



HPT UNDER 12 and UNDER 13 PLAYING CONDITIONS STAGE 2 : 2024/2025

30 over (maximum) game

6 players minimum constitute a team.

Start Time 8.00 am (Toss to be taken no later the 7.45am)

First Innings must finish at the end over in progress at 9.50 am

If 30 overs are not completed at this time, the team batting second will only receive the same amount of overs which they bowled.

10 minute Change of Innings

The 2nd Innings cannot go past the end of the over in progress at Noon.

Bowling:

142g Kookaburra Brand Ball Red Colour. Leather. A new ball or one in very good condition must used

6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).

Maximum of 5 overs per bowler for the innings. No one is allowed more then a 4 over spell.

Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season.

Bowlers to bowl from one end for the entire game. The same end to be used for both Innings.

If you have more than 9 players up to 13 players all players are entitled to bowl.

A delivery which bounces twice before the popping crease of the batter is to be called No Ball.

All modes of dismissal count with the exception of

MCC Law 41.16.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

All players must receive one warning first before they can be dismissed this method.

Fielding:

No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).

9 players maximum when fielding. Players may be rotated on and off if there are more then 9 players.

Boundary:

45metre (maximum) 42 metre (minimum) Where possible.

Boundary is to be measured from the **centre** of the pitch.

Pitch Length:

18m length stump to stump

For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines which seniors use.

Modified creases to be marked with Chalk or tape.

Please don't paint modified creases.

Batting:

All batters retire at 35 balls faced (with the assumption that some players will be dismissed).

Any retired batters can return when all others have batted, in the order they retired.

Whilst a maximum of only 9 players are allowed on the field it is allowed that 11 players may bat (10 wickets all out).

All balls (regardless of whether wides/no balls) will be included in the batter's ball count.

Batters cannot leave the synthetic pitch to hit a ball

A delivery which lands off the pitch shall be called **no ball** and once it has stopped rolling it shall be called Dead Ball. This delivery still counts in the bowler's and batters tally.

Equipment

Helmets must be **worn at all times** whilst batting & wicket-keeping.

Pads - Gloves - Protector

2 sets of portable spring loaded stumps are required (with base and bails) – minimum 1 set of portable stumps required.

Boundary markers

Completion of Match

The game has a result once a first innings result has been achieved.

Delay due to Conditions or incompleteness of Innings:

Minimum of 20 Overs must be faced by both teams to constitute a Match

Scores to be marked after every over from and including the 20th Over.

Winner to be determined by Countback System once 20 overs have been completed by both teams

Each 3.5 minutes of play lost constitutes one Over.

Umpires: All those acting as umpires shall be consistent with the calling of Wides and No Balls for both teams and make sure the signals are clear and the scorers acknowledge every call.

Umpires Appointed by FLCA have authority to overturn a decision by an unofficial Square Leg umpire.