



Hurricanes Junior League (HJL)
Season Handbook 2024-25

Contents

Cricket Tasmania Community Cricket Contacts	3
Code of Behaviour.....	4
General Playing Conditions: All Grades.....	6
2024-25 Playing Conditions: HJL Stage 1 Mixed	9
2024-25 Playing Conditions: HJL Stage 1 Girls	12
2024-25 Playing Conditions: HJL Stage 2	15
2024-25 Playing Conditions: Under 14 Boys.....	18
2024-25 Playing Conditions: HJL Under 16 Boys.....	21
2024-25 Playing Conditions: Huon Channel Under 16 Boys	24
2023-24 Playing Conditions: HJL Under 16 Girls.....	27

Cricket Tasmania Community Cricket Contacts

Hurricanes Junior League

Email: competitions@crickettas.com.au

Competition Manager

Community Competitions Officer (South)

Luke Meers 03 6282 0483
 0422 948 134 (M)
Email: lmeers@crickettas.com.au

Community Cricket Staff (South)

Community Cricket Manager (South)

Paul Taylor 0404 477 111 (M)
 Email: ptaylor@crickettas.com.au

Cricket Development Officer

Liam O'Sullivan Email: losullivan@crickettas.com.au

Cricket Development Officer

Tanja Lee Email: tlee@crickettas.com.au

Community Project Officer

Will Thompson Email: wthompson@crickettas.com.au

Code of Behaviour

Coaches & Parents Code of Behaviour

- Remember that young people participate for pleasure and 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 on the basis of race, religion, gender, ethnic background or special ability.
- 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 the 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 plays 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
Season 2024-25

General Playing Conditions: All Grades

Competition Directive

Cricket Tasmania's Hurricanes Junior League 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.

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 prior to the commencement of each game.

Forfeits

Notice of forfeits must be provided at the earliest chance to the opposing club and the Competition Manager 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.

Wet Weather Cancellations/ Rescheduling

- Matches throughout the season will only be cancelled in the event of extreme weather conditions and ground closures. Matches are not permitted to be played if a local council or club which manages the ground 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 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 Manager, Luke Meers 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 Manager, Luke Meers 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 before the last round of the season.

Rain Affected matches – Under 16 Boys & Under 14 Boys Only

- Each side must be able to face twenty (20) overs to constitute a match. Should the total rain delay exceed 2 hours and 30 minutes (150 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.

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:

- 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 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.

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.

Scoring – PlayHQ Electronic Scoring

The PlayHQ E-Scoring system is available via the website <https://ca.score.playhq.com> and is available 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 (eg. take a screenshot) at the completion of the game as a backup.

Match Results and Player Scores

Match results 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 reconnecting to internet post-game. For assistance with the entry of match results and player scores in PlayHQ, contact the Competition Manager, Luke Meers via competitions@crickettas.com.au.

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. Alternatively contact the Competition Manager, Luke Meers at competitions@crickettas.com.au



**2024-25 Playing Conditions:
HJL Stage 1 Mixed**

2024-25 Playing Conditions: HJL Stage 1 Mixed

Standard Hours of Play	<ul style="list-style-type: none"> • Mondays, 5:15pm – 7:30pm
Protective Equipment	<ul style="list-style-type: none"> • Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	<ul style="list-style-type: none"> • Kookaburra Softaball White, as supplied by Cricket Tasmania
Boundary	<ul style="list-style-type: none"> • 40m (Maximum) • Boundaries are to be measured from the batter's end stumps
Team	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 16m Length – Measured stump to stump
Batting	<ul style="list-style-type: none"> • All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap end 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: <ul style="list-style-type: none"> - 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. $17 \times 7 = 119$) • Batters are to retire as soon as they face their allotted balls, not at the end of the over.
Bowling	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Rotation of fielders is required to ensure all players experience all positions • 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	<ul style="list-style-type: none"> • 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, the GamePlay program, or are new to the sport and are ready for their first taste of junior cricket. 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 and Under 11, 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.

