

Girls/Kotiro T20 Smash Under 13 Playing

Quick Summary

Number of Players	Maximum 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.
Maximum Innings Length	20 overs
Pitch Length	18m stump to stump.
Boundary Size	Maximum 40m circle from the batter's stumps.
Exclusion Zone	No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.
Bowlers Run Up	15m from stumps at bowler's end.
Spin/Slow Bowling Overs	3 overs of spin/slow – wicket-keeper must be standing up to the stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	4 overs a game.
Minimum Overs Bowling	2 overs per player including wicket-keepers.
Maximum Balls Batting	18 balls including any wides/no balls.
Batting Grace Period	9 balls. Batters who get out during their grace period cannot return after they retire.
Maximum Balls Per Over	6 balls maximum except last over which is unlimited.
No Balls	Yes with Free Hits
LBW, Stumping	No LBW. Yes Stumping.
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	No official drinks break, however, if the innings is progressing quickly enough a 3-minute maximum break can be taken.
When Result Occurs	The team batting second wins when they score more runs than the first innings and all batters have passed their grace period (no batter can be retired early) or the overs are completed. The team fielding second wins when they bowl out the team batting second for less runs than they scored, or the overs are completed with the team batting second scoring less runs.
Who can Umpire	Coaches can umpire if there are no other options. Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
Coaching during games	No supporters shall communicate with any player or players on the field of play other than to cheer them on. Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down. No "yelling" instructions to players from the sidelines should occur.



1. Team Composition

Maximum 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.

- Players should be Under 13 on 1 April 2023.
- For all dispensation requirements and the application process please visit the Junior and Youth General Playing Conditions via our website.
- If in doubt, please talk to your Club Manager and request that they contact the Junior and Youth Manager (Kaiwhakahaere Tamariki me Rangatahi) at ACA.

2. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss and will automatically be batting first. If a team is not available to start a match on time, they will be deemed to have lost the match. All players must be entered into PlayHQ prior to the match.

3. Hours of Play & Over Rate

- **Tuesday Night T20:** 5pm – 7.30pm (Games can start earlier or later right up until 6pm with prior agreement from coaches/managers from both sides). These will be two separate half season competitions lasting 6 weeks each.
- **Saturday T20:**
 - Priority 1 time-slot: 8.30am – 11.00am
 - Priority 2 time-slot: 12.30pm – 3.00pm
 - Priority 3 time-slot: 3.30pm – 6.00pm
- This is a full season competition term 4 and term 1.
- ACA plans to schedule all games in their priority 1 time-slot, only if, due to no ground availability or both teams request will ACA action either the 2nd or 3rd time-slot. If this is actioned, ACA endeavor to give the teams as much notice as possible.
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a 3-minute break can be taken.
- The first innings should conclude no more than 1 hour and 5 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
- The second innings should conclude no more than 1 hour and 5 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed.

4. Players, Officials & Spectators Conduct

- This competition is played in accordance with the ACA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.
- No supporters shall communicate with any player or players on the field of play.
- Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.
- Under no circumstance shall team officials and spectators remonstrate with umpires.
- Team officials and spectators should recognise that the participation and enjoyment of the players is always paramount. Their behaviour around the players should reflect this.

- **All Game Managers** are to have registered and completed the online vulnerable persons module including police vetting.
- **All Coaches** are to have registered and completed the [Advanced Foundation Coaching Course](#) including police vetting.

