



## **RULES – 40 OVER GAMES**

### **MELISSA BULOW CUP U'13 GIRL'S DEVELOPMENT CARNIVAL 2025**

#### **1. CARNIVAL PREAMBLE**

These Rules have been modified from the current QJC Championship Rules and apply to the Cricket Ipswich Under 13 Representative Development Competition.

At all times the concept of fair play, sportsmanship and commonsense, is to apply to development games which are intended to develop players to a higher standard. Under no circumstances will unseemly behaviour by players, coaches, managers, or parents etc be tolerated before, during or after a game. Player sledging or perceived open dissent with an umpire's decision will be harshly dealt with and may lead to suspension of a player from the competition.

Umpires shall observe these Special Rules, but otherwise the normal Laws and Rules of Cricket are to apply.

#### **2. TEAM SIZE:**

2.1 Team squads must not exceed 15 players.

2.2 Associations with more than one team involved must ensure that a player appears in no more than one team during the Carnival.

2.3 A team can bat and bowl 12 players

2.4 Only 11 fielders may be on the field at any one time.

2.5 11 wickets must fall for a team to be all out.

#### **3. GAME PLAY:**

3.1 Start time: 9.00am

3.2 Finish time: 3:50pm

3.3 Ball: 142g pink BDS ball

3.4 Pitch length 18m

3.5 Quarters cricket will be played:

- Team A bats 20 overs: 9:00 am – 10:30 am
- 10-minute break for changeover
- Team B bats 20 overs: 10:40 am – 12:10 pm
- Lunch 12:10 pm – 12:40 pm
- Team A bats 20 overs: 12:40 pm – 2:10 pm
- 10-minute break for changeover
- Team B bats 20 overs: 2:20 pm – 3:50 pm
- Mandatory innings close – 11 wickets falling
- Drinks to be taken as required minimum on the hour or 13 overs apart, whichever comes sooner. More frequent drink breaks should be taken if the conditions warrant, and the umpires agree.



#### **4. MAXIMUM OVERS – 40 Overs per side**

- 4.1 Game can be extended up to 60 mins only to complete game
- 4.2 Unless bowled all out, the team batting second is required to bat 40 overs (Or the relevant number of overs in a game shortened by adverse conditions) even though they have passed the other team's score.
- 4.3 If the team batting first is dismissed before the 40 overs the team batting second will commence their innings after a 10 min break. At the completion of the team batting second's 40 overs or 11 dismissals the team batting first may begin a second innings to complete the 40 overs or until time is up. There will be no points for winning second innings but bonus points for batting and bowling will apply. This allows for greater participation.

#### **5. WICKET KEEPER**

MANDATORY to wear Helmet when standing up to stumps

#### **6. BOWLERS**

- 6.1 Maximum number of overs to be bowled per spell in each innings by a fast or medium pace bowler shall be 4. The official umpire will decide which bowlers are subject to this rule. Generally, it is considered that a medium or fast bowler is one to which the wicketkeeper stands well back from the stumps.
- 6.2 Maximum number of 8 (eight) overs to be bowled per bowler per innings.
- 6.3 The equivalent of twice the number of overs bowled must elapse before a bowler can bowl again in the same innings after completing a spell.
- 6.4 6 legal deliveries constitute an over to a maximum of 8.
- 6.5 NO BALLS
- Full toss above Waist high includes spinners.
  - More than 2 bounces before popping crease.
  - If the wicket is disturbed at the non-striker's end in the delivery motion this will be a No ball.
- 6.6 Any fast or medium paced ball pitching and reaching the striker above shoulder height when the striker is standing in their normal batting stance shall be called a No Ball. All no balls will constitute a free hit for the following delivery.
- 6.7 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 45 CMS either side of the middle stump shall be drawn on the pitch.
- 6.8 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 her bowling spell.
- 6.9 A team will be penalised for failing to bowl the allotted number of overs in the allowed time. The penalty shall be 1 run for each ball not bowled and will be added to the opposition's score as Sundries.



Note: The penalty run provisions of Law 2.6(i), Law 18.5(b), Law 41 and Law 42 shall not apply, and the 5 penalty runs shall not be awarded, however players contravening these Laws should be counselled as to the requirements of the spirit of the game.

