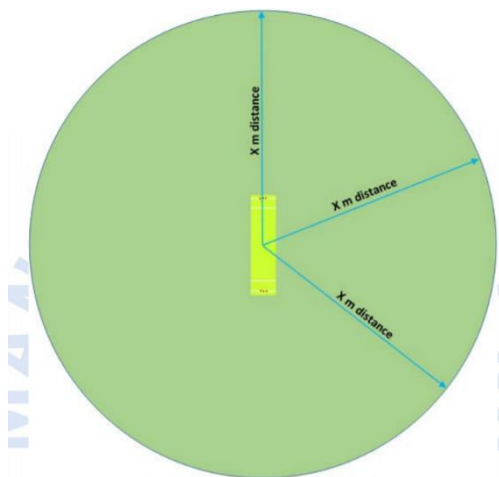


U15 Girls - Game Day Summary T20, 1pm start

The aim of the girls Saturday competition is to give all participants, as much as possible, equal opportunity. Players of better than "average" ability are catered for by way of representative cricket, specialised intensive coaching etc.

Field setup

Boundary 40m from centre point of the wicket, a circle (tape measure and cones).



Note on Millers fields the boundary between the two pitches needs to be shortened to 34m for u15s on the left side when looking from the clubhouse. The game on the next field, u13 girls, is shortened to 30m where they would overlap.

Pitch - Full length, wooden spring stumps are fine – speeds up the game

The Game

A team consists of 9 players (min 7 , max 11)

Ball- leather 142g pink Jaffa Kooka

Fielders

- 9 max to field at one time (if more rotate on/off)
- No fielder closer than 10m to batter (ex wicket keeper or off side slip)

Batting

When out a batter is out (types - bowled, caught, run out, stumped, hit wicket, LBW – pref middle of middle)

All balls except wides will be included in the batters ball count, excluding dead balls. If a ball when bowled LANDS OFF THE PITCH AREA before passing the batters stumps it is a no ball, as is a ball that bounces more than twice before reaching the popping crease, or is over hip height on the full.

A batter's innings will continue until she has **faced 30 deliveries**, then **retire not out**

Batters return in the order they retired when all others are out or retired. A returned retired batsman shall have a further 10 deliveries and then retire again.

Bowling

Bowl from both ends

10 players can bowl

All to bowl 2 overs before a bowler bowls a third when 9 or less bowlers

8 balls per over (max)

Wicket Keepers – recommend 1 or 2 per game, must wear helmet, can a bowl

Play can continue after target is reached

Once the side batting second passes the required score before 20 overs is complete in order to allow all players to participate play may continue until 2.5 hours after the start time (3.30pm), note scorebooks are ruled off when the total is passed. We recommend this especially early in the season and when it is not too hot (at the discretion of both team coaches or managers – the point is to maximise participation).

Score book symbols

W = Wicket

+ = Wide (for extra wides add one dot per run to the +)

○ = No Ball (for extra no balls show the number of extra runs inside the ○)

△ = bye (for extra byes show the number of extra runs in the triangle)

▽ = leg bye (for extra leg byes show the number of extra runs in the triangle)

UMPIRE SIGNALS

