Hurricanes Junior League (HJL)

Season Handbook 2026-27

Contents

Cricket Tasmania Community Cricket Contacts....3
Code of Behaviour....4
General Playing Conditions: All Grades....7
Playing Conditions: HJL Outfield Super 6s....11
Playing Conditions: HJL Stage 1 Mixed....14
Playing Conditions: HJL Under 13 Girls....18
Playing Conditions: HJL Stage 2....21
Playing Conditions: Under 14 Boys....24
Playing Conditions: HJL Under 16 Boys....28
Playing Conditions: Under 16 Boys Friday T20 (incl. Huon Channel)....32
Playing Conditions: HJL Under 16 Girls....36

Cricket Tasmania Community Cricket Contacts

Urgent scoring issues that are preventing a game from proceeding:
PlayHQ support
18002742538

Competition queries, pre or post game questions.
Hurricanes Junior League
Email: competitions@crickettas.com.au

Post Game adjustments and edits
Contact your Club PlayHQ Administrator

Ground Facility queries
Contact the Home Club

Code of Behaviour

Coaches' & Parents' Code of Behaviour

- Remember that young people participate for pleasure. Winning is only part of the fun.
- Ensure that the time players spend with you is a positive experience.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Never ridicule or yell at a young player for making a mistake.
- Operate within the rules and Spirit of Cricket and teach your players to do the same.
- Any physical contact with a young person should be appropriate to the situation and necessary for the players' skill development.
- Avoid overplaying the talented players – all young players need and deserve equal time, attention and opportunities.
- Respect the rights, dignity and worth of all individuals within the context of Cricket and do not discriminate against anyone on the basis of projected attributes or personal characteristics.
- Obtain appropriate qualifications (coaching accreditation & Working with Vulnerable People registration) and keep up to date with the latest Cricket coaching practices and principles of growth and development of young people.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display and foster respect for volunteers, opponents, parents and spectators.

Players' Code of Behaviour

- Play by the rules.
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- Be a good sport. Applaud all good play whether made by your team or the opposition.
- Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting or provoking an opponent is not acceptable or permitted behaviour in Cricket.
- Co-operate with your coach, teammates and opponents. Without them there would be no competition.
- Treat all participants in Cricket as you would like to be treated. Do not bully or take unfair advantage.
- Be a good sport – actions speak louder than words.

General Playing Conditions: All Grades

Rules Matrix

	Outfield	Stage 1	Under 13 Girls	Stage 2	Under 14s	Under 16s	Under 16s T20	Under 16s Girls
Hours of play	Fridays 4pm to 5pm	Mondays 4:45pm-7pm	Fridays 4:45pm-7pm	Wednesdays 4:45pm-7pm	Sundays 9am-12:45pm	Sundays 10am-3pm / 1pm-6pm	Fridays 5:15pm-7:30pm	Tuesdays 4:45pm-7pm
Ball	Blast Ball	Kooka Softaball	Kooka Softaball	142g 2 piece	142g 2 piece	156g 4 piece	156g 2 piece	142g 2 piece
Boundary	30m max from batters' stumps	40m max from batters' stumps	40m max from batters' stumps	45m max from batters' stumps	45m max from batters' stumps	50m-62m from centre of wicket	50m max from batters' stumps	40m max from batters' stumps
Pitch	16m stump to stump	16m stump to stump	16m stump to stump	18m stump to stump	19m stump to stump	Full Length	Full Length	18m stump to stump
Innings	12 Overs per team	20 overs per team	16 overs per team	20 overs per team	30 overs per team	40 overs per team	20 overs per team	20 overs per team
Max players per team	6	9	9	11	11	11	11	9
Max players on ground	6	7	7	9	9	11	9	7
Batting retirement	4 overs per pair of batters	Yes. Even amount of balls per batter. Refer Page 11	Yes. Even amount of balls per batter. Refer Page 14	Yes. 20 balls per batter. Retired batters can return.	Yes. 35 balls per batter, Retired batters can return.	Nil	Yes. 50 runs per batter. Retired batters can return	Yes. Even amount of balls per batter. Refer Page 32
LBW rule	No	No	No	No	Yes	Yes	Yes	No
Dismissals	Unlimited. 4 runs per dismissal added to bowling side's total	Unlimited. 4 runs per dismissal added to bowling side's total.	Unlimited. 4 runs per dismissal added to bowling side's total.	Out is out. Max 8 dismissals per innings.	Out is out. Max 8 dismissals per innings.	Out is out. 10 dismissals per innings.	Out is out. Max 8 dismissals per innings.	Unlimited. 4 runs per dismissal added to bowling side's total.
Max balls per over	6	6	6	8 Last over must have 6 legal balls.	8 Last over must have 6 legal balls.	8 Last over must have 6 legal balls.	8 Last over must have 6 legal balls.	6

General Playing Conditions: All Grades

Competition Directive
Cricket Tasmania's Hurricanes Junior League (HJL) is designed to support participation, player development and a transition into competitive cricket.

It is important that all players, coaches, parents, and spectators respect the game, opposition and officials to ensure maximum participation and enjoyment for all involved.

Player Registration
Players are required to be registered with the club prior to playing their first game via the competition management system, PlayHQ. Cricket Tasmania requires players to register online via the PlayHQ platform – via registration links sent out by clubs, or by searching for a club on www.playcricket.com.au or www.playhq.com.