## **7. BATTING**

- 7.1 It is mandatory for Batters to RETIRE at 40 fair balls include No-balls but exclude wides.
- 7.2 Coaches can retire batters after facing 25 fair balls include No-balls but exclude wides. Once a result has been achieved retirements are allowed at any time without penalty.
- 7.3 Retired batters may bat again, in order of Retirement, after the fall of the last wicket.
- 7.4 If a batter is retired before facing 25 fair balls, NO retired batter will be able to return to the crease.
- 7.5 A batter shall not retire more than once.
- 7.6 Retirement does not constitute the fall of a wicket for bowling bonus point's purposes.
- 7.7 Helmet – All players must wear a helmet when batting
- 7.8 All players must wear the usual protective gear e.g., batting gloves, two batting leg pads and a groin protector.

## **8. FIELDERS**

- 8.1 Except in an area 90 degrees on the offside from Point to Wicketkeeper, no player is to field closer than 10 metres from the striker.
- 8.2 4 impact players will be in place at all times. These are either fielders in the slips cordon including gully or fielders within 4 m of the boundary. This is to ensure more gaps in the ring to allow singles and improve the flow of play.
- 8.3 A maximum of 2 players will be allowed outside the inner circle for the first 8 overs and a maximum of 4 for the remainder of the overs.

## **9. COACHES**

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.

## **10. WET WEATHER / TIME LOST**

- 10.1 In the event of a late start or interrupted play because of adverse conditions, the official umpires shall determine how much lost time will apply. An innings will be reduced at the rate of one over per 4 minutes lost.
- 10.2 A minimum of 20 overs must be bowled by each team to constitute a game.



10.3 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

10.4 Lightning Rule: If a clap of thunder occurs within 30 sec of a lightning strike, play must be stopped for 30 min. Play cannot resume until this does not occur. The same rule will apply to any lightning flash after the initial flash.

## **11. DETERMINING THE RESULT**

11.1 The team batting second must face twenty (20) completed overs, or be dismissed within 20 completed overs, to constitute a game

11.2 If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out or passed the opponent's score, the result shall be decided by Duckworth Lewis Stern. A suitable app can be downloaded from <https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en>. Match officials are requested to be familiar with the application prior to the start of the carnival.

## **12. GAME COMPLETION**

Game result

Points shall be awarded as follows for 40 Over Games:

WIN	6 points
DRAW/TIE	3 points
LOSS	0 points
EACH RUN	0.01 points
EACH WICKET	0.20 points

## **13.SCORERS**

The scorer shall be an official position for each team and teams will provide their own scorebooks. Also, teams will be responsible for supplying a scoring tablet. Each game will be scored on one tablet and one scorebook. In the event of any problems with mycricket live scoring, teams will be responsible for entering team scores into mycricket before the start of play the next day.



**RULES – 50 OVER GAMES**  
**LES KINNANE MEMORIAL SHIELD U'13**  
**DEVELOPMENT CARNIVAL 2025**

**1. CARNIVAL PREAMBLE**

These Rules have been modified from the current QJC Championship Rules and apply to the Cricket Ipswich Under 13 Representative Development Competition.

Note that Impact Players do not form part of these rules and are not used in the Les Kinnane carnival.

At all times the concept of fair play, sportsmanship and common-sense, is to apply to development games which are intended to develop players to a higher standard. Under no circumstances will unseemly behaviour by players, coaches, managers, or parents etc be tolerated before, during or after a game. Player sledging or perceived open dissent with an umpire's decision will be harshly dealt with and may lead to suspension of a player from the competition.

Umpires shall observe these Special Rules, but otherwise the normal Laws and Rules of Cricket are to apply.

**2. TEAM SIZE**

2.1 Team squads must not exceed 15 players.

2.2 Associations with more than one team involved must ensure that a player appears in no more than one team during the Carnival and that only 12 players (batting, bowling, and fielding) be used on any given day.

2.3 A team can bat and bowl 12 players

2.4 Only 11 fielders may be on the field at any one time.

2.5 11 wickets must fall for a team to be all out

**3. GAME PLAY**

3.1 Start time: 9.00am

3.3 Finish time: 4.30pm

3.3 Ball: 142g 2-piece pink BDS ball

3.4 Pitch length 18m

3.5 Quarters cricket will be played:

- Team A bats 25 overs: 9:00 am – 10:40 am
- 10-minute break for changeover
- Team B bats 25 overs: 10:50 am – 12: 30 pm
- Lunch 12:30 pm – 1:00 pm
- Team A bats 25 overs: 1:00 pm – 2:40 pm
- 10-minute break for changeover
- Team B bats 25 overs: 2:50 pm – 4:30 pm
- Mandatory innings close – 11 wickets Falling
- Drinks after 13 overs. More frequent drink breaks should be taken



if the conditions warrant, and the umpires agree. Drinks are to be taken on the field

#### **4. MAXIMUM OVERS – 50 Overs per side**

4.1 Game can be extended up to 60 mins only to complete game

4.2 Unless bowled all out, the team batting second is required to bat 50 overs (Or the relevant number of overs in a game shortened by adverse conditions) even though they have passed the other team's score.

