



HJL Season Handbook 2023-24

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Contents

Cricket Tasmania Community Cricket Contacts	4
Codes of Behaviour.....	5
General Playing Conditions HJL Stage 1, Stage 2, U14 Boys, U16 Boys, Stage 1 Girls, U16 Girls	7
2023-24 Playing conditions: HJL Stage 1 Boys	10
2023-24 Playing Conditions: HJL Stage 2.....	14
2023-24 Playing Conditions: HJL U14's Boys	17
2023-24 Playing Conditions: HJL U16's	20
2023-24 Playing Conditions: Huon Channel U15's Boys	23
2023-24 Playing Conditions: HJL Stage 1 Girls	26
2023-24 Playing Conditions: HJL U16's Girls	30

Cricket Tasmania Community Cricket Contacts

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Club Development Officer (South)

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Cricket Development Officer

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Codes 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 yourself — actions speak louder than words.



Cricket Tasmania
HJL Competitions
General Playing Conditions
Season 2023-24

General Playing Conditions HJL Stage 1, Stage 2, U14 Boys, U16 Boys, Stage 1 Girls, U16 Girls

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.

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.

Forfeits

Notice of forfeits must be provided at the earliest chance to the opposing club and Jyles Horne (Community Cricket Administrator) at jhorne@crickettas.com.au.

Player Registration

Players are required to be registered with the club prior to playing their first game, and clubs must upload all player information to the competition management program, PlayHQ.

Cricket Tasmania requires players to register online via 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.

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.

Team Selection

Team selections for all grades shall be entered in PlayHQ prior to the commencement of each game in every given roster.

Match Results and Player Scores

Match results and player scores must be confirmed within 48 hours of the completion of each match.

Clubs who require assistance in the entry of match results and player scores into PlayHQ should check the "How-To" sheet in the first instance, otherwise they can contact Cricket Tasmania's Community Competitions Administrator, Jyles Horne, via jhorne@crickettas.com.au. However, for games scored via PlayHQ, this will not be required, as the scores can be synced directly provided you have an internet connection.

PlayHQ e-scoring

The PlayHQ Live Score is a web browser <https://ca.score.playhq.com> available on computers, tablets and smart phones. This system scores matches live and upload scorecards automatically. Friends and supporters can follow matches. Both home and away clubs are required to score using the PlayHQ system for all HJL Matches. If you are the home team you must ensure to confirm the match after completion. If you are the away team, please save or take a screenshot of the scores at the completion of the game for a backup.

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 Jyles Horne at jhorne@crickettas.com.au.

Matches that are 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 Jyles (at above contact) within 7 days of the match being abandoned, so they can confirm 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

Rain Affected Matches

- 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.

Loss of Play Due to Weather

- Reduce each innings by one (1) over for each 7.5 minutes or part thereof lost if the delay occurs in the first innings. Example – 30 minutes lost; reduce each innings by four (4) overs.
- In the event that there is a weather delay during the second innings, reduce the 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

- Revised targets are to be calculated by PlayHQ e-scoring DLS.

Covid Safety

It is the responsibility of all clubs, coaches and parents to ensure that both training and matches throughout the season are Covid safe. Please ensure you comply with all current rules and regulations provided by Cricket Tasmania or any level of Government.

<https://www.crickettas.com.au/community-cricket/covid-19-return-to-play-updated>

Helmet Compliance

The applicable minimum standard for all helmets worn by players is British Standard 7928:2013 'Specification for head protectors for cricketers' or any other successor standard, or other standard applicable to headwear (including the helmet grill) to be worn by players as mandated by the International Cricket Council and communicated to Cricket Australia from time to time.

If a player is struck in the helmet, the helmet should be examined immediately. It is recommended that:

- If there is any visible damage to the helmet, it should be replaced immediately; and
- If there is no visible damage, if the blow was forceful the helmet should be replaced in line with the helmet manufacturer's recommendations.



Cricket Tasmania
HJL Stage 1 Boys
2023-24 Playing Conditions

2023-24 Playing conditions: HJL Stage 1 Boys

Hours of Play	<ul style="list-style-type: none"> Monday Nights at 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"> 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 allowances 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. 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) to encourage singles and safety Each team can to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over. The Association or Competition Manager/s have the option to allow the coach of the fielding team to 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. (See batting rules) 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)

Description

This format is designed for those kids who have completed the Woolworths Cricket Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling, or fielding. While also promoting participation and a team environment.