5. Length of Innings

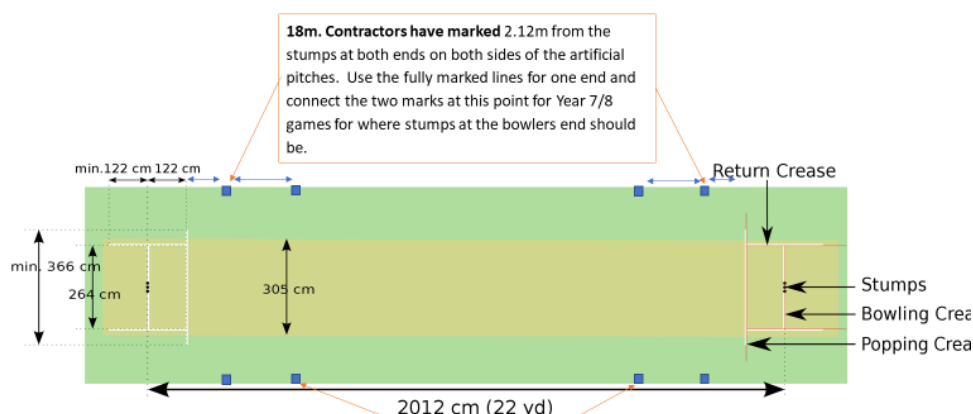
Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

6. Determination of Result

- When the team batting second passes the total of the team that batted first and all batters in the second innings have passed their grace period (batters cannot be retired early) or the full allotment of available overs is completed, whichever comes first, the team batting second will at that point be determined to be the winner of the game.
- Should the team that is bowling in the second innings dismiss the team batting second or the full allotment of available overs is completed, and the second innings score is less than the first innings score, whichever comes first, the team bowling second will at that point be determined to be the winner of the game.
- If PlayHQ says the game is over when the team batting second passes the score of the first team, IGNORE THIS AND CONTINUE AS THE RESULT IS ONLY DETERMINED AS ABOVE.

7. Pitch Length

18m. Use marked lines at one end and connect the two marks provided by contractors at the other end for the bowler's end stumps and a further 1.22m for the popping crease. Only standard chalk or tape can be used to mark crease lines. No landscapers chalk or spray paint should be used on any wickets or outfield.



8. Boundaries

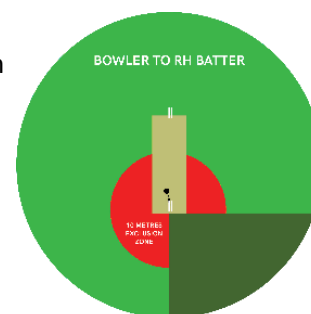
Maximum 40m circle from the batter's end and marked by cones or flags. It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

9. Fielding

- **Exclusion Zone:**

No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.

- At no time can more than 4 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the batter plays their shot.
- **If players encroach early, the umpire will signal and call a 'no ball' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.**



- **To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field at the end of each over. All players, other than the wicketkeeper, move in a clockwise direction. Where possible bowlers will bowl in the order of rotation until minimum overs have been completed. Once minimum bowling overs are completed, the bowling order is determined by the Captain.
- Should the designated Captain not be the wicketkeeper, they may stand in one position, and do not have to rotate.

10. Ball

A 142gm Kookaburra Water Resistant Crown Pink Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play.

11. Dismissals

All batters cannot be dismissed within their first 9 balls. If a batter is dismissed after facing at least 9 deliveries (i.e. the 10th ball is the first ball that if they get out they leave the field), they are out and the next batter will enter. Batters swap ends after each dismissal within these 9 balls and the wicket delivery is treated as plus 3 for the other team and the bowler gets credited. If the batter is out after their grace period, it is deemed a wicket and **no** runs are credited.

12. Stumpings, LBWs

Yes, to stumpings, no to LBWs. However, the umpire may insist on the batter taking middle stump as their guard.

Umpires are to ensure backing up batters do not leave early. A Dead ball can be called by the umpires.

13. Retirement/Batters Returning

- Compulsory retirement of batters after 18 balls faced (wides and no balls are counted). Retired batters may only return at the end of the innings once all other batters have either been dismissed or retired. Retired batters return to the crease in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Returning batters cannot be retired a 2nd time. Batters who were out during their grace period cannot return even if they retired.
- Batters cannot be retired early unless injured. However, batters can be retired once they

have reached their grace period and before they reach their maximum balls faced, only if the team are playing with an additional batter. If playing with an additional batter, grace periods and maximum balls faced must be spread equally amongst all batters. **This must be agreed upon prior to the game commencing by both coaches.**

- With the exception of the above, all players must face a minimum of their grace period unless the total overs have lapsed, this means that the 'Last Batter Standing' rule may apply if there are balls remaining in the innings.
- Last Batter Standing – when the last batter comes to the crease, they bat in the normal manner of the partnership with any batter who has not been dismissed or any retired batter returning to the crease (both players can take strike). If all other batters have been dismissed, the last batter standing receives all strike until their grace period has been reached or the maximum overs for the game have been completed (the last batter out remains at the crease to play as a runner only). Either batter may be runout and 3 runs will be added to the score of the bowling team.