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 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.
- Wears 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 for 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 (eg. 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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result 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, results 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.



2024-25 Playing Conditions:

HJL Stage 1 Girls

2024-25 Playing Conditions: HJL Stage 1 Girls

Standard Hours of Play	<ul style="list-style-type: none"> • Fridays, 5:15pm – 7.15pm
Protective Equipment	<ul style="list-style-type: none"> • Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	<ul style="list-style-type: none"> • Kookaburra Softaball White, as supplied by Cricket Tasmania
Boundary	<ul style="list-style-type: none"> • 40m (Maximum) • Boundaries are to be measured from the batter's end stumps
Team	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 16 overs per team • Minimum number of overs to constitute a match shall be 8 overs per side for a rostered 16 over match
Pitch	<ul style="list-style-type: none"> • 16m Length – Measured stump to stump
Batting	<ul style="list-style-type: none"> • All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap end 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: <ul style="list-style-type: none"> - 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 • Batters are to retire as soon as they face their allotted balls, not at the end of the over. • 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 opportunity 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 Infront of the wicket on the off-side.
Bowling	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Rotation of fielders is required to ensure all players experience all positions • 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	<ul style="list-style-type: none"> • 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. • There is no LBW in Stage 1.

Overview

Stage 1 is designed for children who have completed the Woolworths Cricket Blast program, the Game Play program, or are new to the sport and are ready for their first taste of junior cricket. 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 and Under 11, 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.

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 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.
- Wears 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 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.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (eg. 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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result 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, results 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.



**2024-25 Playing Conditions:
HJL Stage 2 Mixed**

2024-25 Playing Conditions: HJL Stage 2

Standard Hours of Play	<ul style="list-style-type: none"> Wednesdays, 5:15pm – 7:30pm
Protective Equipment	<ul style="list-style-type: none"> Helmets are required to be worn while batting and wicket-keeping. Pads Gloves Protector
Ball	<ul style="list-style-type: none"> Kookaburra 142g 2-piece White, as supplied by Cricket Tasmania
Boundary	<ul style="list-style-type: none"> 45m (Maximum) Boundaries are to be measured from the batter's end stumps.
Team	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 18m Length – Measured stump to stump For simplification of measurement stumps can be brought in at each end to the front crease lines (17.7m)
Batting	<ul style="list-style-type: none"> All batters retire at 20 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	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). 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 entire game.
Fielding	<ul style="list-style-type: none"> 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 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	<ul style="list-style-type: none"> All modes of dismissal count.

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 11 and 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 a 18-metre pitch.

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.

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.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (eg. 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 not 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 not hit the bat prior to hitting the pad**
 - Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpires' decisions are final.

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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, results 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.



2024-25 Playing Conditions:

HJL Under 14 Boys

2024-25 Playing Conditions: Under 14 Boys

Standard Hours of Play	<ul style="list-style-type: none"> Sundays, 9am – 12pm
Age	<ul style="list-style-type: none"> All players must be under the age of 14 as of the 31st of August 2024. Overage dispensations can be requested: https://forms.office.com/r/M7KXVpDGdd
Protective Equipment	<ul style="list-style-type: none"> Helmets are required to be worn while batting and wicket-keeping. Pads Gloves Protector
Ball	<ul style="list-style-type: none"> Kookaburra 142g 2-piece White, as supplied by Cricket Tasmania
Boundary	<ul style="list-style-type: none"> 45m (Maximum) Boundaries are to be measured from the batter's end stumps.
Team	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 18m Length – Measured stump to stump For simplification of measurement stumps can be brought in at each end to the front crease lines (17.7m)
Batting	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). Maximum of 5 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 entire game.
Fielding	<ul style="list-style-type: none"> Rotation of fielders is recommended to ensure all players experience all positions No fielders within 10 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	<ul style="list-style-type: none"> All modes of dismissal count.

Description

U14 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 game.

Grading Matches

- The first 4 weeks of the season are grading games. Each team will be split into Purple Division or Black Division after these 4 matches.
- This is to promote a more equal competition for all teams.

