

Under-15 T20 League

These are the competition rules of the CHK Under-15 T20 League. This competition will follow the same rules as the *CHK Premier League T20*, except for as specified as below. These rules should be read in conjunction with *CHK Playing Conditions* and *CHK Code of Behaviour*.

1. Competition Format

- a) The Under-15 T20 League will consist of two divisions. The Premier division will have 6 teams, and Elite division 8 teams. All matches will be T20 format.
- b) Teams will play each other once in a single-stage round robin.
- c) Teams will score points in each match.
- d) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the final, with 2nd playing 3rd place in an eliminator to determine the second finalist
- e) In the Elite Division, the four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1st will play 4th and 2nd will play 3rd.
- f) In case the eliminator or semi-finals can not be played, the higher ranked teams will proceed to the finals (ie, 1st vs 2nd)
- g) The winner of the final shall be crowned League champions for the division.
- h) There is no automatic promotion/relegation between divisions

2. Player Eligibility

- a) Only players born on or after 1st September 2006 are eligible to

take part.

- b) Girls born on or after 1st September 2004 are eligible to take part (see CHK Playing Condition 8q)

3. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last 170 minutes – 80 minutes per innings (4 minutes/over) with a 10-minute break between innings.

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

Refer to CHK Premier League T20 Playing Condition 6.

7. Delayed or Interrupted Matches

Overs should be reduced at the rate of 1 per innings for every 8 minutes of playing time lost. Games should complete as per the scheduled competition time. Refer to CHK Premier League T20 Playing Condition 7.

8. Number of overs per Bowler

Refer to CHK Premier League T20 Playing Condition 8.

9. Fielding Restrictions

Refer to CHK Premier League T20 Playing Condition 12. The radius of the semi-circles shall be 25.15 yards instead of 30.

10. Tied Matches – Super Over

See CHK Premier League T20 Playing Condition 15.

11. Batsman Retirement

A batsman must retire upon his score reaching 100 runs but he may return to bat again once all the other batsmen in his team have batted. If more than one batsman retires, the batsmen must return to the crease in the same order that they retired.

12. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

13. League Champions

The champions for each division in the U15 T20 League will be the side that win's that division's final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the eliminator or semi-finals:

- a) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds to the Semi Finals

If the semi-finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall proceed to the Final.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

**Net Run Rate is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Under-15 30-Over League

These are the competition rules of the CHK Under-15 30-Over League. This competition will follow the same rules as the *Premier League One Day*, except for as specified as below. These rules should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The Under-15 30-over League will consist of two divisions. The Premier division will have 6 teams, and Elite division 8 teams. All matches will be T20 format.
- b) Teams will play each other once in a single-stage round robin.
- c) Teams will score points in each match.
- d) In the Premier Division, the team that tops the league table after the round-robin stage will proceed directly to the final, with 2nd playing 3rd place in an eliminator to determine the second finalist
- e) In the Elite Division, the four teams that top the league table after the round-robin stage in each division will proceed to the semi-finals, where 1st will play 4th and 2nd will play 3rd.
- f) In case the eliminator or semi-finals can not be played, the higher ranked teams will proceed to the finals (ie, 1st vs 2nd)
- g) The winner of the final shall be crowned League champions for the division.
- h) There is no automatic promotion/relegation between divisions

2. Player Eligibility

- a) Only players born on or after 1st September 2006 are eligible to take part.
- b) Girls born on or after 1st September 2004 are eligible to take part (see CHK Playing Condition 8q)

3. Hours of Play

Start times for all matches will be determined by CHK, and all teams must adhere to the schedule.

Games will last for 4 hours. There will be 1 hour 55 minutes per innings (3.75 minutes/over) with a 10-minute break between innings. One drinks break will be taken in each innings after 15 overs of play. This is included in the 1 hour 55 minutes.

4. Toss and Team Nomination

- a) Team lists must be provided to the umpires prior to the toss being conducted. The ages of all players must be stated.
- b) The CHK team nomination form template is not mandatory.

5. The Ball

A CHK approved Kookaburra Silver Senator pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

6. Length of Innings

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 30 overs.

- b) To constitute a match, a minimum of ten overs must be completed in the second innings.
- c) Declarations are not permitted.
- d) If either bowling side fails to complete 30 overs within the scheduled time, the innings shall be extended until 30 overs are completed subject to conditions and ground availability. An over in progress at the scheduled time shall count as a completed over for over rate calculations.
- e) If the side batting first is dismissed in less than 30 overs, the side batting second shall be entitled to bat for 30 overs.
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
 - i. Injury to players of either side.
 - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
 - iii. Delays caused by the batting side, e.g. changes of equipment.

Note: *In instances of inclement weather, CHK Playing **Conditions Rule 8** shall apply, NOT the provisions of Good Cause.*

- h) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time. All occurrences of late commencement must be reported to the CHK Operations

Manager for further action.

- i) See CHK Playing Condition Rule 17 for penalties for slow over rates.
- j) The scheduled innings time allowance will be reduced at the rate of 3.75 minutes per over, if the number of overs to be bowled is less than 30 – see Rule 8 below.

7. Drinks Intervals

- a) One drinks break per innings shall be permitted after 15 overs or 1 hour of play, whichever comes first.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat, the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

8. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should allow the scheduled finish time to be extended by an extra by 15 minutes

- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 7.5 minutes lost, being 3.75 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **9b and 12f**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

9. Number of Overs per Bowler

- a) No bowler shall bowl more than **six** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer Conditions of Play Rule 17 for outline on this rule

11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Conditions 22, a fielder's unserved Penalty time shall be limited to a maximum of 70 minutes.

12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

Powerplays

- c) There are three phases of Powerplay:
 - i. Powerplay 1 – no more than **two** (2) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 6 inclusive.
 - ii. Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 7 to 24 inclusive.
 - iii. Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings

of 35 overs, these are overs 25 to 30 inclusive.

- d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- e) At the commencement of the second and third blocks of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6

- f) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in

accordance with the table above. For the sake of clarity, it should be noted that the table applies to both the 1st and 2nd innings of the match.

- g) If play is interrupted during an innings and the table above applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over

13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 30 overs within 1 hour 55 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs per over not bowled in time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Condition 16).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The

umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) Over-rate penalties apply only to innings of 15 overs or more duration. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

15. League Champions

The champions for each division in the U15 30-Over League will be the side that wins that division's final.

The semi-finals will be drawn based on league standings after the round-robin stage, with 1st playing 4th, and 2nd playing 3rd.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals:

- a) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds to the Semi Finals.

If the semi-finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall proceed to the Final.

If the finals can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.