#### **5. WICKETKEEPER**

MANDATORY to wear a Helmet when standing up to stumps

#### **6. BOWLERS**

6.1 Maximum number of overs to be bowled per spell in each innings by a fast or medium pace bowler shall be 4. The official umpire will decide which bowlers are subject to this rule. Generally, it is considered that a medium or fast bowler is one to which the wicketkeeper stands well back from the stumps.

6.2 Maximum number of 8 (eight) overs to be bowled per bowler per innings

6.3 The equivalent of twice the number of overs bowled must elapse before a bowler can bowl again in the same innings after completing a spell.

6.4 6 legal deliveries constitute an over.

6.5 NO BALLS

- Full toss above Waist high includes spinners
- Free hits" for balls following a no ball

6.6 Any fast or medium paced ball pitching and reaching the striker above shoulder height when the striker is standing in their normal batting stance shall be called a No Ball.

6.7 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 45 CMS either side of the middle stump shall be drawn on the pitch.

6.8 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.

6.9 A team will be penalised for failing to bowl the allotted number of overs in the allowed time. The penalty shall be 1 run for each ball not bowled and will be added to the opposition's score as Sundries.

Note: The penalty run provisions of Law 2.6(i), Law 18.5(b), Law 41 and Law 42 shall not apply, and the 5 penalty runs shall not be awarded, however players contravening these Laws should be counselled as to the requirements of the spirit of the game.



## **7. BATTING**

- 7.1 It is mandatory for Batsman to RETIRE at 40 fair balls include No-balls but exclude wides.
- 7.2 Coaches can retire batsman after facing 25 fair balls include No-balls but exclude wides.
- 7.3 Retired batsman may bat again, in order of Retirement, after the fall of the last wicket. However, players who have played more than 3 games at state carnival level may not return after being retired.
- 7.4 If a batsman is retired before facing 25 fair balls, NO retired batsman will be able to return to the crease.
- 7.5 A batsman shall not retire more than once.
- 7.6 Retirement does not constitute the fall of a wicket for bowling bonus point's purposes.
- 7.7 Helmet: All players must wear a helmet when batting
- 7.8 All players must wear the usual protective gear e.g., batting gloves, two batting leg pads and a groin protector.

## **8. FIELDERS**

Except in an area 90 degrees on the offside from Point to Wicketkeeper, no player is to field closer than 10 metres from the striker.

## **9. COACHES**

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.

## **10.WET WEATHER / TIME LOST**

- 10.1 In the event of a late start or interrupted play because of adverse conditions, the official umpires shall determine how much lost time will apply. An innings will be reduced at the rate of one over per 4 minutes lost.
- 10.2 A minimum of 20 overs must be bowled by each team to constitute a game.
- 10.3 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
- 10.4 Lightning rule: If a clap of Thunder occurs within 30 seconds of a Lightning Flash, play must be stopped for 30 minutes. Play cannot resume until this does not occur. The same rules will apply to any lightning flash after the initial flash.

## **11.Determining the Result**



11.1 The team batting second must face twenty (20) completed overs, or be dismissed within 20 completed overs, to constitute a game

11.2 In a reduced overs match, the result will be determined by Duckworth Lewis.

A suitable app can be downloaded from

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en>

Match officials are requested to be familiar with the application prior to the start of the carnival.

NB - In the event of wet weather prior to the start of play, alternate synthetic pitches may be used, the carnival co-ordinator will advise prior to start of match.

## **12.GAME COMPLETION**

### **GAME RESULT**

Points shall be awarded as follows for 50 Over Games:

WIN	6 points
DRAW/TIE	3 points
LOSS	0 points
EACH RUN	0.01 points
EACH WICKET	0.20 points

## **13.SCORERS**

Each team is requested to have available a tablet (iPad or similar) for “live” scoring on the My Cricket app. If both teams have a tablet, then the “home” team will score on the tablet. The “away” team will score on a paper scorebook. Results and scores are to be uploaded as soon as possible at the conclusion of the game.

