

**JUNIOR GIRL'S GRADES**  
**2011-12 PLAYING CONDITIONS**  
**GRADES: Junior Hearts (Under 12) & Mini Hearts (Under 11) Grades**

	<b>Under 12 Hardball (A) &amp; (U12B) Post-Christmas</b>	<b>Under 12 Hardball (B) Pre-Christmas</b>	<b>Under 12 Quikhit &amp; Under 11 Mini Hearts</b>
<b>1 Team composition</b>	Each team shall be composed of 8 players but no less than 6. Teams may play up to 10 players if both teams agree.	Each team shall be composed of 8 players but no less than 6. Teams may play up to 10 players if both teams agree.	Each team shall be composed of 8 players but no less than 6. Teams may play up to 10 players if both teams agree.
<b>2 Boys/Girls</b>	Girls only.	Girls only.	Girls only.
<b>3 Graded</b>	Yes. Grading of teams to be determined by each Club in consultation with ACA.	Yes. Grading of teams to be determined by each Club in consultation with ACA.	Yes. Grading of teams to be determined by each Club in consultation with ACA.
<b>4 Toss</b>	Made at 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.	Made by 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.	The toss must be taken at least 15min prior to the scheduled start of the game. If a team is not available to toss by 10.00am, they will be deemed to have lost the toss.
<b>5 Hours of Play &amp; Over Rate</b>	8.30am – 11.45am  The first innings must conclude at the end of the over in progress at 10.00am, which should allow for 25 overs to be bowled. The second innings shall consist of the same number of overs bowled in the first innings (or 25 overs if the team batting first has been dismissed in less than 25 overs), providing that a result is not reached beforehand.  Coaches are to ensure that they monitor the pace games to ensure they are completed in the allotted time	8.30am – 11.30am  The second innings should start at 10.00am.  Coaches are to ensure that they monitor the pace games to ensure they are completed in the allotted time	Melville Park Module U11 Mini Hearts: 8.30am – 10.10am U12: 10.20am – 12.00pm  Onewa Domain Module U11 Mini Hearts: 8.30am – 10.10am  Coaches are to ensure that they monitor the pace games to ensure they are completed in the allotted time
<b>6 Length of innings</b>	Maximum 25 overs. All players must bat  8 wickets must be taken before the innings is closed or 25 overs have are completed. At the fall of the 7 <sup>th</sup> wicket, only the not out batter shall face any remaining deliveries until the 8 <sup>th</sup> wicket is taken.  Coaches are encouraged to complete the full 25 overs of the 2 <sup>nd</sup> innings even if the winning total has been achieved.	Maximum 24 overs.  Players bat in pairs for 6 overs per pair.	Maximum 16 overs.  Players bat in pairs for 4 overs per pair.
<b>7 Pitch Length</b>	18 meters	18 meters	16 meters (pitches being mown strips)
<b>8 Boundaries</b>	Yes and marked by cones or flags.	Yes and marked by cones or flags.	Yes and marked by cones or flags.
<b>9 Ball</b>	Any 142gm, 2-pce. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.	Any 142gm, 2-pce The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.	A ball of the 'Incrediball' variety. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.
<b>10 Replacement players</b>	A max of 3 players can be used as replacements during a game. Batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only, but cannot keep wickets	Teams may use any number of replacement players, but all players present on the day must bat, bowl and field.	Teams may use any number of replacement players, but all players present on the day must bat, bowl and field.
<b>11 Declarations</b>	Not allowed.	Not allowed.	Not allowed.

