 g softballs are to be used.

Time: Team 1 bats for 75 minutes, Team 2 bats for 75 minutes to a maximum innings of 20 overs each or whichever comes first.

Boundary: The ground should be marked at a maximum 35 m diameter around the pitch (measured from the batters stumps)

Protective Equipment: Helmet (including the wicket keeper), batting pads, gloves and protector.

Team: 7 Players /Team, however the game works equally well for up to 9 players with fielding rotations & a game can commence with 5 Players/Team. Less than 5 players will result in a forfeit.

Pitch: Players play on 16m pitch.

Equipment:

- Two sets of portable stumps (with base and bails).
- Measuring tape or string to measure Pitch Length and Boundary
- Boundary markers , cones
- Chalk, tape or paint (water based) to mark crease.

Batting:

- All batters must retire after 'X' balls have been faced – Refer table
- If an extra ball is required (ie 7x17=119), the striker at the time will face the 120th
- All balls regardless of wides/no balls are included in the batters total ball count
LBW is NOT OUT

Tip: Encourage your players to 'take guard' prior to starting to bat.

Bowling:

- Maximum 6 balls per over which includes wides and no balls
- Bowlers are to bowl from one end the entire innings
- All players including wicket keeper are to bowl
- Overs are to be equally divided between all players as nearest as possible – refer Table. With exception of keep who changes after 10 overs all players must bowl an over prior to commencing their 2nd over.

Number # of players	5	6	7	8	9
Max # overs to BOWL	5x4	2x4	6x3	4x3	2x3
		4x3	1x2	4x2	7x2
Max # balls to BAT	24	20	17	15	13

Tip: Encourage players to follow through after bowling

Fielding:

- No fielder within 15m of batter or each other (except wicket keeper), to encourage singles and safety.
- Rotation of fielders is compulsory (clockwise or anti clockwise it doesn't matter) to ensure all players experience different fielding positions
- Each team is required to have 2 wicket Keepers (10 overs each).
- If more than 7 players are present, they should rotate on/off field each over eg. Maximum 7 players on the field at once.

Tip : Umpire/Coach have a list of your fielding players with you and set them out in the field in the order of bowling. Simply rotate after the end of each over!

Dismissals

- Unlimited dismissals until the full quota of balls is faced - refer table above.
- 4 runs per wicket is to be added to the opposition (bowling teams) total at the end of innings.

Tip: If the ball hit's the stumps or hit the base of the spring loaded stumps and the bails do not dislodge. This is still not out, move on. It isn't the World Cup.

Inner East Girls Cricket Stage 2 Junior Format Cricket Guidelines

Each team must decide before the start of the game how many balls each batter faces. Each team may decide to bat differently, as in they may share the balls between the no of batters they have, or they may decide to only have a certain no of batters face 20 balls(as is in CA format). Either is fine but must be made clear before the start of the game.

Coach: An Accredited Community (Level 1) Coach should be present.

Ball: Only Kookaburra 142g Pink leather ball to be used.

Time: Team 1 bats for 75 minutes, Team 2 bats for 75 minutes to a maximum innings of 20 overs each or whichever comes first.

Boundary: 45m (maximum)- measured from the middle of the wicket.

Pitch : 18 m length.

Protective Equipment: Helmet (including the wicket keeper), batting pads, gloves and protector.

Team: 9 Players per team, however the game works equally well for up to 11 players with fielding rotations & a game can commence with 7players/Team. Less than 6 players will result in forfeit. See table for minimum total over guidelines.

Equipment:

- 2 sets of portable stumps
- Measuring tape or string to measure pitch length and boundary.
- Boundary markers or cones.
- Chalk, tape or paint (water based) to mark crease.

