







LOGAN DISTRICT CRICKET ASSOCIATION



LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 1 - PLAYING CONDITIONS SUMMARY			
STATUS	Competitive Community Cricket (4 Teams per Division)	INDICATIVE AGE	U15-U17 (Strong U14+ Dev/Carnival Players)
ELIGIBILITY	Aimed at players who can handle full pitch length and full-size balls, and those who have represented in Development and Rep Carnivals	INNINGS	* 1 innings of 25–30 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:45 AM Session 2: 10:00–11:45 AM	BALL	* RJR 156g red 2-piece leather
GAME TYPE	One Day / 2 day (within time limits)	STATS	* Click Here (play.cricket.com.au)
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 25 / Max 30 overs per side * Drinks break of 3 mins at 15 overs	PITCH & BOUNDARY	* Pitch 20.12m stump to stump * Boundary 50m from middle of pitch
TEAMS	* 11 players per team (max 13) * 11 players on the field	BOWLING	* Balls bouncing twice = No Ball * Max 8 deliveries/over * Max 2 Wides/No Balls re-bowled * Free Hit after every No Ball
BATTING	* Dismissed batters must leave immediately * LBW to be given out * T30: Min 18 / Max 35 balls * 50 Ov (Two Day): Min 30 / Max 60 balls / Runs	GENERAL	* Matches are competitive * No on-field coaching except for players with skill gaps * Coaches may advise during breaks or via sub fielders * Drinks break: 15–20 overs (long formats) * Delay: -2 overs per 7 minutes (1 per team)
FIELDING	* Encourage fielders to rotate * Wicket keepers can change after bowling session or between batters	POST-DAY COACH SUMMARY	
LDCA TEAM CONTACTS		PLAYHQ SCORING RESOURCES	




LOGAN DISTRICT CRICKET ASSOCIATION



LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 2 - PLAYING CONDITIONS SUMMARY			
STATUS	Competitive Community Cricket (4-6 Teams per Division)	INDICATIVE AGE	U13 – U15 (13+ Dev / Dev/Carnival Players)
ELIGIBILITY	Aimed at players who can handle full pitch length and full-size balls, and those who have represented in Development and Rep Carnivals	INNINGS	* 1 innings of 25–30 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:45 AM Session 2: 10:00–11:45 AM	BALL	* RJR 156g red 2-piece leather
GAME TYPE	One Day/ 2day(within time limits)	STATS	* Click Here (play.cricket.com.au)
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 25 / Max 30 overs per side * Drinks break of 3 mins at 15 overs	PITCH & BOUNDARY	* Pitch 20.12m stump to stump * Boundary 50m from middle of pitch
TEAMS	* 11 players per team (max 13) * 11 players on the field	BOWLING	* Balls bouncing twice = No Ball * Max 8 deliveries/over * Max 2 Wides/No Balls re-bowled * Free Hit after every No Ball
BATTING	* Dismissed batters must leave immediately * LBW to be given out * T30: Min 18 / Max 35 balls * 50 Ov (Two Day): Min 30 / Max 60 balls / Runs	GENERAL	* Matches are competitive * No on-field coaching except for players with skill gaps * Coaches may advise during breaks or via sub fielders * Drinks break: 15–20 overs (long formats) * Delay: -2 overs per 7 minutes (1 per team)
FIELDING	* Encourage fielders to rotate * Wicket keepers can change after bowling session or between batters	POST-DAY COACH SUMMARY	
LDCA TEAM CONTACTS		PLAYHQ SCORING RESOURCES	




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LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 3 - PLAYING CONDITIONS SUMMARY			
STATUS	Competitive Community Cricket (4-6 Teams per Division)	INDICATIVE AGE	U13 – U15 (13+ Players)
ELIGIBILITY	Aimed at players who are of age, full pitch - learning and development/ no carnival players allowed in this age group (only by exception)	INNINGS	* 1 innings of 25–30 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:45 AM Session 2: 10:00–11:45 AM	BALL	* RJR 156g red 2-piece leather
GAME TYPE	One Day/2 day (within time limits)	STATS	* Click Here (play.cricket.com.au)
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 25 / Max 30 overs per side * Drinks break of 3 mins at 15 overs	PITCH & BOUNDARY	* Pitch 20.12m stump to stump * Boundary 50m from middle of pitch
TEAMS	* 11 players per team (max 13) * 11 players on the field	BOWLING	* Balls bouncing twice = No Ball * Max 8 deliveries/over * Max 2 Wides/No Balls re-bowled * Free Hit after every No Ball
BATTING	* Dismissed batters must leave immediately * LBW to be given out * T30: Min 18 / Max 35 balls * 50 Ov (Two Day): Min 30 / Max 60 balls / Runs	GENERAL	* Matches are competitive * No on-field coaching except for players with skill gaps * Coaches may advise during breaks or via sub fielders * Drinks break: 15–20 overs (long formats) * Delay: -2 overs per 7 minutes (1 per team)
FIELDING	* Encourage fielders to rotate * Wicket keepers can change after bowling session or between batters	POST-DAY COACH SUMMARY	
LDCA TEAM CONTACTS		PLAYHQ SCORING RESOURCES	