Skill Objectives

- Hit a moving ball on two sides of the field.
- Run between the wickets with judgement and calling.
- Bowl over 16 meters with a straight arm and within the batter's reach.
- 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.
- Eats before a training/ game and brings a drink bottle.
- Engages positively at training and on game day.
- Wears appropriate clothing and footwear to training.

Age of Players

Please note that the indicative age for stage 1, U10 or U11, 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.

Allocation of points

No official ladders are kept for this grade.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.

Fielding Restrictions

- No fielders are to be within fifteen (15) metres of the batter (excluding wicket-keepers and slip fielders).

Umpires

Each team is responsible for providing one (1) umpire.

Umpiring and Scoring

- LBW – there are no LBW's in Stage 1 HJL competition.
- Matches Shortened due to weather or late start - Should the start of the match be delayed, the time should be split and a number of overs allocated to each team. If the match is shortened after the start of the match, where possible, the time should be split to provide equal numbers of overs, or if not possible, the team batting second should bat out time. A result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result

- The result will be determined by the team who scores the most runs combined with the wickets they took. Remember – for each wicket lost, four (4) runs shall be added to the opposition at the end of the innings. This should be automatic with PlayHQ e-scoring.
- Although we do not have points or a ladder in HJL Stage 1, we require all match results and player scores from matches entered in PlayHQ.
- For further information on how to Live Score, or enter Match Scores and Player Statistics, please contact your club's Administrator or CT's Community Competitions Administrator (South) Jyles Horne at jhorne@crickettas.com.au

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.

Finals

- No finals are played in this grade.



Cricket Tasmania
HJL Stage 2
2023-24 Playing Conditions

2023-24 Playing Conditions: HJL Stage 2

Summary of T20 Rules – Junior Stage 2

Hours of Play	<ul style="list-style-type: none"> Wednesday Nights at 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 (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 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 at a match, they should rotate onto the field each over. Teams have the option to change wicket-keepers after 10 overs.
Dismissals	<ul style="list-style-type: none"> All modes of dismissal count.

Description

HJL stage 2 is a format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.

Skill Objectives

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

Allocation of Points

No official ladders are kept for Stage 2.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter (excluding the wicket-keeper and any regulation slip fielders).
- No more than five (5) fielders can be positioned on the leg side.
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Umpires

Each Team shall be responsible for providing one (1) umpire to each game.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and 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.

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.

Finals

- No finals are played in Stage 2



Cricket Tasmania
HJL U14's
2023-24 Playing Conditions

2022-23 Playing Conditions: U14's Boys

Summary of the 30 over rules

Hours of Play	<ul style="list-style-type: none"> Sundays Mornings at 9am – 12pm
Age	<ul style="list-style-type: none"> All players must be under the age of 14 as of the 31st of August 2023. Overage dispensations approved by Cricket Tasmania are allowed.
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 (Supplied by Cricket Tasmania)
Boundary	<ul style="list-style-type: none"> 45m (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"> 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 at a match, they should rotate onto the field each over. Teams have the option to change wicket-keepers after 10 overs.
Dismissals	<ul style="list-style-type: none"> All modes of dismissal count.

Skill Objectives

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

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.

Fielding Restrictions

All fielders must be at least 10 metres from the batter (excluding the wicket-keeper and any regulation slip fielders).

- No more than five (5) fielders can be positioned on the leg side.
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Umpires

Each Team shall be responsible for providing one (1) umpire to each game.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and 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.

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.

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 done to promote a more equal competition for all teams.



Cricket Tasmania

HJL U15 Boys

2023-24 Playing Conditions

2023-24 Playing Conditions: HJL U16's

Summary of 40 Over Rules

Hours of Play	<ul style="list-style-type: none">Sundays Afternoon from 1:00pm – 5:00pm
Age	<ul style="list-style-type: none">All players must be under the age of 15 as of the 31st of August 2021.Overage dispensations approved by Cricket Tasmania are allowed.
Protective Equipment	<ul style="list-style-type: none">Helmets are required to be worn while batting and wicket-keeping.PadsGlovesProtector
Ball	<ul style="list-style-type: none">Kookaburra 156g 2 piece White (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 team7 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 teamMinimum 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 (all wides and no-balls are to be re-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 positionsNo fielders within 10 metres of batter or each other (except Wicket-Keeper and regulation off side slips and gully fielders)
Dismissals	<ul style="list-style-type: none">All modes of dismissal count.

