



UNIVERSITY OF
CANBERRA

UNIVERSITY OF CANBERRA CUP

TOURNAMENT BOOKLET

30 SEPTEMBER - 2 OCTOBER 2026



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TOURNAMENT OATHS

Players

On behalf of all the cricketers taking part in the tournament, we promise to play our cricket in the spirit in which it was intended, for the good of the game. We pledge to support our teammates and opposition, respect the officials and be committed to fair play. We will uphold the Laws of Cricket and play within them to the best of our abilities.

Umpires

On behalf of all the umpires, we promise to officiate at the tournament in a totally objective manner. We will uphold the Laws of this great game and encourage the players to uphold the unique Spirit of Cricket through unwavering fair play and sportsmanship. We will always be impartial, and provide a safe and enjoyable atmosphere for all.

TOURNAMENT PRIZES

Winners from each age and division receive individual medals and team trophy
Runners up receive certificates
Spirit of Cricket
Most Wickets
Most Runs
Best Fielder

KEY CONTACTS

Role	Name	Contact Details
Event Manager	Maddison McGarry	0474 437 387 UCCup@cricketact.com.au
PlayHQ Support		1800 274 25 38 Playcricketsupport@cricket.com.au

MATCH DAY COMMUNICATION

All key communication with teams throughout the tournament will be via WhatsApp. You can add yourself to the group by scanning the below QR code with the camera within the app.



SCHEDULE

Note: Start times may be altered with the approval of Cricket ACT

Day 0 - Tuesday, 29 September 2026

	Activity	Time	Location
DAY 0	Team Managers and Coaches Briefing	5:30pm	TBC

Day 1 - Wednesday, 30 September 2026

	Activity	Time	Location
DAY 1	Game One - First Innings	10:00AM	Various Grounds
	Game One - Change Over	11:10AM	
	Game One Second Innings	11:20AM	
	Lunch	12:30PM	
	Game Two - First Innings	2:00PM	
	Game Two - Change Over	3:10PM	
	Game Two Second Innings	3:20PM	

Day 2 - Thursday, 1 October 2026

	Activity	Time	Location
DAY 2	Game Three - First Innings	10:00AM	Various Grounds
	Game Three - Change Over	11:10AM	
	Game Three Second Innings	11:20AM	
	Lunch	12:30PM	
	Game Four - First Innings	2:00PM	
	Game Four - Change Over	3:10PM	
	Game Four Second Innings	3:20PM	

Day 3 - Friday, 2 October 2026

	Activity	Time	Location
DAY 3	FINALS - First Innings	9:00AM	Various Grounds
	FINALS - Change Over	10:10AM	
	FINALS - Second Innings	10:20AM	
	Closing Ceremony	12:30PM approx.	6 Spoering Street, Phillip

PLAY HQ

Teams will be required to score through PlayHQ. Teams will not be provided with a scorebook for this tournament or any hardware for live scoring.

For more information on:

- a. Starting a game
- b. Recording runs, wickets, and extras
- c. Changing a batter or bowler
- d. Ending an over, innings or game

Please visit: [How To E-Score Cricket](#)

COMPETITION RULES

Age Group	U12 Mixed & U14 Girls
Game type	T20 (20 over game)
Ball	142g leather
Game length	150 mins (2.5hrs)
Protective Equipment	Helmet (including the wicket keeper)
	Pads
	Gloves
	Protector
Boundary	45m - measured from the centre of the wicket
Pitch type and length	Hard wicket - 18m length (measured stump to stump)
Overs	20 overs per team
Team	8-a-side. Max 10 players. (ONLY 8 PLAYERS ON FIELD AT ANY GIVEN TIME)
Batting	The innings is deemed as closed after 7 wickets have fallen
	All batters retire at 30 balls faced (no early retirements), and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (wides and no-balls are to be re-bowled/MAX 8 BALL OVERS) except last over where 6 legal deliveries must be bowled
	Maximum of 4 overs per bowler
	Bowlers change ends at 10 overs
Fielding	Rotation of fielders is recommended to ensure all players experience all positions
	No fielders within 10 metres (except regulation offside slips, gully and wicket keeper)
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	7 players per team minimum are required to play the game 10 players per team maximum are allowed to be allocated to a team (only 8 on field at any given time)
Equipment	Each team to supply 1 set of spring back stumps (with bails)
	Measuring tape or string to measure boundary & boundary markers
DLS	DLS must be turned on at start of second innings. It will be used to calculate the target score for any match delays or abandonment.