Any registered player wishing to move from one HJL club to another requires a Transfer or Permit (depending on circumstance) to be submitted through PlayHQ.

Coach Registration
Coaches are required to be registered with the club prior to the team's first game via the competition management system, PlayHQ. Cricket Tasmania requires coaches to register online via the PlayHQ platform – via registration links sent out by clubs, or by searching for a club on www.playcricket.com.au or www.playhq.com. Coaches must provide their Working with Vulnerable People registration details via PlayHQ at the time of registering.

Coach registration is free.

Multiple Teams
Where a club has entered multiple teams in one grade, a player can only play in one team, unless there are exceptional circumstances and written permission is provided by Cricket Tasmania.

Team Selection
Team selections for all grades shall be entered in PlayHQ 24 hours prior to the commencement of each game.

Flexibility in Fixturing
Where both clubs agree, any match can be rescheduled as long as a minimum of 7 days' notice is given to the Competition Co-ordinator. The two clubs are responsible for reaching agreement on a preferred date, time, and venue and must communicate these to the Competition Co-ordinator before any arrangements will be made.

Forfeits
Clubs are encouraged to take all reasonable steps possible to avoid a forfeit, including pulling players up from lower grades, and rescheduling games if possible. Remember, a team receiving a forfeit misses out on the chance to play a match – while your team might only forfeit once to that opponent, if multiple teams forfeit to the same opponent those players miss a significant portion of their season.

In the event that a forfeit is absolutely unavoidable, notice must be provided at the earliest chance to the opposing club and the Competition Co-ordinator at competitions@crickettas.com.au.

Pre-Match Ground Inspections

Team coaches (and umpires, if appointed) are responsible for inspecting the on and off-field facilities prior to each game. They should check that conditions are safe and take action to address any potential risks.

The Marsh Insurance Checklist must be completed and submitted prior to each game, either via the Marsh Cricket app, or via the form available at https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh

Wet Weather Cancellations/ Rescheduling

- Matches throughout the season will only be cancelled in the event of extreme weather conditions and ground closures. For info on ground closures, check the relevant council website, or speak to the home club.
- Matches are not permitted to be played if a local council or club which manages the venue has closed the ground, or in the event that both team coaches/umpires deem the playing conditions unsafe during the scheduled match time.
- The **home team coach** is to assess the weather, ground and pitch conditions up to 90 minutes prior to the scheduled match starting time (or before the cut-off time for a start) and contact the opposition coach (visit the HJL website for up to date contact details) with a proposed course of action. If both coaches agree then the match can be abandoned. If both coaches do not agree then teams will travel to the ground in anticipation of a start before the cut-off time.
- Notice of any abandonment or delay must be communicated to the Competition Co-ordinator at competitions@crickettas.com.au.
- Matches cancelled due to weather or ground conditions are able to be rescheduled if both teams agree. The teams are to discuss options regarding date, time and venue that they wish to play the match. These details must be communicated to the Competition Co-ordinator at competitions@crickettas.com.au, within 7 days of the match being abandoned to allow time to seek ground availability. The date of the rescheduled match must occur within 21 days of the original date and with a minimum of 7 days' notice of the proposed rescheduled date.
- In Under 16 matches with an official appointed Umpire, this Umpire will have control of the match, and will have the final say on ground conditions, commencement and resumption in the event of wet weather.

Umpiring

Each team is responsible for providing one (1) umpire for the duration of the match. This can be a different umpire for each innings. The two umpires shall work together at all times:

- The primary umpire is to stand behind the stumps at the bowler's end, approximately 3-4 metres behind the stumps and is responsible for counting the balls per over, controlling the game, encouraging fair play and adjudicating dismissals.
- The primary umpire should be associated with the fielding team, and is responsible for keeping the game moving and on time.
- The second umpire is to stand at Square Leg (90 degrees from the batter, approximately 20m from the batter), assisting the primary umpire and adjudicate on run-outs and stumpings at the strike batter's end.

For games that have an appointed umpire, each team must supply a square leg umpire for their batting innings.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off the bat. Runs scored off the bat from a No-Ball shall be credited to the batter, via the option in PlayHQ E-Scoring "No Balls + Runs".
- Any ball that pitches off the pitch surface shall be called a No-Ball and batters are able to hit the ball. Fielders are to be advised not to attempt to gather the ball prior to the batter attempting to hit it.
- Short pitched deliveries passing over shoulder height and full tosses passing over the batter's waist height are not allowed and will be deemed a No-Ball.

- Balls bouncing more than twice before reaching the batter shall be called a No-Ball.
- Any ball that remains on the pitch but is too wide for the batter to reach will be deemed a Wide.

Game Management

- It is the responsibility of both the coaches and the umpires to ensure games run smoothly, with minimal interruptions and on time
- Pre game preparation is a must – ensure each side knows what the expectations are in regard to field positioning, changing of wicket-keepers and similar situations that may delay the flow of the game
- Umpires and coaches should ensure that game times are adhered to
- Some suggestions for reducing time delays can include:
    - Minimizing fielding changes between balls
    - Rotating quickly between overs
    - Have the new keeper ready to go prior to the change
    - Keeping a spare ball with the umpire in the event a ball is difficult to retrieve
    - Encourage parents to spread around the ground to help with returning balls.