14. Uneven Team Numbers

- If a team has more players than the required number for the grade, both coaches must agree before the match starts how this will be managed.
- A team may bat up to two players twice if they have less players than the required number for their grade.
- Any returning batter/s must be the lowest scoring batter/s (dismissed). These players may only bat at the end of the innings once all batters have either been dismissed or retired, **and** before any retired batters return to the crease.
- A dismissed batter returning for a second innings, is considered a new batter and as such has a new grace period and can bat through to retirement.
- Regardless of whether a team has more, or less players than required, the maximum number of fielders allowed on the field is equal to the maximum team number for that grade. If a team is short of players, the opposition should be asked for assistance with fill-in fielders. If a team has additional players, rotation must be between overs only, as to not disrupt the game time.
- In all circumstances the grade bowling restrictions remain in place. All players must bowl the minimum overs required for that grade, and no player may bowl more than the maximum allowable number of overs.

15. Bowling Restrictions

- Maximum 4 overs per player. Maximum 2 over spells.
- All players must bowl a minimum of 2 overs. No player may bowl their third over until all players, including any wicketkeepers, have bowled their minimum overs.
- A minimum of 3 overs of spin/slow bowling per innings - wicketkeeper must be standing up to the stumps and the umpire must be satisfied that the bowler is bowling spin/slow.
- A cone should be placed 15m behind the wickets at the bowler's end, which is the longest run up permitted. Any bowler that starts their run up beyond the cone will be deemed to have bowled a no ball.

NOTE: The wicket-keeper is deemed standing at the wicket as long as they are within 3m of the stumps.

16. No Balls/Wides

- **Normal cricket laws apply.**
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist when standing upright, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide-lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 6 deliveries per over. The last over has no maximum deliveries.
- No Balls and Wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or*
- b. The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply.
The last over of the innings will continue until a legitimate delivery is bowled to the batter.

17. Wicket-keeper

- A minimum of two wicket-keepers are required, however no more than two wicket-keepers are to be used during an innings to ensure that the match is not unduly delayed.
- Both wicket-keepers must also bowl the minimum number of overs.
- Wicket-keepers must wear ACA approved proper helmets.

18. Umpiring

- Coaches are permitted to umpire, however, it is best practice for coaches not to Umpire unless there are no other alternatives.
- Umpires are to stay in position at the bowlers end and square leg for a minimum of 5 overs before swapping positions. We encourage the same umpires remain throughout the game to ensure consistency.
- All umpires should have completed minimum free online [Umpiring Coaching Modules](#).
- Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
- Coaches/Managers are recommended to deliver any messages directly to players at an



appropriate moment, however, this must not slow the game down.

- No “yelling” instructions to players from the sidelines should occur.

19. Grades

ACA will divide entered teams into multiple regional competitions for this grade. Note, ACA will try to schedule games to minimise travel and may not be traditional home grounds for either team.

Note Regarding Finals Series Games

Please note due to time constraints it is not possible to have a Bowl Off or Super Over for these grades in the event of a tied game. In an elimination match where a winner must be found (e.g. Quarter Final or Semi Final) please refer to the Junior and Youth General Playing Conditions via the ACA website.

20. Points:

Win = 3 points Tie or Match Abandoned = 1.5 points Loss = 0 points

21. Weather Cancellations, Defaults, Helmet Policy and Other General Conditions

Please refer to the ACA Playing Conditions Webpage for information on Weather Cancellations, Defaults, Helmet Policies and other General Conditions.