



Female Youth League T20 Cricket
PLAYING CONDITIONS
2026/27

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Annexure N - Playing Conditions – Female Youth League – T20 Matches

1. Number of Players

- (A) Each side shall be permitted to play a maximum of twelve (12) players per team, however only nine (9) shall be on the field of play at any time and only nine (9) shall be able to bat and nine (9) shall be able to bowl).
- (B) Players permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field..

2. Player Eligibility

Maximum Age – 16 years as at 31 August 2026.

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), six (6) ball overs per innings.
 - (i) A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of five (5) overs per innings to constitute a match.
 - (i) If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - (ii) Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations.
 - (iii) Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining.
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

4. Hours of Play

- (A) Matches shall commence as determined by CCCA Competition Lead.
- (B) Matches shall cease once the scheduled overs are bowled or when a result is achieved.

5. Innings Duration

- (A) All innings must be completed within the designated time - 85 minutes.
- (B) 1st Innings shall commence at 8:00am and shall finish by 9:25am.

- (C) 2nd Innings shall commence at 9:35am and shall finish by 11:00am.
- (D) For matches where overs are reduced, the innings start times shall be varied, however the finishing time shall remain 11:00am.
- (E) For innings which are still in progress at the scheduled finishing time, the innings shall cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
- (F) Penalty runs as per Playing Condition 5 shall apply for any un-bowled overs.

6. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any un-bowled overs as per Playing Condition 5.
- (B) If agreement cannot be reached as to the application of Playing Condition 6(A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.20.

7. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time.
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs.
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs.
- (F) For matches which have not commenced by 10:10am shall be abandoned.
- (G) Incomplete or fractions of overs are ignored.

8. Drinks

- (A) Drinks shall be taken at the conclusion of the tenth (10th) over.

- (i) Drinks shall be taken on the field and are not to exceed five (5) minutes in duration.
 - (ii) Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision.

9. Type and Use of Cricket Balls

- (A) A two (2) piece 142gm Kookaburra Red “Colt” or “Crown” Ball shall be used. Each innings is to be commenced with a new ball.

10. Bowling Restrictions

- (A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, she will be allowed to complete the over.
- (i) If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance.
 - (ii) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler’s limit is concerned.

11. Bowling Guidelines

- (A) The first ten (10) overs shall be bowled consecutively from one end. The next ten (10) overs shall be bowled consecutively from the other end.
- (B) The bowling side shall determine which end bowling commences from.
- (C) In matches where overs are reduced and result in an odd number of overs, the bowling side shall determine from which end the greater number of overs will be bowled from. It is not necessary to have the greater number of overs bowled first. i.e. in a 15 over match the bowling side may opt to bowl seven (7) overs from the end they start at then eight (8) overs from the other end.

12. Batting Restrictions

- (A) Any batter who faces 30 balls shall retire immediately.

- (i) Retired batters are permitted to return to the crease once all other wickets have fallen.
 - (ii) Should there be more than one retired batter, they shall return to the crease in the order that they retired.
 - (iii) All batters returning to the crease are entitled to remain batting until dismissed, or end of innings.
 - (iv) The batter who remains not out at the time of the 8th wicket falling, is permitted to carry their bat and continue their innings until, either that batter is out themselves, or the runner (must be the batter who was previous wicket to fall) is run out (therefore out a second time).
 - (v) All Wides and No Balls shall be counted as a ball faced.
- (B) For teams which fail to observe Playing Condition 12 penalties as per By-Law 4.3 will apply.

13. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
 - (i) Is hit by the batter, or
 - (ii) Strikes the body or equipment of the batter, or
 - (iii) Passes through to the wicket-keeper.

14. Balls Per Over

The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls shall be bowled. i.e. Only two no balls or wides shall be re-bowled. Any other balls bowled as a no ball or wide in an over shall be counted against the score but not re-bowled.

15. Synthetic Pitches

A ball pitched off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

16. Pitch Length

- (A) All matches shall be played on Synthetic Pitches.
- (B) Pitches shall be on a full length 20.1m pitch.

17. Boundary

Boundaries shall be a distance of 40m in radius from the centre of the pitch.

18. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie.
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
- (i) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform. If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern “Phone App” as per Clause 18 (use G50 Value in “about” of 200).
 - (ii) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target (Refer Note 1 below)
 - (iii) The target score can be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1 below).
 - (iv) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 3 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation:

- Team A scores 160 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score.

19. Super Over

- (A) If a match is a tie, the teams shall contest a one (1) over per side Super Over.
- (B) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch.
- (C) The umpires shall stand at the same end as they stood during the match.
- (D) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.
- (E) Only nominated players in the main match shall participate in the Super Over.
- (F) The team batting second in the match shall bat first in the Super Over.
- (G) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
- (H) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted.
- (I) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.

20. Point Score

Points shall be allocated for each match as follows:

Result	Points
Win	4
Tie	2
Draw	2
Loss	0

21. Finals

21.1 Finals Qualification

- (A) Player must have played a minimum of five (5) matches during the season.

- (i) Washouts do not count towards player eligibility.
- (ii) If named in PlayHQ in a game in which a forfeit was received, the match shall count towards finals

21.2 Match Unable to be Completed

- (A) In the event of a finals match being unable to be completed, the highest ranked team playing in the final shall be declared the winner.
- (B) In the event of a tie in a finals match, the teams shall contest a one (1) over per side Super Over.
 - (i) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch.
 - (ii) The umpires shall stand at the same end as they stood during the match.
 - (iii) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.
 - (iv) Only nominated players in the main match shall participate in the Super Over.
 - (v) Each team's over shall be played with the same fielding restrictions as apply for the last over in the match.
 - (vi) The team batting second in the match shall bat first in the Super Over.
 - (vii) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
 - (viii) Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted.
 - (ix) In the event of both teams having the same score in the Super Over, additional Super Overs will be played until we have a winner, noting that if the standing umpires determine that light is inadequate for play to continue, the result shall be a tie, regardless of the number of wickets lost. In this instance in a Final, the highest ranked team playing in the final shall be declared the winner.

22. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 8 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 4.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
8	1	4	1
16	2	8	2
24	3	12	3
32	4	16	4
40	5	20	5
48	6	24	6
56	7	28	7
64	8	32	8
72	9	36	9
80	10	40	10
88	11	44	11
96	12	48	12
104	13	52	13
112	14	56	14
120	15	60	15
128	16	64	16
136	17	68	17
144	18	72	18
152	19	76	19
160	20	80	20

23. Duckworth Lewis Calculator

PlayHQ Live Scoring Platform Process:

1. When an interruption occurs, the umpires determine the revised number of overs available to the team batting second, in line with Clause 13 (Reduction of Overs Table).

2. In PlayHQ Live Scoring, go to the 2nd innings set up form, or during the 2nd innings select ACTIONS, then Parameters.
3. Update the "Over Limit" field to reflect the revised number of overs determined by the umpires.
4. Select the DLS toggle. PlayHQ will automatically calculate the new target score using Duckworth-Lewis-Stern V4.0, based on the score, wickets lost, and overs completed at the time of interruption.
5. The updated target score displayed in PlayHQ becomes the official target for the team batting second, to be communicated to both captains and scorers.
6. If there are further interruptions, repeat steps 2 to 5, updating the Over Limit each time. PlayHQ supports multiple updates during the same innings.
7. If PlayHQ Live Scoring is unavailable, the Duckworth-Lewis-Stern "Phone App" is to be used instead, with the G50 value set to 200 (accessible via the "About" section of the app).
8. Scorers and umpires should confirm the target score shown matches between PlayHQ (or the Phone App) and the scorebook before play resumes.