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LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 4 - PLAYING CONDITIONS SUMMARY			
STATUS	Competitive Community Cricket 4 Teams per Division (max 6)	INDICATIVE AGE	U12/U13
ELIGIBILITY	Aimed at players who have developed from entry level cricket. Dev carnival players only. U12 Rep players by exemption	INNINGS	* 1 innings of 25–30 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:45 AM Session 2: 10:00–11:45 AM	BALL	* RJR 142g red 2-piece leather
GAME TYPE	One Day 2 Day (within time limits)	STATS	* Click Here (play.cricket.com.au)
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 25 / Max 30 overs per side * Drinks break of 3 mins at 15 overs	PITCH & BOUNDARY	* Pitch 20.12m stump to stump * Boundary 50m from middle of pitch
TEAMS	* 9 players per team (max 11) * 9 players on the field	BOWLING	* Balls bouncing twice = No Ball * Max 8 deliveries/over * Max 2 Wides/No Balls re-bowled No free hits
BATTING	* Dismissed batters must leave immediately * A batter should only be given "out" LBW if it is "plumb" (ie hitting middle stump) * T30: Min 18 / Max 35 balls * 50 Ov (Two Day): Min 30 / Max 60 balls / Runs	GENERAL	* Matches are competitive * No on-field coaching (end of season) except for players with skill gaps * Coaches may advise during breaks or via sub fielders * Drinks break: 15–20 overs (long formats) * Delay: -2 overs per 7 minutes (1 per team)
FIELDING	* Encourage fielders to rotate * Wicket keepers can change after bowling session or between batters	POST-DAY COACH SUMMARY	
LDCA TEAM CONTACTS		PLAYHQ SCORING RESOURCES	




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LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 5-7 - PLAYING CONDITIONS SUMMARY			
STATUS	Non- Competitive Community Cricket 4 Teams per Division (max 6)	INDICATIVE AGE	U12/U13
ELIGIBILITY	Aimed at players who have developed from entry level cricket. No Dev or carnival players in these Divisions	INNINGS	* 1 innings of 25–30 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:45 AM Session 2: 10:00–11:45 AM	BALL	* RJR 142g red 2-piece leather
GAME TYPE	One Day (within time limits)	STATS	* Click Here (play.cricket.com.au)
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 25 / Max 30 overs per side * Drinks break of 3 mins at 15 overs	PITCH & BOUNDARY	* Pitch 20.12m stump to stump * Boundary 50m from middle of pitch
TEAMS	* 9 players per team (max 11) * 9 players on the field	BOWLING	* Balls bouncing twice = No Ball * Max 8 deliveries/over * Max 2 Wides/No Balls re-bowled No free hits
BATTING	* Dismissed batters must leave immediately * The first time a player is given "out" LBW, it is to be treated as a warning (wicket does not count). If the next LBW is deemed "out", the batter is dismissed. * T20 - Min 18 Balls / Max 18 Balls * T30 - Min 18 Balls / Max 35 Balls	GENERAL	* Matches are non-competitive * On Field Coaching (expected within reason) * Drinks break: 10 or 15 overs *
FIELDING	* Encourage fielders to rotate * Wicket keepers can change after bowling session or between batters	POST-DAY COACH SUMMARY	
LDCA TEAM CONTACTS		PLAYHQ SCORING RESOURCES	




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LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 8 - PLAYING CONDITIONS SUMMARY			
STATUS	Non- Competitive Community Cricke 4 Teams per Division (max 6)	INDICATIVE AGE	U11 (8-10 years)
ELIGIBILITY	Aimed at players who have developed from Blaster or Division 9. Have Completed Stage 1 (CA skillset)	INNINGS	* 1 innings of 20 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:45 AM Session 2: 10:00–11:45 AM	BALL	* Suggestion 130g Red Soft Stitch
GAME TYPE	One Day (within time limits)	STATS	* Click Here (play.cricket.com.au)
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 20 overs (120 balls) * Drinks break of 3 mins at 10 overs	PITCH & BOUNDARY	* Pitch 16m stump to stump * Boundary 40m from Batter's Stump
TEAMS	* 7 players per team (max 9) * 7 players on the field	BOWLING	* Third bounce; No Ball * Max 6 deliveries/over
BATTING	* All players to bat unless injured. No batter is to bat twice unless all others have batted once (no exceptions) * No dismissals recorded although batter should be noted as out or not out if they were not dismissed * No LBW in Level 1 * Batters are credited with all runs no matter how many times "dismissed" * T20: retire 17 balls (equal distribution based on player on team)	GENERAL	* Matches are non- competitive * On Field Coaching (expected within reason) * Drinks break: 10 overs * Delay: -2 overs per 7 minutes (1 per team)
FIELDING	* Fielders to rotate (except keeper) * Coaches to ensure as much as possible a standard field is set balancing offside and onside	POST-DAY COACH SUMMARY	
LDCA TEAM CONTACTS		PLAYHQ SCORING RESOURCES	