Batting:

- All batters retire on an agreed # of balls faced (20 balls is the maximum) – it is assumed some players will be dismissed/out.
- Retired batters can return only once when all other batters have batted and only in the order in which they retired.
- Returning retired batters can face no more than their initial ball # total
 - eg. Batter faces 20 – returns and faces no more than 20 balls
 - Batter faces 17 balls – returns and faces no more than 17 balls etc.
 - Retired batters cannot come in again after they have faced their allocated balls a second time. The batters innings is now finished.
 - Batter faces 20 balls, comes back in faces another 20 balls.
 - The batters innings is now finished.
- All balls will be included in the batter's ball count – including no balls and wides.
- LBW is not applicable for the first instance – the batter MUST first receive a warning and it is to be acknowledged by the batter and opposition coach/umpire, for the 2nd instance they are out. Umpires to use their discretion on this. See dismissals below.
- The innings is deemed closed after 8 wickets have fallen if you have 9 players, 8 wickets have fallen if you have 8 players (See Last Man's Tucker below), 7 wickets have fallen if you have 7 players (See Last Man's Tucker below) etc. Teams can play with more than nine players but the maximum wickets lost remains at 8 and the maximum number of batters is 9.

'Last Man's Tucker' ruling:

- This ruling is only applicable for batters who have not previously retired and are in their first allocated # of balls. Team to provide a runner at the non-striker's end. The runner does not face any balls and is only there to run. If she is run out the innings is deemed closed. Last batter shall receive remaining balls until she has been (whichever is first);
 - a) Dismissed.
 - b) Faced allocated # of balls.
 - c) Innings is closed (usually 120 balls)

Tip 1: Encourage players to 'take guard' when first coming in to bat and not bat standing across their stumps.

Bowling:

- Maximum 6 balls per over which includes wides and no balls – Last over 8 balls Maximum.
- All players including wicket keeper are to bowl.
- Overs are to be equally divided between all players as nearest as possible – refer Table.
- With exception of keeper who changes after 10 overs all players must bowl one over prior to commencing their 2nd over.
- Bowlers are to bowl from one end for the entire innings.

Number # of players	7	8	9	10	11
Max # overs to BOWL	6x3 1x2	4x3 4x2	2x3 7x2	10x2	9x2 2x1

Tip1: Encourage players to appeal for LBW.

Tip 2: Your 2nd WK needs to be one of your first bowlers to ensure even spread of bowlers.

Fielding:

- No fielder within 10m of batter or each other (except wicket keeper), to encourage singles and safety.
- Rotation of fielders is not compulsory but is strongly encouraged (clockwise or anti clockwise it doesn't matter) to ensure all players experience different fielding positions.
- Each team is required to use 2 wicket Keepers (10 overs each).
- If more than 9 players are present, they should rotate on/off field each over I.e. Maximum 9 players on the field at once.

If there is unequal numbers with fielding teams it is encouraged teams provide a sub-fielder to ensure fairness and within the spirit of the game.

Tip 1: Umpire/Coach have a list of your fielding players with you and set them out in the field in the order of bowling. Simply rotate after the end of each over!

Tip 2: 5 step rule (walking in rule). Encourage your girls to take 5 steps forward from when the bowler has started their runup and bowled the ball.

Tip 3: Encourage fielders to appeal for LBW.

Dismissals:

- All modes of dismissal count.
- LBW is applicable after warning. – see 'batting'.

Tip: If the ball hit's the stumps or hit the base of the spring loaded stumps and the bails do not dislodge. This is still not out, move on. This isn't the World Cup.

Tip 2: There is no Digital Review System (DRS) in this. Umpires/Coaches, common Sense should prevail here. No point in giving out someone who is batting out of their crease playing a forward defence, hitting the front pad whilst down leg side. A full length delivery or Yorker that has caught the rear pad in front of middle stump is more appropriate. Make sure the bowlers appeal first.

Inner East Girls Cricket Stage 3 Junior Format Cricket Guidelines

Coach: An Accredited Community (Level 1) Coach should be present.

Ball: Only Kookaburra 142g Pink leather ball to be used.

Time: Team 1 bats for 75 minutes, Team 2 bats for 75 minutes to a maximum innings of 20 overs each or whichever comes first.