Scoring – PlayHQ Electronic Scoring

The PlayHQ E-Scoring system is available via the website https://ca.score.playhq.com on computers, tablets and smart phones (a computer or tablet is recommended). This system scores matches live (where internet coverage is available) uploading scores automatically to the PlayHQ website and PlayCricket app. Family, friends and supporters can follow match scores by downloading the PlayCricket app or searching via www.playhq.com.

Both teams are required to score using the PlayHQ system for all matches.

- **Home team**: The scorer will be the primary scorer and be responsible for connecting to the internet (where available) to provide live scores and/or upload the final scores at the completion of the match.
- **Away team**: Save a copy of the scores (e.g. take a screenshot) at the completion of the game as a backup.

Match Outcomes and Player Scores

Match outcomes and player scores are to be confirmed within 48 hours of the completion of each match. Scoring via the PlayHQ Electronic Scoring system will automatically upload scores, where internet is available or where the device is reconnected to internet post-game. For assistance with the entry of match outcomes and player scores in PlayHQ, contact your club's PlayHQ administrator.

For further information on how to Score via PlayHQ E-Scoring, or manually enter scores in the PlayHQ Admin Portal, please contact your club's Junior Coordinator, Scoring Coordinator or Administrator in the first instance.

Playing Conditions:

HJL Outfield Super 6s

Playing Conditions: HJL Outfield Super 6s

Hours of Play	• Fridays 4pm to 5pm
Protective Equipment	• No Protective equipment required
Ball	• Cricket Blast Ball, as supplied by Cricket Tasmania
Boundary	• 30m (Maximum) • Boundaries are to be measured from the batter's end stumps
Team	• 6 players per team
Innings	• 12 overs per team
Pitch	• **Outfield 16m length – measured stump to stump**
Batting	• Batters bat in pairs for 2 overs • Batter to swap ends following a dismissal. If there is a run out, the not out batter is required to face the next delivery. • Batters are to retire as soon as their 2 overs are complete • Where possible we encourage batting pairs to face even number of balls.
Bowling	• 6 balls per over (maximum including no balls & wides) • All players are to bowl 2 overs each • Bowlers are to bowl from the one end for entire game
Fielding	• Rotation of fielders is required to ensure all players experience all positions • No fielders within 10 metres of batter or each other (except wicket-keeper) for safety and to encourage batters to run singles • If more than 6 players are present, they should rotate on/off the field after each over. • The coach of the fielding team can be present on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.
Dismissals	• Unlimited dismissals. Each player will face the nominated number of balls each. • For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings (which is set up automatically in PlayHQ) • There is no LBW.

Overview

Outfield Super 6s is a transitional cricket format designed to bridge the gap between Woolworths Cricket blast and pitch based junior cricket.

Core Principals:

- Fast and Fun
- Skill Development Through Gameplay
- Low Cost, Reduced Barriers
- Inclusive and Flexible

Aim/s:

- Provide further development for players before moving into pitch-based cricket
- Break down entry level cost barriers for participants to play cricket
- Provide a more complete development pathway for girls
- Strengthen retention between blast and stage 1

Age of Players

The indicative age for Outfield is Under 9, however this is a recommendation only. Skill levels of players should be considered when allocating players. There are no minimum requirements for participation.

Encouraging Participation

- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An alternative approach to be considered is to have reverse bowling and batting order.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (e.g. the batter in the number 3 spot, moves to number 4 next game).

Fielding Requirements

- No fielders are to be within fifteen (10) metres of the batter (except for wicket-keepers).

Match Completion and Scoring

- No official ladders are kept for this grade and no finals are played.
- Outcome will be determined by the team who scores the most runs. For each wicket taken four (4) runs is added to the bowling team's total at the end of the innings – PlayHQ E-scoring calculates this automatically.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.

Playing Conditions:

HJL Stage 1 Mixed

Playing Conditions: HJL Stage 1 Mixed

Hours of Play	• Mondays 4:45pm -7pm
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra Softaball White, as supplied by Cricket Tasmania
Boundary	• 40m (Maximum) • Boundaries are to be measured from the batter's end stumps
Team	• 7 players per team • 5 players per team minimum are required to play the game. • 9 players per team maximum are to be allocated to a team (maximum of 7 players on the field at any given time)
Innings	• 20 overs per team • Minimum number of overs to constitute a match shall be 10 overs per side for a rostered 20 over match
Pitch	• **16m length – measured stump to stump**
Batting	• All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap ends following a dismissal. If there is a run out, the not out batter is required to face the next delivery. • As there is an allowance for varying team size, the following retirement rules apply: - 5 player team – batters retire at 24 balls - 6 player team – batters retire at 20 balls - 7 player team – batters retire at 17 balls - 8 player team – batters retire at 15 balls - 9 player team – batters retire at 13 balls • If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119) • Batters are to retire as soon as they face their allotted balls, not at the end of the over.
Bowling	• 6 balls per over (maximum including no balls & wides) • All players are to bowl, including wicket-keepers (swap roles during the innings). • As there is an allowance for varying team size, the following over limits apply: - 5 player team – 4 overs per bowler - 6 player team – 3 overs per bowler, 2 bowlers to bowl 4 overs - 7 player team – 2 overs per bowler, 6 bowlers to bowl 3 overs - 8 player team – 2 overs per bowler, 4 bowlers to bowl 3 overs - 9 player team – 2 overs per bowler, 2 bowlers to bowl 3 overs • Bowlers are to bowl from the one end for entire game
Fielding	• Rotation of fielders is required to ensure all players experience all positions (except wicket-keeper) • No fielders within 15 metres of batter or each other (except wicket-keeper) for safety and to encourage batters to run singles • Teams are recommended to swap wicket-keepers at the halfway point (10 overs). • If more than 7 players are present, they should rotate on/off the field after each over. • The coach of the fielding team can be present on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.
Dismissals	• Unlimited dismissals. Each player will face the nominated number of balls each. • For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings (which is set up automatically in PlayHQ) • There is no LBW in Stage 1.

