



Game Format

a) A game shall consist of one innings per team only. Each team shall bowl a maximum of 20 overs of six balls per over.

Sessions of Play

a) Games shall be played starting at 8:00 am or 10:30am or 1:00pm (1pm games will only be scheduled in the event that there is a shortage of grounds).

b) All games shall commence within 15 minutes of the scheduled starting time or else the game shall be abandoned.

c) For games starting at 8:00am:

- The first session of play is defined as play prior to the change of innings, scheduled for 9:05am.
- There is a 10 minute break between innings, with no other scheduled drinks breaks.
- The second session of play is defined as play after the change of innings, scheduled to commence at 9:15am.
- Games must be completed by 10:20am.

d) For games starting at 10:30am:

- The first session of play is defined as play prior to the change of innings, scheduled for 11:35am.
- There is a 10 minute break between innings, with no other scheduled drinks breaks.
- The second session of play is defined as play after the change of innings, scheduled to commence at 11:45am.
- Games must be completed by 12:50pm.

e) For games starting at 1:00pm:

- The first session of play is defined as play prior to the change of innings, scheduled for 2:05pm.
- There is a 10 minute break between innings, with no other scheduled drinks breaks.
- The second session of play is defined as play after the change of innings, scheduled to commence at 2:15pm.
- Games must be completed by 3:20pm.

Ground Requirements – Boundaries and Pitch

a) The boundary shall be a maximum of 40 metres

The boundary:

- is to be marked by the use of flags, cones or domes;
- is determined by a straight line from marker to marker;
- is measured as a circle from the middle stump at the batter's end;
- is to be agreed to by both coaches and/or captains.

b) On any ground which is bordered by a fence then the boundary must be marked at least two metres in from any such fence by the use of markers such as cones or similar.

c) The game will be played on a shortened pitch length of 16 metres measured stump to stump.

- Tape or chalk should be used to mark the popping/bowling crease, which shall be 4ft / 1.22m in front of the stumps.
- The stumps to be used are portable metal based wooden stumps.

Equipment

a) The ball to be used is the Kookaburra Star or Kookaburra Softaball.

b) Helmets, batting pads, batting gloves and protector must be worn by batters.

Team Size

a) Teams shall consist of seven players. A game shall not proceed if a team has less than five players.

b) Teams may play up to nine players in each game. The following conditions apply:

- While any of the nine players may field, no more than seven players for a team may participate in the field at any one time. Teams should rotate the additional fielders on/off the field regularly.
- All players must bat and bowl during the game.

Batting

a) Each batter shall face their full allocation of prescribed number of deliveries regardless if they are dismissed based on the following:

- 5 player team – 6 x batting retirement 24 balls
- 6 player team – 6 x batting retirement 20 balls
- 7 player team – 6 x batting retirement 17 balls and 1 x batting retirement 18 balls.
- 8 player team – 8 x batting retirement 15 balls
- 9 player team – 6 x batting retirement 13 balls and 3 x batting retirement 14 balls.

b) Each time a batter is adjudged to be out four runs will be awarded to the fielding team per dismissal. These runs should be tallied and added to their total at the completion of each innings.

c) The LBW law shall not apply.

d) Batters should change ends upon each dismissal (except where the remaining number of deliveries per batter does not allow this).

e) The team adjudged with the most runs after adding runs for dismissals will be adjudged the winner.

f) The emphasis should be on rotation, so every player gets to bat at different positions during the season.

Bowling

a) Bowling allocations will be as follows based on the number of players available:

- 5 player team – 5 players bowl 4 overs
- 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs (incl. wicket-keepers)
- 7 player team – 1 player bowls 4 overs, 4 players bowl 3 overs, 2 players bowl 2 overs (incl. wicket-keepers)
- 8 player team – 4 players bowl 3 overs, 4 players bowl 2 overs (inc. wicket-keepers)
- 9 player team – 2 players bowl 3 overs, 7 players bowl 2 overs (inc. wicket-keepers)

b) All players, except the wicketkeeper, shall bowl a minimum of two overs before any player bowls a third over in each innings.

c) All overs shall be bowled from one end for the entire game.

d) No-balls and wides are not to be re-bowled with the condition that a maximum of six balls only may be bowled in any one over. All no-balls and wides in an over are to count as sundries and are to be recorded in the appropriate columns in the score book. Following a third (or subsequent) no ball or wide in an over, the batter receives a “free hit” from the tee. The batter must hit the free hit forward

e) The emphasis is on rotation, so every player gets to bowl at different positions during the season.

Fielding

a) Each team must use two wicket-keepers for 10 overs each.

b) No players shall field closer than 15 metres from the batter except for the wicketkeeper.

c) The maximum number of players permitted to field on the leg side at any time is three.

d) Rotation of fielders is recommended to ensure all players experience all positions.

Insufficient Overs and/or No Result Achieved

a) A team batting in the first session shall declare its first innings closed at the scheduled end time of that session, or at the completion of 20 overs, whichever occurs first. In either case, the team batting for the second session is entitled to receive the same number of overs as was bowled during the first session.

b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 15 overs has been received by both teams.

c) If either team does not receive a minimum of 15 overs, and no result has been achieved, the game shall be deemed a draw.

SUMMARY

HKHDCA Format Stage 1 (Club)	
Game Time	140 mins
Overs per team	20 overs
Pitch length	16m
Players per team	maximum 7 players only on field at any time (can bat and bowl up to 9)
Boundary	40m max.
Ball size/type	Modified (non leather)
Protective Equipment	Helmet, pads, gloves, protector
Batting	Retire after facing 17 balls (based on 7 players)
	Can bat more but need to adjust balls per batter
Bowling	6 ball overs max. Wides & No Balls not rebowled (free hit after 3)
	All players to bowl - 6 bowlers x 3 overs, 2 players x 1 over each (wk). Can bowl up to 9 players - adjust
	Bowl all overs from one end
Fielding	Rotate fielders, no fielder within 15m except WK
	WK change after 10 overs
Dismissals	All except LBW, swap ends when dismissed
Scoring of Dismissals	4 runs per wicket to fielding team