

Girls Stage 1 Development 2026-27

SUMMARY	Playing & competing in amateur cricket
PURPOSE	Community club cricket. Stage 1 Girls Development League exists to encourage female participation in the sport of cricket & to develop a love of the game.
INDICATIVE AGE/ EXPERIENCE LEVEL	Girls with limited or no experience. Girls playing in the Women's Competition or with extensive rep cricket experience are likely to advanced for this league. Girls with more experience may need to adapt their playing style to tailor for the recognised capability of the opposing player, in the true spirit of development cricket. Girls deemed too strong for the Stage 1 competition may be graded out at the discretion of the CI W&G-SC in consultation with the coach and family.
COACH	Accredited Community (Level 0) Coach
GAME TYPE	T20 (20 over Game)
BALL	Kookaburra Star Ball
INNING	One (1) inning each (max 20 overs)
TIME	120 mins full game - The Competition Manager has the option to include a cutoff time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
EQUIPMENT	- Pads - Gloves - Protector (optional) - Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of stumps with bails. - Measuring tape or string to measure boundary. 1 new match ball per game supplied by host team - Boundary markers
BOUNDARY	35-40m Boundary to be measured from the centre of the pitch
PITCH TYPE AND LENGTH	- Hard Synthetic Wicket 16m measured stump to stump

OVERS	20 overs per team (120 balls)
TEAM	- Maximum 9 players per game 2 x Non-Batters - Maximum 7 players on field - Minimum 5 players - Teams can elect to bat all 9 players, facing reduced number of balls, if agreed to by both coaches
SEASON / FINALS	- Stage 1 development competition to run from mid-October – mid-March with a break over December/ January school holidays. - No finals are played in the Stage 1 development competition
BATTING	- All players must bat & face equal balls - Batter to face 17 balls or equivalent balls depending on number of players (120/number players) - Unlimited wickets 4 penalty runs added to bowling team for each wicket lost - Batters can return at end of innings - Batters must wear helmets
SCORING	ONE TEAM MUST USE PLAYHQ ONE TEAM MUST USE BOOK Home team has preference
BOWLING	- All players must bowl 6 balls per over (No re bowl of wides or No Balls) - There is a maximum of 4 overs per bowler. - Competition Manager can alter playing condition to allow 5 or 10 overs to be bowled from one end at a time. - No free hits
DISMISSALS	- Batters are not dismissed in stage 1 development cricket so they can still face their allocated number of balls and learn the technique of batting - Wickets are still recorded against the bowler or fielder according 4 penalty runs are added to the fielding team for each wicket taken.
FIELDING	- Rotate fielding positions - No fielders within 15 meters of the batter, except the wicket keeper. - Wicket keeper must wear helmet