Overview

Stage 1 is designed for children who have completed the Woolworths Cricket Blast program, Outfield Super 6s, or the Hurricanes Stage 1 Smash program. Designed to stimulate action and test game sense and skills across batting, bowling and fielding, and promoting participation in a team environment.

Age of Players

The indicative age for Stage 1 is Under 10, however this is a recommendation only. Skill levels of players should be considered when allocating players. As a minimum requirement each player should be able to bowl with a straight arm over a 16-metre pitch and land the ball within the batter's reach.

Skill Set for this Level

- Batting: Hit a moving ball on two sides of the field.
- Batting: Run between the wickets with judgement and calling.
- Bowling: Bowl over 16 meters with a straight arm and within the batter's reach.
- Fielding: Participants can catch and throw > 20 meters.
- Can perform tasks when asked at training and during the game.
- Basic self-awareness and respect for others.
- Engages positively at training and on game day.
- Wear appropriate clothing and footwear to training.

Encouraging Participation

- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An alternative approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (e.g. the batter in the number 3 spot, moves to number 4 next game).

Fielding Requirements

- No fielders are to be within fifteen (15) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Reduced Matches

If matches are shortened due to weather or late start, the same number of overs should be allocated for each team. If the match is shortened after the start of the match and where not possible to provide an equal numbers of overs, an outcome will be calculated on average run rate where uneven numbers of overs are faced.

If the match is shortened after the start of the match so that it is not possible to play sufficient overs to constitute a match, both coaches are encouraged to get as much play in as possible within the allocated time (and with parents being prepared to stay at the ground). Whilst this will not achieve a match outcome, it allows players to have as much participation as possible across the season.

Match Completion and Scoring

- No official ladders are kept for this grade and no finals are played.
- Outcome will be determined by the team who scores the most runs. For each wicket taken four (4) runs is added to the bowling team's total at the end of the innings – PlayHQ E-scoring calculates this automatically.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.

Playing Conditions:

HJL Under 13 Girls

Playing Conditions: HJL Under 13 Girls

Hours of Play	• Fridays 4:45pm – 7pm
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra Softaball White, as supplied by Cricket Tasmania
Boundary	• 40m (Maximum) • Boundaries are to be measured from the batter's end stumps
Team	• 7 players per team • 5 players per team minimum are required to play the game. • 9 players per team maximum are to be allocated to a team (maximum of 7 players on the field at any given time)
Innings	• 16 overs per team • Minimum overs to constitute a match shall be 8 overs per side for a rostered 16 over match
Pitch	• 16m length – measured stump to stump
Batting	• All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap ends following a dismissal. If there is a run out the not out batter is required to face the next delivery. • As there is an allowance for varying team size, the following retirement rules apply: - 5 player team – batters retire at 19 balls - 6 player team – batters retire at 16 balls - 7 player team – batters retire at 14 balls - 8 player team – batters retire at 12 balls - 9 player team – batters retire at 11 balls • If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 19 x 5 = 95). If a team is playing with 7 or 9 players it is OK for additional balls to be bowled so batters get an even amount of balls. • Batters are to retire as soon as they face their allotted balls, not at the end of the over. • Batters to have a cone to hit balls off for wides. Given compulsory batting retirements, this is intended for batters to still get the opportunity to hit the ball and score runs off the bat (which also gives fielders opportunities to field) when wides are bowled, which 'keeps the game flowing'. A cone with a ball will be placed on the edge of the popping crease on the off-side of the wicket and the ball must be hit in front of the wicket on the off-side.
Bowling	• 6 balls per over (maximum including no balls & wides) • All players are to bowl, including wicket-keepers (swap roles during the innings) • As there is an allowance for varying team size, the following over limits apply: - 5 player team – 3 overs per bowler, 1 bowler to bowl 4 overs - 6 player team – 2 overs per bowler, 4 bowlers to bowl 3 overs - 7 player team – 2 overs per bowler, 2 bowlers to bowl 3 overs - 8 player team – 2 overs per bowler - 9 player team – 1 over per bowler, 7 bowlers to bowl 2 overs • Bowlers are to bowl from the one end for entire game
Fielding	• Rotation of fielders is required to ensure all players experience all positions (except wicket-keeper) • No fielders within 15 metres of batter or each other (except wicket-keeper) for safety and to encourage batters to run singles • Teams are recommended to swap wicket-keepers at the halfway point (8 overs). • If more than 7 players are present, they should rotate on/off the field after each over. • The coach of the fielding team can be on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional person from the fielding team can assist.
Dismissals	• Unlimited dismissals. Each player will face the nominated number of balls. • For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings. • There is no LBW in Stage 1.

Overview

Under 13 Girls is designed for children who have completed the Woolworths Cricket Blast program, Outfield Super 6s, or the Hurricanes Stage 1 Smash program. Designed to stimulate action and test game sense and skills across batting, bowling and fielding, and promoting participation in a team environment.

