

Under-17 T20 League

These are the competition rules of the CHK Under-17 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-17 T20 League will consist of a single division of 10 teams.
- b) Teams will play each other once in a single-stage round robin. All matches will be T20 format.
- c) Teams will score points in each match. Each team will play 9 matches.
- d) The top 4 teams after the round-robin stage will proceed to the semi-finals, with 1st place facing 4th, and 2nd place facing 3rd.
- e) In case the semi-finals can not be played, the higher ranked teams will proceed to the finals (ie, 1st vs 2nd)
- f) The winner of the semi-finals will face each other in the final on the same day, the winner of which shall be crowned U17 T20 League champions

2. Player Eligibility

- a) Only players born on or after 1st September 2004 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

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.

10. Tied Matches – Super Over

See CHK Premier League T20 Playing Condition 15.

11. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

12. League Champions

The team that wins the final shall be declared the U17 T20 League Champion.

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:

- Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- 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.

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-17 35-Over League

These are the competition rules of the CHK Under-17 35-Over League. This competition will follow the same rules as the *CHK Sunday Elite League*, 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-17 35-Over League will consist of two groups of 5 teams each. All matches will be 35-over format.
- b) Teams in each group will play each other once in a single stage round robin (4 games per team).
- c) Teams will score points in each match.
- d) The two teams that top the league table after the round-robin stage in each group will proceed to the Semi-Finals.
- e) The winner of each Final shall be crowned league champions.

2. Player Eligibility

- a) Only players born on or after 1st September 2004 are eligible to take part.
- b) Female players of any age are eligible to take part (see CHK Playing Condition 10)

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 and 40 minutes. There will be 2 hours 15 minutes per innings (3.75 minutes/over) with a 10-minute break between innings.

One drinks break will be taken in each innings after 1 hour of play. This is included in the 2 hours 15 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

Refer to Saturday Championship League Playing Condition 6

7. Drinks Intervals

- a) One drinks break per innings shall be permitted after 1 hour of play.
- 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 **seven** 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:
- iv. 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 7 inclusive.
 - v. 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 8 to 28 inclusive.
 - vi. 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 29 to 35 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.
- 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 below. 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 below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over

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
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7

13. Over Rate Penalties

a) All sides are expected to be in position to bowl the first ball of the

last of their 35 overs within 2 hours 15 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 the U17 35-Over League will be the side that wins the final.

If the number of points scored by two or more teams in a group 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 Finals

If the Final 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.