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LOGAN DISTRICT CRICKET ASSOCIATION - DIVISION 9 - PLAYING CONDITIONS SUMMARY			
STATUS	Non- Competitive Community Cricke 4 Teams per Division (max 6)	INDICATIVE AGE	U9 (6-8 years)
ELIGIBILITY	Aimed at players who are at an entry level skill of cricket - still developing and learning the basics of cricket .	INNINGS	* 1 innings of 20 overs per team (within specified time limits)
TIME	Session 1: 8:00–9:30 AM Session 2: 9:40–11:10 AM	BALL	* Suggestion RJR 105g Red Soft Stitch (bumper Ball)
GAME TYPE	One Day (within time limits)	STATS	* No Stats retained
FIXTURES	* Click Here (www.playhq.com)	PLAYHQ	* Recommended use by Home Team * Away team use alternate method
OVERS	* Min 20 overs (120 balls) * Drinks break of 3 mins at 10 overs	PITCH & BOUNDARY	* Pitch 14-16m stump to stump * Boundary 35m from Batter's Stump
TEAMS	* 7 players per team (max 9) * 7 players on the field	BOWLING	* Third bounce; No Ball * Max 6 deliveries/over
BATTING	* All players to bat unless injured. No batter is to bat twice unless all others have batted once (no exceptions) * No dismissals recorded although batter should be noted as out or not out if they were not dismissed * No LBW in Level 1 * Batters are credited with all runs no matter how many times "dismissed" * T20: retire 17 balls (equal distribution based on player on team)	GENERAL	* Matches are non- competitive * On Field Coaching (expected within reason) * Drinks break: 10 overs
FIELDING	* Fielders to rotate (except keeper) * Coaches to ensure as much as possible a standard field is set balancing offside and onside	POST-DAY COACH SUMMARY	
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Guidelines (Refer to LDCA rules x.x to x.x for guidance in allocating players to teams and teams to divisions):

Pre Xmas	Post Xmas (to be confirmed mid season based on feedback)
Div 1: U15 and above U14 rep players	Div 1:
Div 2: U15, U14, U13 rep players	Div 2:
Div 3: U15, U13+ players	Div 3:
Div 4: U12/U13	Div 4-6
Div 5-7: U12/U13	
Div 8: U11	
Div 9: U9	

Clubs to indicate in the Nominated Division column depending on age and team strength, for example Div 1 or 3 etc.

Rep/ Carnival/ Development Players:

Players who played in a School Cricket or QJC State or Development Carnival within the last 2 years

Players who played in the SEQ or LOGAN LEGION Development teams last year

Players who have played in 3A within last 2 Season (Div 1 only)

Saturday/Friday PM - Please indicate Yes or No if team can play Saturday afternoons or Friday Nights (Under lights are an option with a Pink Ball)

THE PROCESS

Clubs will be required to follow the guidelines above and nominate teams using the spreadsheet.

There will be a grading night with all clubs to determine team allocations per Divisions.

Junior Grading Committee to provide final approval of team allocations to each division.

There is an element of trust required from the coaches to describe their teams effectively.

NOTE THERE WILL BE REGRADING OF TEAMS AFTER ROUND 3 - If required

Team Overview examples:

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Example 1:

Request to play Div 1:

Last year's team in 3B Prexmas: finished top 3. Team consists of half strong players of Rep level who have played in 3A in previous seasons and half non- Rep/dev players, not the strongest team but can be challenged to play stronger competitive cricket. Age of players 14-16, possibly bring a couple of U17 to help with team strength.

U17-2, U15-5, U14-3, U13-1

40% Rep, 25% Development

Example 2:

Request to Play Div 2:

Last 2 years level 2A Prexmas team: finished top 2 every season. Most players in team either U12/U13 rep or development players. Though some players are not as strong team but good team dynamics. Also play winter cricket full pitch 156g ball - so looking to continue in summer.

U15-2, U14-5, U13-4, U12-1

10% Rep, 50% Development

To facilitate timely communications with teams during the season please provide team contact details.