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<b>12 Weather affected matches</b>	<p>Declared a draw if 15 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 25.</p> <p>If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.</p>	<p>Declared a draw if 16 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 24</p> <p>If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.</p>	<p>Declared a draw if 12 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete three minutes of playing time lost, counting back from 16</p> <p>If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.</p>
<b>13 Intervals</b>	<p>Maximum of 10 minutes between innings.</p> <p>One drinks break, not exceeding 5 minutes, may be taken midway through each innings. Players should not leave the field of play during a drinks break.</p>	<p>Maximum of 10 minutes between innings.</p> <p>A brief drinks breaks may only be taken between partnerships. Players should not leave the field of play during a drinks break.</p>	<p>Maximum of 5 minutes between innings.</p> <p>Players should not leave the field of play during a drinks break.</p>
<b>14 Dismissals</b>	<p>All batsmen should face a minimum of 6 fair deliveries before they depart the wicket.</p> <p>Any batsman dismissed once in her first 6 should remain at the crease until she has been dismissed for a 2<sup>nd</sup> time then depart the wicket. However, any batsman dismissed a second time in her first 6 must depart the wicket after her 2<sup>nd</sup> dismissal irrespective of number of deliveries faced.</p> <p>Regardless of above once a batsman has scored a run and is dismissed she must depart the wicket</p>	<p>The fielding side is awarded 3 runs for each dismissal.</p> <p>A dismissed batsman must not face the next deliver unless they were dismissed by a run out.</p>	<p>The fielding side is awarded 3 runs for each dismissal.</p> <p>A dismissed batsman must not face the next deliver unless they were dismissed by a run out.</p>
<b>15 Stumpings</b>	No	No	No
<b>16 LBW</b>	No. Batters should be encouraged not to stand directly in front of their wickets so as to completely obscure the wickets from the view of the bowler.	No.	No.
<b>17 Uneven team numbers</b>	In the event of there being unequal numbers then the team with greater than 8 players may, with agreement from both teams, bat as many players as they wish (but only fielding 8 players at one time), however, their innings is concluded at the point when 8 wickets are lost.	<p>A team may bat a player twice if it has less than 8 players. Batsmen must be returned in ascending order i.e. the lowest scoring batsman must return first and so on.</p> <p>Where both teams agree to play more than 8 players, coaches should adjust the number of overs per player so that that all players bat for approximately the same number of overs.</p>	<p>A team may bat a player twice if it has less than 8 players. Batsmen must be returned in ascending order i.e. the lowest scoring batsman must return first and so on.</p> <p>Where both teams agree to play more than 8 players, coaches should adjust the number of overs per player so that that all players bat for approximately the same number of overs.</p>

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<b>18 No balls/Wides</b>	<p>Normal cricket Laws apply.</p> <p>Any delivery which, after bouncing, passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.</p> <p>A wide shall be called on the off side if the ball passes the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" from where she would normally be standing at the crease. A wide shall be called on the leg side if it is outside <math>\frac{3}{4}</math> of the width of the crease from the stumps to the return crease on the leg side.</p> <p>Umpires should agree wide-lines by drawing a chalk line on either side of the stumps 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 8 deliveries per over.</p> <p>One run should be awarded to the batting team for each wide</p>	<p>Normal cricket Laws apply.</p> <p>Any delivery which, after bouncing, passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.</p> <p>A wide shall be called on the off side if the ball passes the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" from where she would normally be standing at the crease. A wide shall be called on the leg side if it is outside <math>\frac{3}{4}</math> of the width of the crease from the stumps to the return crease on the leg side.</p> <p>Umpires should agree wide-lines by drawing a chalk line on either side of the stumps 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.</p> <p>One run should be awarded to the batting team for each wide</p>	<p>Normal cricket Laws apply.</p> <p>Any delivery which, after bouncing, passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.</p> <p>A wide shall be called on the off side if the ball passes the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" from where she would normally be standing at the crease. A wide shall be called on the leg side if it is outside <math>\frac{3}{4}</math> of the width of the crease from the stumps to the return crease on the leg side.</p> <p>Umpires should agree wide-lines by drawing a chalk line on either side of the stumps 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.</p> <p>One run should be awarded to the batting team for each wide</p>
<b>19 Double Bounce Rule</b>	<p>Normal cricket Law applies. Any delivery that, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease shall be called a no-ball.</p> <p>Umpires should use some discretion in allowing a ball that is going on straight down the pitch but might bounce more than twice to not be called a no-ball however if a wicket results from such a delivery a no-ball shall be called and the dismissal shall be disregarded.</p> <p>One run should be awarded to the batting team for no ball</p>	<p>Normal cricket Law applies. Any delivery that, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease shall be called a no-ball.</p> <p>Umpires should use some discretion in allowing a ball that is going on straight down the pitch but might bounce more than twice to not be called a no-ball however if a wicket results from such a delivery a no-ball shall be called and the dismissal shall be disregarded.</p> <p>One run should be awarded to the batting team for no ball</p>	<p>Normal cricket Law applies. Any delivery that, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease shall be called a no-ball.</p> <p>Umpires should use some discretion in allowing a ball that is going on straight down the pitch but might bounce more than twice to not be called a no-ball however if a wicket results from such a delivery a no-ball shall be called and the dismissal shall be disregarded.</p> <p>One run should be awarded to the batting team for no ball</p>
<b>20 Length of overs</b>	Maximum 8 deliveries (including wides/no balls)	Maximum 6 deliveries (including wides/no balls)	Maximum 6 deliveries (including wides/no balls)
<b>21 Bowling restrictions</b>	<p>Maximum 5 overs per player.</p> <p>Every player must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.</p>	<p>Maximum 3 overs per player.</p> <p>Every player must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.</p> <p>The wicketkeeper is to change ends at the conclusion of each over.</p>	<p>Maximum 3 overs per player.</p> <p>Every player must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.</p> <p>The wicketkeeping position remains at the same end throughout the match.</p>

