

# Catholic Girls' Schools Cup

## NSWCCC Girls Cricket Tournament

This format is designed to further develop the cricketing skills of Catholic schoolgirls at a non-representative level. The aim is to allow continuous and active participation where all players get an opportunity to bat, bowl and field in a shortened form of the game.

### TEAM ELIGIBILITY

- Girls must be current students enrolled at the school in which they are competing.
- Players may only play in one team throughout the competition.
- Any girl from years 7 to 10 is eligible, however:
  - Players that have previously been selected in a NSWCCC Girls Cricket team are not eligible to play. (We encourage those students to be team coach or manager of their school team)
  - Players that have attended NSWCCC cricket trials who have not been selected for the NSWCCC team are eligible to play but must not bat higher than 5 and must not bowl until 5 overs have been completed.

### TEAM SIZE

- Each school may have a squad of up to 12 players.
- There may be only 9 players permitted to be selected to participate in any one game.

### CARNIVAL FORMAT

- The tournament will be split into zones, however, the number of, and location of each zone will be formed once entries have been finalised. The zones are likely to be centred around:
  - Newcastle
  - Sydney
- Teams will be placed into their nearest zone and take part in a Round Robin format consisting of three 12-over matches against schools from within their zone.
- The winning school from each zone will then proceed to the next stage and compete in a Semi-Final and Grand Final. The two losing teams from the Semi Final will play off for 3<sup>rd</sup> place.

### PLAYING CONDITIONS

- Each over shall consist of 6 legitimate balls and bowled from one end only.
- Each batter will face a maximum of 12 balls unless dismissed prior.
- Retired batters may return in the order of retirement when all others have been dismissed.
- To dismiss an entire team, all 9 wickets must be taken.
- Once the 8<sup>th</sup> wicket has been taken, the previously dismissed batter may stay at the crease to act as a runner but is not permitted to take strike.
- All balls (including wides/no balls) will count towards the number of balls faced by the batter, and one run shall be added to the score for each wide/no ball.
- A wide shall be called (both offside and leg side) if it is unable to be hit by the batter or bounces above the head of the batter.

- A no-ball shall be called if:
  - The ball bounces off the pitch.
  - The ball does not bounce and passes above the waist of the batter.
  - It is deemed to be a throw.
  - Part of the foot of the bowler is not behind the crease at the point of delivery.
- If the ball bounces more than once and/or rolls towards the batter, it shall still be deemed to be a fair delivery. However, if the ball comes to a complete stop before the batter, the umpire shall declare 'no ball, dead ball'. One run shall be added to the score and it will also count as a delivery in the batter's tally.
- Teams must rotate the batting order each game so each girl gets an opportunity to bat in various positions.
- Players are permitted to bowl a maximum of two. Players must not bowl their second over until all players (excluding the wicket keeper) have bowled their first over.
- A maximum of 9 players must be on the field at any one time, however, rotation of fielders is recommended if a school has more than 9 players in their squad.
- No fielder (except for the wicket-keeper) is permitted within 15 metres of the batter, for safety reasons, and to also encourage batters to take singles.
- All modes of dismissal are in play.
- A batter can only be dismissed LBW if no shot is offered.
- The cricket pitch length will be regulation 20.12 metres, as marked on a synthetic pitch.
- No drinks break shall be taken during an innings, unless severe weather conditions are present. In these instances, please refer to CSNSW Sport's weather guidelines.

### SCORING SYSTEM

- The allocation of points in the Round Robin will be:
  - Win – 3 points
  - Tie – 2 points
  - Loss – 1 point
- A quotient will also be calculated for each team in the event that multiple schools are tied on points. The quotient will be calculated according to the formula:

$$\frac{\frac{\text{runs scored}}{\text{wickets lost}}}{\frac{\text{runs conceded}}{\text{wickets taken}}}$$

- Results of all games (including runs for/against and wickets for/against) shall be forwarded to the NSWCCC Cricket Convenor Troy Nuske [troy.nuske@stgregs.nsw.edu.au](mailto:troy.nuske@stgregs.nsw.edu.au) to determine the winner of each zone who shall proceed to the next stage of the competition.

## **EQUIPMENT**

- Schools to provide the following:
  - 2 set of wooden stumps – striker's and non striker's end.
  - Measuring tape to mark out a 40-metre boundary (measured from the batting crease).
  - One scorebook per team.
  - Wicket-keepers must wear the appropriate protective equipment whilst wicket-keeping:
    - Helmet (only if up to the stumps)
    - Wicket-keeping gloves
    - Wicket-keeping pads
    - Groin protector
    - Closed-in shoes
  - All batters must wear appropriate protective equipment whilst batting:
    - Helmet
    - Batting gloves
    - Batting pads
    - Groin protector
    - Closed-in shoes
- NSWCCC to provide the following:
  - 2-piece 142g leather ball.
  - Boundary markers
  - Chalk or white spray paint to mark adjusted crease lines.

## **GAME TIMES**

- Schools should aim to commence their first game by 9:30 am, or once all schools have arrived at the venue and complete their final game by 3:30 pm
- A 24-over match, consisting of two 12-over innings, should take approximately 100 minutes to complete, where each innings will be 50 minutes in duration.

## **OFFICIALS**

- In the Round Robin format, an official from CSNSW Sport/NSWCCC and Cricket NSW will be present to ensure the smooth running of the day.
- Schools will be required to supply a scorer for the day to score alongside a designated scorer from the opposing school and a square-leg umpire.
- Coaches or Team Managers will be required to stay with their teams for the duration of the competition.

## **FIRST AID**

- A representative from Medics Australia will be present at each venue for the duration of the competition.