Age of Players

The indicative age is Under 13 as of the 31st of August 2026, however this is a recommendation only. Skill levels of players should be considered when allocating players. As a minimum requirement each player should be able to bowl with a straight arm over a 16-metre pitch and land the ball within the batter's reach.

Skill Objectives and Expectations

- Batting: Hit a moving ball on two sides of the field.
- Batting: Run between the wickets with judgement and calling.
- Bowling: Bowl over 16 metres with a straight arm and within the batter's reach.
- Fielding: Participants can catch and throw > 20 meters.
- Can perform tasks when asked at training and during the game.
- Basic self-awareness and respect for others.
- Engages positively at training and on game day.
- Wear appropriate clothing and footwear to training.

Encouraging Participation

- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (e.g. the batter in the number 3 spot, moves to number 4 next game).

Fielding Requirements

- No fielders are to be within fifteen (15) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Reduced Matches

If matches are shortened due to weather or late start, the same number of overs should be allocated for each team. If the match is shortened after the start of the match and where not possible to provide an equal numbers of overs, an outcome will be calculated on average run rate where uneven numbers of overs are faced.

If the match is shortened after the start of the match so that it is not possible to play sufficient overs to constitute a match, both coaches are encouraged to get as much play in as possible within the allocated time (and with parents being prepared to stay at the ground). Whilst this will not achieve a match outcome, it allows players to have as much participation as possible across the season.

Match Completion and Scoring

- No official ladders are kept for this grade and no finals are played.
- Outcome will be determined by the team who scores the most runs. For each wicket taken four (4) runs is added to the bowling team's total at the end of the innings – PlayHQ E-scoring calculates this automatically.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.

Playing Conditions:

HJL Stage 2 Mixed

Playing Conditions: HJL Stage 2

Hours of Play	• Wednesdays 4:45pm – 7pm
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra 142g 2-piece White, as supplied by Cricket Tasmania
Boundary	• 45m (Maximum) • Boundaries are to be measured from the batter's end stumps.
Team	• 9 players per team • 7 players per team minimum are required to play the game. • 11 players per team maximum are to be allocated to a team (maximum of 9 players on the field at any given time)
Innings	• 20 overs per team • Minimum number of overs to constitute a match shall be 10 overs per side for a rostered 20 over match
Pitch	• **18m length – measured stump to stump** • For simplification of measurement both sets of stumps can be brought in to the front crease lines.
Batting	• All batters retire at 20 balls faced (with the assumption that some players will be dismissed). • All balls (regardless of whether wides/no balls) are included in the batter's ball count. • Batters are to retire as soon as they face their allotted balls, not at the end of the over. • Any retired batters can return when all others have batted, in order that they retired. • Maximum of 9 players are permitted to bat per innings • If a team has more than 9 players, any players that did not bowl must bat. • The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.
Bowling	• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • If the team has 9 players or less, all players must bowl (excluding the wicket-keeper). • If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. • As there is an allowance for varying team size, the following over limits apply: - 7 player team – maximum of 4 overs per bowler - 8 or more player team – maximum of 3 overs per bowler • In the interest of time bowlers are to bowl from the one end for entire game.
Fielding	• Rotation of fielders is required to ensure all players experience all positions (except wicket-keeper) • No fielders within 15 metres of batter or each other (except wicket-keeper) for safety and to encourage batters to run singles • Teams have the option to swap wicket-keepers at the halfway point (10 overs). • If more than 9 players are present, they should rotate on/off the field after each over. • No more than five (5) fielders can be positioned on the leg side.
Dismissals	• All modes of dismissal count, with the exception of LBW. • Coaches should be encouraged to alert batsmen when they would have been adjudged LBW so they can learn

Overview
Stage 2 is designed to further develop the cricket skills of participants, playing their 2nd or 3rd year of junior cricket. The emphasis is on continuous and active participation, where all players get to bat, bowl and field, in the T20 format over a 2-hour game.

Age of Players
The indicative age for Stage 2 is Under 12, however this is a recommendation only. Skill levels of players should be considered when allocating players. As a minimum requirement each player should be able to bowl with a straight arm over an 18-metre pitch and land the ball within the batter's reach. As this is the first age group where a batter is dismissed, players need to have the emotional maturity to cope with being out.

Skill Objectives
- Batting: Hit a moving ball on two sides and in front and behind the wicket.
- Batting: Judge and respond with a range of horizontal and vertical bat shots.
- Batting: Judge where and when runs can be scored.
- Bowling: Bowl over 18m with a straight arm and within the batter's reach.
- Fielding: Catch and throw > 35 metres.

Fielding Requirements
- No fielders are to be within fifteen (15) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Encouraging Participation
- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (e.g. the batter in the number 3 spot, moves to number 4 next game).

Umpiring
The LBW rule does not apply as a dismissal in Stage 2, however, coaches may advise players when a delivery would have been LBW to aid learning.

Reduced Matches
If matches are shortened due to weather or late start, the same number of overs should be allocated for each team. If the match is shortened <u>after</u> the start of the match and where not possible to provide an equal numbers of overs, an outcome will be calculated on average run rate where uneven numbers of overs are faced.

If the match is shortened <u>after</u> the start of the match so that it is not possible to play sufficient overs to constitute a match, both coaches are encouraged to get as much play in as possible within the allocated time (and with parents being prepared to stay at the ground). Whilst this will not achieve a match outcome, it allows players to have as much participation as possible across the season.