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<b>22 Retirement/Batsmen returning</b>	<p>Voluntary retirement of any batsmen who has faced a minimum of 12 fair deliveries is allowed.</p> <p>Compulsory retirement of batsmen at the delivery where she reaches 25, not at the end of the over.</p> <p>Retired batsmen may only return at the end of the innings once all players in the team have batted and must return in the order of lowest to the highest scoring Batsmen. Rule 14 – Dismissals does not apply to a returning batsman.</p>	Not applicable.	Not applicable.
<b>23 Fielding</b>	No player may field within 10 metres of the bat	No player may field within 10 metres of the bat forward of the wicket.	No player may field within 10 metres of the bat forward of the wicket.
<b>24 Wicket Keeper</b>	No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then she must also bowl the minimum number of overs.	Fielders should rotate through all fielding positions including wicket keeper	Fielders should rotate through all fielding positions including wicket keeper
<b>25 Appointment of Umpires</b>	Coaches are encouraged not to umpire. Parents of a batter should not stand at the bowlers end while their daughter is facing.	Coaches are encouraged not to umpire Parents of a batter should not stand at the bowlers end while their daughter is facing.	Coaches are permitted to umpire. Parents of a batter should not stand at the bowlers end while their daughter is facing.
<b>26 Exchange of umpires</b>	Allowed but umpires must umpire at least one full innings to ensure some consistency for the players.	Allowed but umpires must umpire at least one full innings to ensure some consistency for the players.	Allowed but umpires must umpire at least one full innings to ensure some consistency for the players.
<b>27 On-field Coaching</b>	<p>Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. At no stage during the match should the coach be on the field, unless he/she is umpiring</p> <p>For U12 A Grade only: In the interests of player development, coaches should direct their advice to the captain.</p>	Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed.	Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed.
<b>28 Championship Grades</b>	<p>Championship grade.</p> <p><b>Match Points:</b>            Win = 3 points            Tie, No Result or Bye = 1.5 point            Loss = 0 points</p>	<p>Championship grade.</p> <p><b>Match Points:</b>            Win = 3 points            Tie, No Result or Bye = 1.5 point            Loss = 0 points</p>	<p>Championship grade.</p> <p><b>Match Points:</b>            Win = 3 points            Tie, No Result or Bye = 1.5 point            Loss = 0 points</p>

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<b>29 Age Eligibility</b>	<p>A player must be under the age of 12 as at 1 September in the year the competition commences.</p> <p>As a general guideline Junior Hearts Under 12 Hardball involves Year 5 and 6 girls, however clubs may apply to ACA for dispensation.</p> <p>Applications for exemption must be made in writing by the players club to the ACA Game Development Manager. Applications must detail the special circumstances which lead to an exemption being sought. No team shall field more than one exempt players in any one 8-a-side game.</p> <p>If a player fills in for a higher grade in 3 or more games, she must apply in writing to the ACA Game Development manager for dispensation to play in her original grade.</p>	<p>A player must be under the age of 12 as at 1 September in the year the competition commences.</p> <p>As a general guideline Junior Hearts Under 12 Hardball involves Year 5 and 6 girls, however clubs may apply to ACA for dispensation.</p> <p>Applications for exemption must be made in writing by the players club to the ACA Game Development Manager. Applications must detail the special circumstances which lead to an exemption being sought. No team shall field more than one exempt player in any one 8-a-side game.</p> <p>If a player fills in for a higher grade in 3 or more games, she must apply in writing to the ACA Game Development manager for dispensation to play in her original grade.</p>	<p>Under 12 Quikhit: A player must be under the age of 12 as at 1 September in the year the Quikhit competition commences.</p> <p>Under 11 Mini Hearts: A player must be under the age of 11 as at 1 September in the year the Mini Hearts competition commences.</p> <p>As a general guideline Junior Hearts Under 12 Quikhit and Mini Hearts involves Year 4 to 5 girls, however clubs may apply to ACA for dispensation.</p> <p>Applications for exemption must be made in writing by the players club to the ACA Game Development Manager. Applications must detail the special circumstances which lead to an exemption being sought. No team shall field more than one exempt players in any one 8-a-side game.</p> <p>If a player fills in for a higher grade in 3 or more games, she must apply in writing to the ACA Game Development manager for dispensation to play in her original grade.</p>