WARRNAMBOOL MOYNE & DISTRICT CRICKET ASSOCIATION

GIRLS U14's

Cricket

Competition

PLAYING CONDITIONS

SEASON 2026/27

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WMDCA Under 14 Girls Playing Conditions.

1. Preamble

These modified rules are designed to enhance the cricket experience and playing capacity of girls who are new to the sport or who have previously participated in introductory cricket programs. The rules aim to encourage active participation, develop game sense, and build skills in batting, bowling, fielding, and teamwork.

The overall focus is to ensure all participants are involved in every aspect of the game while enjoying a fun, inclusive, and supportive environment. Players are encouraged to compete against others of similar age, gender, and skill level, helping to build confidence, teamwork, and enjoyment of the sport. Above all, the emphasis is on participation, learning, and having fun.

2. Game Day

Matches will primarily be played on Friday afternoons at grounds listed in the season fixture. Games are to be played on centre hard wickets, with the home team deciding which end will be used for bowling throughout the match. Fixed stumps are to be used at the batting end, with movable spring or plastic stumps at the bowling end. A tape or chalk-marked line must be placed 1.5 metres from the popping crease at the bowling end.

Coaches are responsible for ensuring the boundary is marked with cones to a maximum circumference of 35–40 metres.

A team must consist of a minimum of five (5) players to officially participate in a match. Teams with four (4) players or fewer will forfeit the game; however, play may still continue, although the result and scores will not be officially recorded.

A maximum of seven (7) players may field at any one time. Teams are ideally made up of eight (8) players to encourage maximum participation and involvement for all players.

3. Times of Play

5pm to 6.pm

Changeover.- 10 minutes.

6.10pm to 7.10pm.

Coaches are to ensure the match progresses and is finalised within these timeframes.

4. Overs

20 overs per team (120 balls)

5. Personal Equipment

A helmet must be worn at all times whilst batting and wicket-keeping

Batting Pads

Batting gloves

Wicketkeeping gloves

Thigh Pads and other Body Protection as required.

6.Batting

All batters will bat in turn and receive an allocated numbers of balls determined by the number of players (120 / players) in a team

5 players – retire after facing 24 balls

6 players – retire after facing 20 balls

7 players – retire after facing 17 balls each, and 1 player receives 18 balls.

8 players – retire after facing 15 balls This is the recommended number of players per team.

Batters are required to retire immediately after facing their allocated number of balls. Once the second-last batter has completed their allotted overs, they will remain at the crease and continue running with the final batter until the completion of the innings.

The outcome of every ball faced must be recorded against the batter in the iPad scoring system or scorebook. Players will face all allocated deliveries regardless of any dismissals.

If a dismissal occurs, the batters will swap ends with their partner. In the case of a run out, the batter who is not out will face the next delivery.

Both batting teams will run between the shorter crease line markings, identified by tape or chalk, for the entire match, regardless of where the ball is being bowled from.

There are unlimited dismissals to ensure all players continue to participate and develop their skills throughout the game.

7. Bowling

All bowlers will bowl a maximum of six (6) balls per over, regardless of wides or no balls.

All bowlers are encouraged to bowl from the full-length pitch where possible. An exemption is for new players learning the game to bowl from a shorter crease determined by the coach/umpire at the bowling end.

Players should rotate through fielding positions and take turns bowling, while also ensuring additional wicketkeepers have the opportunity to bowl their allocated overs before changing wicketkeeper.

All players are to bowl as even a number of overs as possible, according to team numbers:

5 players – 4 overs each

6 players – 4 players bowl 3 overs each and 2 players bowl 4 overs each

7 players – 6 players bowl 3 overs each and 1 player bowls 2 overs

8 players – 4 players bowl 3 overs each and 4 players bowl 2 overs each

Bowlers are to bowl from the same end for the entire match.

All dismissals are to be recorded in the match statistics, including:

Bowled, Caught, Caught and Bowled, Run Out, Stumped, Hit Wicket

LBW dismissals do not apply in this competition.

Each wicket taken is worth four (4) bonus runs to the bowling team. These bonus runs must be recorded in the scorebook.

8. Fielding

Fielders are required to rotate positions throughout the match, after every over. This allows all players to gain experience and develop skills in a variety of fielding positions.

Only seven (7) fielders are permitted on the field at any one time.

For player safety and to encourage quick running between wickets, no fielder is permitted to field within 15 metres of the batter.

Each team is required to use two wicketkeepers during the match, with a recommended rotation of 10 overs each.

9. Ball

A Kookaburra pink 142 gm leather ball is the approved ball for all Under 14 girls afternoon matches.

10. Scoring and Match Result

The outcome of every ball bowled must be recorded. Scoring is to be completed either electronically via an iPad using the Live Scoring App or manually in a hard-copy scorebook. Batting, bowling, and fielding statistics, including catches, are to be recorded throughout each innings and later uploaded to the Competition Management Platform.

While there is flexibility regarding who performs the live scoring duties, a hard-copy scorebook must always be maintained as a backup in the event of an electronic malfunction.

After the match, both coaches will confer to determine the result. Each wicket taken is worth four (4) bonus runs to the fielding team. The final score for each team is determined by combining the total runs scored with the bonus runs awarded for wickets taken. The team with the higher combined total will be declared the winner.

11. Player Statistics

Player statistics, both batting and bowling, are collated and aggregate performances will be recognised at the completion of the Season on Presentation Day.

12. Finals

The top four teams in the home and away matches will play a final series.

Team 1 vs Team 4. Team 2 Vs Team 3.- Team 1 and 2 will host the game.

The two winners of the Semi Final will play in a Grand Final at a venue and day as determined by the

Match Committee.

Contacts for Girls Cricket

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