Match Completion and Scoring
- No official ladders are kept for this grade and no finals are played.
- The outcome will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.

Playing Conditions:

HJL Under 14 Boys

Playing Conditions: Under 14 Boys

Hours of Play	• Sundays 9am – 12:45pm • First innings must finish at 10:50am sharp • Second Innings must finish at 12:45pm sharp • 5-minute innings changeover.
Age	• All players must be under the age of 14 as of the 31st of August 2026. • Overage dispensations can be requested
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra 142g 2-piece White, as supplied by Cricket Tasmania
Boundary	• 45m (Maximum) • Boundaries are to be measured from the batter's end stumps.
Team	• 9 players per team • 7 players per team minimum are required to play the game. • 11 players per team maximum are to be allocated to a team (maximum of 9 players on the field at any given time)
Innings	• 30 overs per team • Minimum number of overs to constitute a match shall be 15 overs per side for a rostered 30 over match
Pitch	• **19m length – measured stump to stump** • For simplification of measurement one set of stumps can be brought to the front crease lines
Batting	• All batters retire at 35 balls faced (with the assumption that some players will be dismissed). • All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batters are to retire as soon as they face their allotted balls, not at the end of the over. • Any retired batters can return when all others have batted, in order that they retired. • Maximum of 9 players are permitted to bat per innings • If a team has more than 9 players, any players that did not bowl must bat. • The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.
Bowling	• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • As there is an allowance for varying team size, the following over limits apply: • - 7 player team – maximum of 5 overs per bowler • - 8 or more player team – maximum of 4 overs per bowler • If the team has 9 players or less, all players must bowl (excluding the wicket-keeper). • If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. • In the interest of time bowlers are to bowl from the one end for the entire game.
Fielding	• Rotation of fielders is recommended to ensure all players experience all positions (except wicket-keeper) • No fielders within 15 metres of batter or each other (except wicket-keeper and regulation off side slips and gully fielders) • If more than 9 players are present, they should rotate on/off the field after each over. • Teams have the option to swap wicket-keepers at the halfway point (15 overs). • No more than five (5) fielders can be positioned on the leg side.
Dismissals	• All modes of dismissal count, including LBW

Overview

Under 14 Boys is designed to further develop the cricket skills of participants, playing their 3rd, 4th or 5th year of junior cricket. The emphasis is on continuous and active participation, where all players get to bat, bowl and field, in a 30-over format, over a 3 hour 45 minute game.

Skill Objectives

- Batting: Hit a moving ball on two sides and in front and behind the wicket.
- Batting: Judge and respond with a range of horizontal and vertical bat shots.
- Batting: Judge where and when runs can be scored.
- Bowling: Bowl over 18m with a straight arm and within the batter's reach.
- Fielding: Catch and throw > 35 metres.

Time Requirements

- Batting Innings' must be completed, or finished, at the set times.
- Captains and coaches must be proactive in managing their over rates to ensure that each innings closes by the scheduled time. Cricket Tasmania will monitor this requirement and, if there is a consistent ongoing non-compliance, will implement a competition wide sanction of 6 runs for every over that the bowling team falls short of the required rate

Fielding Requirements

- No fielders are to be within fifteen (15) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Encouraging Participation

- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (e.g. the batter in the number 3 spot, moves to number 4 next game).

Umpiring

- The LBW rule applies. To adjudicate LBW as out, **the umpire must be 100% convinced that the ball:**
    - **Did <u>not</u> pitch outside the line of leg stump**
    - **The ball struck the body in line with the stumps**
    - **The ball was going to hit the wicket**
    - **The ball did <u>not</u> hit the bat prior to hitting the pad**
    - **Any benefit of the doubt should go to the batter.**
- All umpires' decisions are final. If there is any doubt at all, then the batsman should be given not out. A good rule of thumb is that if you cannot explain to the bowler why it was not out, then it is likely out.

Rain Affected matches

- Each side must be able to face fifteen (15) overs to constitute a match. Should the total rain delay exceed 2 hours (120 minutes), the match should be abandoned.
- In the event play is lost during the first innings, reduce each innings by one (1) over for each 7.5 minutes lost (or part thereof). *Example – 30 minutes lost; reduce each innings by four (4) overs.*
- In the event play is lost during the second innings, reduce this innings by one over for every 3.75 minutes lost (or part thereof). *Example – 15 minutes lost; reduce the second innings by four (4) overs.*
- **Revised Target (Team Batting Second):** If required, revised targets are to be calculated within PlayHQ E-scoring, using the DLS (Duckworth Lewis Stern) option.

Match Completion and Scoring

- No official ladders are kept for this grade and no finals are played.
- The outcome will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.