Boundary: 50m (maximum)- measured from the middle of the wicket.

Pitch : 20.12 m (standard pitch length).

Protective Equipment: Helmet (including the wicket keeper), batting pads, gloves and protector.

Team: 9 Players per team, however the game works equally well for up to 11 players with fielding rotations & a game can commence with 7players/Team. Less than 6 players will result in forfeit.

Equipment:

- 2 sets of stumps with bails – preference not spring loaded
- Measuring tape or string to measure pitch length and boundary.
- Boundary markers or cones.
- Chalk, tape or paint (water based) to mark crease.

Batting:

- All batters retire at on an agreed # of balls faced (30 balls is the maximum) – it is assumed some players will be dismissed/out. – you can retire batters earlier to give other batters an opportunity to bat.
- Retired batters can return only once when all others batters have batted.
- Returning retired batters can face no more than their initial ball # total;
 - Batter faces 30 – returns and faces no more than 30 balls.
 - Batter faces 17 balls – returns and faces no more than 17 balls etc.
 - Retired batters cannot come in after they have faced their allocated balls a second time. The batter's innings has now finished.
 - Batter faces 30 balls, comes back in faces another 30 balls.
 - The batter's innings is now finished.
- All balls (regardless of wides or no balls) will be included in the batter's ball count.
- LBW is in play and it is to be given when 'Beyond Reasonable Doubt'. – Refer 'dismissals'
- The innings is deemed closed after 8 wickets have fallen if you have 9 players, 8 wickets have fallen if you have 8 players (See Last Man's Tucker below), 7 wickets have fallen if you have 7 players (See Last Man's Tucker below) etc. Teams can play with more than nine players but the maximum wickets lost remains at 8 and the maximum number of batters is 9.

'Last Man's Tucker' ruling:

- This ruling is only applicable for batters who have not previously retired and are in their first allocated # of balls. Team to provide a runner at the non-striker's end. The runner does not face any balls and is only there to run. If she is run out the innings is deemed closed. Last batter shall receive remaining balls until she has been (whichever is first);
 - d) Dismissed.

- e) Faced allocated # of balls.
- f) Innings is closed (usually 120 balls)

Tip 1: There is no Digital Review System (DRS). Umpires/Coaches, common Sense should prevail here. No point in giving out someone who is batting out of their crease playing a forward defence, hitting the front pad whilst down leg side. A full delivery or Yorker that has caught the rear pad in front of middle stump is more appropriate. Please ensure they appeal.

Tip 2: Encourage players to 'take guard' when first coming in to bat and not bat standing across their stumps.

Bowling:

- 8 balls Maximum per over including no balls and wides
- A minimum of 8 players must bowl
- There is a maximum of 3 over's per bowler
- Innings to be bowled from one end
- Two wicket keepers are optional

Tip 1: Encourage players to appeal loud for LBW + caught behind.

Tip 2: Your 2nd WK needs to be one of your first bowlers to ensure even spread of bowlers.

Fielding:

- No fielders within within 10 m of batter or each other (except regulation wicket keeper, slips and gully).
- A rotation of fielders is not compulsory but strongly encouraged to ensure all players experience all positions.
- If more than 9 players are present, they should rotate on/off field each over. i.e. Maximum 9 players on the field at once.

Tip 1 : Umpire/Coach have a list of your fielding players with you and set them out in the field in the order of bowling. Simply rotate after the end of each over!

Tip 2: Encourage players to appeal loud for LBW + caught behind.

Dismissals:

- All modes of dismissal count – LBW is in play – see below.

Tip: If the ball hit's the stumps or hit the base of the spring loaded stumps and the bails do not dislodge. This is still not out, move on. This isn't the World Cup.

Tip 2: There is no Digital Review System (DRS). Umpires/Coaches, common Sense should prevail here. No point in giving out someone who is batting out of their crease playing a forward defence, hitting the front pad whilst down leg side. A full length delivery or Yorker that has caught the rear pad in front of middle stump is more appropriate. Make sure the bowlers appeal first.