Description

Stage 3 (U15's Boys) is a format that is appropriate 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

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

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter (excluding the wicket-keeper and any regulation slip fielders).
- No more than five (5) fielders can be positioned on the leg side.
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Umpires

Each Team shall be responsible for providing one (1) umpire to each game.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and 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.

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



Cricket Tasmania
HJL Huon Channel U16's Boys
2023-24 Playing Conditions

2023-24 Playing Conditions: Huon Channel U16's Boys

Hours of Play	<ul style="list-style-type: none"> Friday Nights from 5:00pm – 7:30pm
Age	<ul style="list-style-type: none"> All players must be under the age of 15 as of the 31st of August 2022. Overage players approved by Cricket Tasmania are allowed.
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 (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"> 11 players per team 9 players per team minimum are required to play the game.
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 (all wides and no-balls are to be re-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)
Dismissals	<ul style="list-style-type: none"> All modes of dismissal count.

Description

Stage 3 (U16's Boys) is a format that is appropriate 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.

Skill Objectives

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

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.

- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter (excluding the wicket-keeper and any regulation slip fielders).
- No more than five (5) fielders can be positioned on the leg side.
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Umpires

Each Team shall be responsible for providing one (1) umpire to each game.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and 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.

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



Cricket Tasmania
HJL Stage 1 Girls
2023-24 Playing Conditions

2023-24 Playing Conditions: HJL Stage 1 Girls

Hours of Play	<ul style="list-style-type: none"> Friday's at 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"> Modified softer ball 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"> 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 allowances 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 the wicket-keeper) 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) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over. The Association or Competition Manager/s have the option to allow the coach of the fielding team to 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. (See batting rules) For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings.

Description

This format is designed for those kids who have completed the Woolworths Cricket Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and teste game sense and skills whether batting, bowling, or fielding. While also promoting participation and a team environment.

Skill Objectives

- Hit a moving ball on two sides of the field
- Run between the wickets with judgement and calling
- Bowl over 16 meters with a straight arm and within the batter's reach
- Participants can catch and throw > 15 meters
- Can perform tasks when asked at training and during the game
- Basic self-awareness and respect for others
- Eats before a training/ game and brings a drink bottle.
- Engages positively at training and on game day.
- Wears appropriate clothing and footwear to training

Player Registration

Players are required to be registered with each club and all details must be entered into PlayHQ by the club or the individual.

Allocation of points

No official ladders are kept for this grade.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.
- 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.

Fielding Restrictions

- No fielders are to be within fifteen (15) metres of the batter (excluding wicketkeepers and slip fielders).

Umpires

Each team is responsible for providing one (1) umpire.

Umpiring and Scoring

- LBW – there are no LBW's in stage 1 HJL competition.
- Matches Shortened due to weather or late start - Should the start of the match be delayed; the time should be split, and an even number of overs allocated to each team. If the match is shortened after the start of the match, where possible, the time should be split to provide equal numbers of overs, or if not possible, the team batting second should bat out time. A result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result

- The result will be determined by the team who scores the most runs combined with the wickets they took. Remember – for each wicket lost, four (4) runs shall be added to the opposition at the end of the innings. This should be automatic with the MyCricket Live Score App.
- Although we do not have points or a ladder in HJL Stage 1, we require all match results and player scores from matches entered in PlayHQ.

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 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.



Cricket Tasmania
HJL Girls U16's
2023-24 Playing Conditions

2023-24 Playing Conditions: HJL U16's Girls

Hours of Play	<ul style="list-style-type: none"> Tuesday Nights at 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 allowances 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 the wicketkeeper) 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 Wicketkeeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over. The Association or Competition Manager/s have the option to allow the coach of the fielding team to 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. (See batting rules) For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings.

Description

HJL stage 2 is a format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.

Skill Objectives

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

Allocation of Points

No official ladders are kept for this grade

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters are allowed to hit this ball and fielders must not 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 not able to be hit by the batter will be deemed a Wide.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter (excluding the wicket-keeper and any regulation slip fielders).
- No more than five (5) fielders can be positioned on the leg side.
- Wicket-keepers must wear a helmet that is compliant with British Standard 7928:2013 at all times.

Umpires

Each Team shall be responsible for providing one (1) umpire to each game.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and 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.

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.

Finals

- No finals are played in this grade