Playing Conditions:

HJL Under 16 Boys - Sundays

Playing Conditions: HJL Under 16 Boys

Hours of Play	• Sundays, 10am – 3pm (turf pitch) 1pm – 6pm (synthetic pitch) • First innings must finish at 12:25pm or 3:25pm sharp, depending on pitch type • Second Innings must finish at 3:00pm or 6:00pm sharp, depending on pitch type • 10 minute innings changeover.
Age	• All players must be under the age of 16 as of the 31st of August 2026. • Overage dispensations can be requested
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra Regulation Reject 156g 4-piece White, as supplied by Cricket Tasmania
Boundary	• Minimum 50m to maximum 62m • Boundaries are to be measured from the centre of the pitch.
Team	• 11 players per team • 7 players per team minimum are required to play the game.
Innings	• 40 overs per team • Minimum number of overs to constitute a match shall be 15 overs per side for a rostered 40 over match
Pitch	• Full length pitch. In ground stumps to be provided by home team.
Batting	• No compulsory retirements
Bowling	• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • Minimum of 5 bowlers must bowl. • Maximum of 8 overs per bowler. • Maximum of 5 overs per spell.
Fielding	• Rotation of fielders is recommended to ensure all players experience all positions (except wicket-keeper) • No fielders within 10 metres of batter or each other (except wicket-keeper and regulation off side slips and gully fielders) • No more than five (5) fielders can be positioned on the leg side
Dismissals	• All modes of dismissal count, including LBW.
Umpiring	• Each team is required to provide 1 umpire who has completed the online junior umpire training module. FOUND HERE.

Overview

U16 Boys is designed for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players. Games will be played on a combination of turf and synthetic pitches. For participation on turf pitches, spikes must be worn.

Skill Objectives

- Batting: Respond to pace and spin from back and front foot, attacking and defending to score runs.
- Judge where and when runs can be scored.
- Bowling: Bowl with pace/spin, controlling variations of line and length over 20.1 m (full pitch).
- Fielding: Field and catch in all positions on the field.
- Fielding: Throw > 40 metres.
- Wicket-keeping: Catch the ball from pace and spin deliveries to save runs and take wickets.
- Captains to make tactical decisions and lead the game in all areas (players and spirit).
- Apply skills over extended period of time (40 overs per team).

Time Requirements

- Games on turf are required to start at 10:00am – Games on Synthetic are required to start at 1pm
- Batting innings' must be completed, or finished, at the set times.
- Captains and coaches must be proactive in managing their over rates to ensure that each innings closes by the scheduled time. Cricket Tasmania will monitor this requirement and, if there is a consistent ongoing non-compliance, will implement a competition wide sanction of 6 runs for every over that the bowling team falls short of the required rate

Fielding Requirements

- No fielders are to be within ten (10) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Encouraging Participation

- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.

Stumps

In ground stumps are to be provided by the home team and used for both turf and synthetic pitches. Sping back stumps are not to be used.

Umpiring

- The LBW rule applies. To adjudicate LBW as out, **the umpire must be 100% convinced that the ball:**
    - **Did <u>not</u> pitch outside the line of leg stump**
    - **The ball struck the body in line with the stumps**
    - **The ball was going to hit the wickets**
    - **The ball did <u>not</u> hit the bat prior to hitting the pad**
    - **Any benefit of the doubt should go to the batter.**
- All umpires' decisions are final. If there is any doubt at all, then the batsman should be given not out. A good rule of thumb is that if you cannot explain to the bowler why it was not out, then it is likely out.

Rain Affected matches

- Each side must be able to face fifteen (15) overs to constitute a match. Should the total rain delay exceed 3 hours (180 minutes), the match should be abandoned.
- In the event play is lost during the first innings, reduce each innings by one (1) over for each 7.5 minutes lost (or part thereof). *Example – 30 minutes lost; reduce each innings by four (4) overs.*
- In the event play is lost during the second innings, reduce this innings by one over for every 3.75 minutes lost (or part thereof). *Example – 15 minutes lost; reduce the second innings by four (4) overs.*
- **Revised Target (Team Batting Second):** If required, revised targets are to be calculated within PlayHQ E-scoring, using the DLS (Duckworth Lewis Stern) option.

Match Result and Scoring

- A final round will be played based on ladder positions at the end of the home and away season. E.g. 1st v 2nd, 3rd v 4th, etc.
- The match result will be determined by the team who scores the most runs.
- Results and player scores must be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.



Playing Conditions:

Under 16 Boys Friday T20

Playing Conditions: Under 16 Boys Friday T20 (incl. Huon Channel)

Hours of Play	• Fridays 5:15pm – 7:30pm
Age	• All players must be under the age of 16 as of the 31st of August 2026. • Overage dispensations can be requested
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra 156g 2-piece White, as supplied by Cricket Tasmania
Boundary	• 50m (maximum) • Boundaries are to be measured from the batter's end stumps.
Team	• 9 players per team • 7 players per team minimum are required to play the game. • 11 players per team maximum are to be allocated to a team (maximum of 9 players on the field at any given time)
Innings	• 20 overs per team • Minimum number of overs to constitute a match shall be 10 overs per side for a rostered 20 over match
Pitch	• Full length pitch
Batting	• Batters must retire immediately upon reaching 50 runs (or earlier at team's discretion) • Retired batters may return to the crease at the loss of the last wicket, in order of retirement. • A maximum of 8 dismissals constitutes an end of innings
Bowling	• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • Minimum of 5 bowlers must bowl. • Maximum of 4 overs per bowler.
Fielding	• Rotation of fielders is recommended to ensure all players experience all positions (except wicket-keeper) • No fielders within 10 metres of batter or each other (except wicket-keeper and regulation off side slips and gully fielders) • No more than five (5) fielders can be positioned on the leg side
Dismissals	• All modes of dismissal count.

Overview

U16 Boys is designed for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 9 players.