## **RULES – T20 GAMES** **LES KINNANE MEMORIAL SHIELD U’13** **DEVELOPMENT CARNIVAL 2022**

### **1. PREAMBLE**

These Rules have been modified from the current QJC Championship Rules and apply to the Cricket Ipswich Under 13 Representative Development Competition.

Note that Impact Players do not form part of these rules and are not used in the Les Kinnane carnival.





## **2. T20 MATCHES – GAME**

- 2.1 Maximum overs: 20 overs per side
- 2.2 AM game Start time: 9.00am - Finish time: 12.10pm
- 2.3 PM game Start time: 1.00pm - Finish time: 4.10pm
- 2.4 Time: 90 minutes per innings
- 2.5 Drinks to be taken after 10 overs. Drinks are to be taken on the field.
- 2.6 Balls: 142g pink 2 piece BDS ball
- 2.7 Mandatory innings close - 11 wickets falling

## **3. Wicket keeper**

Mandatory to wear helmet when standing up to stumps

## **4. Bowlers**

- 4.1 Minimum of 8 players must bowl
- 4.2 Maximum number of overs for any bowler is 3
- 4.3 6 legal deliveries constitute an over
- 4.4 Wides and “no balls” – automatically 1 run
- 4.5 NO BALLS
  - Full toss above waist high includes spinners
  - Free hits for balls following a no ball.
- 4.6 Any fast or medium paced ball pitching and reaching the striker above shoulder height when the striker is standing in their normal batting stance shall be called a No Ball.
- 4.7 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 45 CMS either side of the middle stump shall be drawn on the pitch.
- 4.8 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.

## **5. BATTING**

- 5.1 It is mandatory for Batsman to retire at 30 fair balls include No-balls but exclude wides.
- 5.2 Coaches can retire batsman after facing 12 fair balls include No-balls but exclude wides.
- 5.3 Retired batsman may bat again, in order of Retirement, after the fall of the last wicket.
- 5.4 If a batsman is retired before facing 12 fair balls, NO retired batsman will be able to return to the crease.
- 5.5 Retirement does not constitute the fall of a wicket for bowling bonus point's purposes.
- 5.6 Helmet – All players must wear a helmet when batting



5.7 All players must wear the usual protective gear. e.g., batting gloves, two batting leg pads and a groin protector.

## **6. FIELDERS**

6.1 Except in an area 90 degrees on the offside from Point to Wicketkeeper, no player is to field closer than 10 metres from the striker.

6.2 11 players on the field at any one time – unlimited interchange

6.3 No more than 5 players on leg side at any time

6.4 Breaches of the above fielding rules will be ruled as a “No Ball”

## **7. COACHES**

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 intervals however, this instruction must not slow the game down.

## **8. SPECIAL PLAYING CONDITIONS**

8.1 A minimum of 10 overs must be bowled by each team to constitute a game

8.2 Unless bowled all out, the team batting second is required to bat 20 overs (or the relevant number of overs in a game shorted by adverse conditions) even though they passed the other team’s score.

8.3 Where 2 t20’s are played on the same day, the batting order continues from the 1<sup>st</sup> match, with balls faced “carrying over” into the 2<sup>nd</sup> game.

## **9. WET WEATHER**

9.1 If any time is lost due to weather, play can be extended up to an hour to complete 20 overs for each side.

9.2 Every 4 mins lost will be a loss of 1 over

9.3 A Minimum of 5 overs per side must be bowled to achieve a result

9.4 In a reduced overs match, the result will be determined by Duckworth Lewis. A suitable app can be downloaded from

<https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en>

Match officials are requested to be familiar with the application prior to the start of the carnival.

## **10. GAME COMPLETION**

Game points

Points shall be awarded as follows:

WIN	4 points
DRAW/TIE	2 points
LOSS	0 points
EACH RUN	0.01 points



EACH WICKET                      0.20 points

## **11.SCORING**

11.1 All Wides and “No Balls” will be scored at 1 runs

11.2 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.

11.3 Each team is requested to have available a tablet (iPad or similar) for “live” scoring on the My Cricket app. If both teams have a tablet, then the “home” team will score on the tablet. The “away” team will score on a paper scorebook. Results and scores are to be uploaded as soon as possible at the conclusion of the game.