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.

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.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (eg. 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 not 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 not hit the bat prior to hitting the pad**
 - Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpires' decisions are final.

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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, results 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.



2024-25 Playing Conditions:

HJL Under 16 Boys

2024-25 Playing Conditions: HJL Under 16 Boys

Standard Hours of Play	<ul style="list-style-type: none"> Sundays, 1pm – 5m
Age	<ul style="list-style-type: none"> All players must be under the age of 16 as of the 31st of August 2024. Overage dispensations can be requested: https://forms.office.com/r/M7KXVpDGdd
Protective Equipment	<ul style="list-style-type: none"> Helmets are required to be worn while batting and wicket-keeping. Pads Gloves Protector
Ball	<ul style="list-style-type: none"> Kookaburra 156g 2 piece White, as supplied by Cricket Tasmania
Boundary	<ul style="list-style-type: none"> 50m (Maximum) Boundaries are to be measured from the batter's end stumps.
Team	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Full Length Pitch
Batting	<ul style="list-style-type: none"> No compulsory retirements
Bowling	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Rotation of fielders is recommended to ensure all players experience all positions 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	<ul style="list-style-type: none"> All modes of dismissal count.

Description

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, with feedback.
- 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).

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 not 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 not hit the bat prior to hitting the pad**
 - Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpires' decisions are final.

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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, results 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.



**2024-25 Playing Conditions:
Huon Channel Under 16 Boys**

2024-25 Playing Conditions: Huon Channel Under 16 Boys

Standard Hours of Play	<ul style="list-style-type: none"> • Fridays, 5:00pm – 7:30pm
Age	<ul style="list-style-type: none"> • All players must be under the age of 16 as of the 31st of August 2024. • Overage dispensations can be requested: https://forms.office.com/r/M7KXVpDGdd
Protective Equipment	<ul style="list-style-type: none"> • Helmets are required to be worn while batting and wicket-keeping. • Pads • Gloves • Protector
Ball	<ul style="list-style-type: none"> • Kookaburra 156g 2-piece White, as supplied by Cricket Tasmania
Boundary	<ul style="list-style-type: none"> • 50m (Maximum) • Boundaries is to be measured from the batter's end stumps.
Team	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Full Length Pitch
Batting	<ul style="list-style-type: none"> • 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.
Bowling	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Rotation of fielders is recommended to ensure all players experience all positions • 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	<ul style="list-style-type: none"> • All modes of dismissal count.

Description

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, with feedback.
- 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).

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 not 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 not hit the bat prior to hitting the pad**
 - Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpires' decisions are final.

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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, results 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.



**2024-25 Playing Conditions:
HJL Under 16 Girls**

2023-24 Playing Conditions: HJL Under 16 Girls

Standard Hours of Play	<ul style="list-style-type: none"> Tuesdays, 5:15pm – 7:30pm
Protective Equipment	<ul style="list-style-type: none"> Helmets are required to be worn while batting and wicket-keeping. Pads Gloves Protector
Ball	<ul style="list-style-type: none"> Kookaburra 135g 2-piece White (Supplied by Cricket Tasmania)
Boundary	<ul style="list-style-type: none"> 40m (Maximum) Boundaries is to be measured from the batter's end stumps
Team	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 18m Length – Measured stump to stump
Batting	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end 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: <ul style="list-style-type: none"> - 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. $17 \times 7 = 119$) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
Bowling	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions 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	<ul style="list-style-type: none"> 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.

Description

HJL Under 16 Girls is aligned to the Stage 2 format. 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.

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.
- Additionally, coaches may choose to rotate the batting order for each game, moving each player down by 1 spot in the order (eg. 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 not 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 not hit the bat prior to hitting the pad**
 - Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpires' decisions are final.

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, a result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result and Scoring

- No official ladders are kept for this grade and no finals are played.
- The result will be determined by the team who scores the most runs.
- Whilst there are no competition points or a ladder, results 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.