Skill Objectives

- Batting: Respond to pace and spin from back and front foot, attacking and defending to score runs.
- Judge where and when runs can be scored.
- Bowling: Bowl with pace/spin, controlling variations of line and length over 20.1 m (full pitch).
- Fielding: Field and catch in all positions on the field.
- Fielding: Throw > 40 metres.
- Wicket-keeping: Catch the ball from pace and spin deliveries to save runs and take wickets.
- Captain to make tactical decisions and lead the game in all areas (players and spirit).
- Apply skills over extended period of time (20 overs per team).

Fielding Requirements

- No fielders are to be within ten (10) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Encouraging Participation

- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide for an equal opportunity to develop their skills.
- An approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.

Umpiring

- The LBW rule applies. To adjudicate LBW as out, **the umpire must be 100% convinced that the ball:**
    - **Did <u>not</u> pitch outside the line of leg stump**
    - **The ball struck the body in line with the stumps**
    - **The ball was going to hit the wicket**
    - **The ball did <u>not</u> hit the bat prior to hitting the pad**
    - **Any benefit of the doubt should go to the batter.**
- All umpires' decisions are final. If there is any doubt at all, then the batsman should be given not out. A good rule of thumb is that if you cannot explain to the bowler why it was not out, then it is likely out.

Rain Affected matches

- Each side must be able to face five (5) overs to constitute a match. Should the total rain delay exceed 1.5 hours (90 minutes), the match should be abandoned.
- In the event play is lost during the first innings, reduce each innings by one (1) over for each 7.5 minutes lost (or part thereof). *Example – 30 minutes lost; reduce each innings by four (4) overs.*
- In the event play is lost during the second innings, reduce this innings by one over for every 3.75 minutes lost (or part thereof). *Example – 15 minutes lost; reduce the second innings by four (4) overs.*
- **Revised Target (Team Batting Second):** If required, revised targets are to be calculated within PlayHQ E-scoring, using the DLS (Duckworth Lewis Stern) option.

Match Completion and Scoring

- No official ladders are kept for this grade and no finals are played.
- The outcome will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.

Playing Conditions:

HJL Under 16 Girls

Playing Conditions: HJL Under 16 Girls

Hours of Play	• Tuesdays 4:45pm – 7pm
Protective Equipment	• Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	• Kookaburra 142g 2-piece White (Supplied by Cricket Tasmania)
Boundary	• 40m (maximum) • Boundary is to be measured from the batter's end stumps
Team	• 7 Players per team • 5 players per team minimum are required to play the game. • 9 players per team maximum are to be allocated to a team (maximum of 7 players on the field at any given time)
Innings	• 20 overs per team • Minimum number of overs to constitute a match shall be 10 overs per side for a rostered 20 over match
Pitch	• **18m length – measured stump to stump**
Batting	• All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap ends following a dismissal. If there is a run out the not out batter is required to face the next delivery. • As there is an allowance for varying team size, the following retirement rules apply: - 5 player team – batters retire at 24 balls - 6 player team – batters retire at 20 balls - 7 player team – batters retire at 17 balls - 8 player team – batters retire at 15 balls - 9 player team – batters retire at 13 balls • If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119) • Batters are to retire as soon as they face their allotted balls, not at the end of the over.
Bowling	• 6 balls per over (maximum including no balls & wides) • All players are to bowl, including wicket-keepers (swap roles during the innings). • Bowlers are to bowl from the one end for entire game
Fielding	• Rotation of fielders is required to ensure all players experience all positions (except wicket-keeper) • No fielders within 15 metres of batter or each other (except wicket-keeper) for safety and to encourage batters to run singles • Teams are recommended to swap wicket-keepers at the halfway point (10 overs). • If more than 7 players are present, they should rotate on/off the field after each over. • The coach of the fielding team can be present on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.
Dismissals	• Unlimited dismissals. Each player will face the nominated number of balls each. • For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings (which is set up automatically in PlayHQ) • There is no LBW in Under 16s Girls

Description
This format is designed to further develop the cricket skills of participants who are playing their 2nd or 3rd year of junior cricket. The emphasis is on continuous and active participation, where all players get to bat, bowl and field, in the T20 format over a 2-hour game.

Skill Objectives
- Batting: Hit a moving ball on two sides and in front and behind the wicket.
- Batting: Judge and respond with a range of horizontal and vertical bat shots.
- Batting: Judge where and when runs can be scored.
- Bowling: Bowl over 18m with a straight arm and within the batter's reach.
- Fielding: Catch and throw > 35 metres.

Fielding Requirements
- No fielders are to be within fifteen (15) metres of the batter (except for wicket-keepers and slip fielders).
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Encouraging Participation
- Cricket Tasmania encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide an equal opportunity to develop their skills.
- An approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (e.g. the batter in the number 3 spot, moves to number 4 next game).

Reduced Matches
If matches are shortened due to weather or late start, the same number of overs should be allocated for each team. If the match is shortened after the start of the match and where not possible to provide an equal numbers of overs, an outcome will be calculated on average run rate where uneven numbers of overs are faced.

If the match is shortened after the start of the match so that it is not possible to play sufficient overs to constitute a match, both coaches are encouraged to get as much play in as possible within the allocated time (and with parents being prepared to stay at the ground). Whilst this will not achieve a match outcome, it allows players to have as much participation as possible across the season.

Match Completion and Scoring
- No official ladders are kept for this grade and no finals are played.
- The outcome will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, outcome and player scores are to be entered in PlayHQ – either automatically if scored via PlayHQ E-Scoring or by manual entry via the PlayHQ Admin Portal.