Age Group	U14 and U16 Mixed & U18 Girls
Game type	T20 (20 over game)
Ball	Mixed -156g leather, Girls 142g leather
Game length	150 mins (2.5hrs)
Protective Equipment	Helmet (including the wicket keeper)
	Pads
	Gloves
	Protector
Boundary	50m - measured from the centre of the wicket
Pitch type and length	Hard wicket - 20.12m (standard pitch length)
Overs	20 overs per team
Team	8-a-side. Max 10 players. (ONLY 8 PLAYERS ON FIELD AT ANY GIVEN TIME)
Batting	The innings is deemed as closed after 7 wickets have fallen
	All batters retire at 30 balls faced (no early retirements), and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (all wides and no-balls are to be re-bowled/MAX 8 BALL OVERS) except last over where 6 legal deliveries must be bowled
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	Measuring tape or string to measure boundary & boundary markers
DLS	DLS must be turned on at start of second innings. It will be used to calculate the target score for any match delays or abandonment.

Ball

1. The Ball

1.1 Kookaburra Cricket Balls will be supplied by Cricket ACT.

Innings

2. Length of Innings

2.1 In uninterrupted matches, i.e. matches which are neither delayed nor interrupted:

2.1.1 Each team shall bat for 20 overs unless they are all out earlier.

2.1.2 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for no more than 20 overs.

2.2 Delayed or interrupted matches:

2.2.1 Any revision to the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made in conjunction with the match umpires, team coach/manager, and the Event Manager.

2.2.2 Delay or interruptions to the innings of the team batting first.

2.2.2.1 When playing time has been lost (see above) the revised number of further overs to be bowled in the match shall be based on a rate of 3mins 30sec per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match, the duration of the interval between innings must be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption. The revision of the number of overs should ensure, that both teams have the opportunity to bat for the same number of overs.

(Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

2.2.2.2 The team batting second shall not bat for a greater number of overs than the first team, unless they have dismissed the team batting first within the allocated overs. To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier. If there is more than one interruption to the innings of the side batting first, the above calculations should always

be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

2.2.2.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and any team not bowling their allocated overs within the time frame will be reprimanded by the match umpire.

2.2.3 Delay or interruptions to the innings of the team batting second.

2.2.3.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3mins 30secs per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

2.2.3.2 To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs a maximum of 20 overs will be allowed.

2.2.4 Duckworth Lewis Stern (DLS) setting in e-scoring must be enabled at the start of the second innings. If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting last to receive at least 10 overs, then a target for first inning points shall be determined by using the Duckworth Lewis Stern method to calculate a target score.

2.2.5 When rain forces the match abandonment after each team has completed 10 overs per side then Duckworth Lewis Stern method will be used to determine the winner.

2.2.6 Rain Interruptions in Finals

2.2.6.1 Upon the occurrence of rain or similar disruptions to play in the finals all rules set out above shall apply. In the event of no match played the winner will be decided via count back on performances throughout the tournament. If there is no discrepancy in win-loss comparisons, the team accumulating the greater amount of runs during the tournament shall be declared the winner.

Batting

3. Declarations

3.1 Law 14 of The Laws of Cricket will not apply in this competition. The captain of the batting side may not declare their innings closed at any time during the course of a match.

Bowling/Fielding

4. No Ball and Penalties

4.1 Law 24.13 of The Laws of Cricket will apply - except that the penalty for a No ball will be one (1) run. This penalty shall stand in addition to any other runs which are scored or awarded.

4.1.1 A No ball will be called if the ball is delivered on the full and passes above waist height.

4.1.2 A No ball will be called if the ball bounces twice before the popping crease

4.1.3 A No ball will be called when the ball bounces above the shoulders of the batter when facing pace bowling

4.1.4 A No ball will be called if the ball bounces off the pitch on the grass.

4.2 The delivery following any no ball called shall be a free hit for whichever batter is facing it.

4.2.1 If the delivery bowled for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

4.2.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball.

4.2.3 Field changes are only permitted for free hit deliveries if batter have changed strike.

5. Wide Ball

5.1 In addition to The Laws of Cricket 25 the following will apply.

5.1.1 Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. A penalty of one (1) run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

5.1.2 No matter what movement or other attempt by the batter to manipulate the line of the bowling, the judgement of the Umpire as to whether it is a wide or a fair delivery shall be based on the normal stance of the batter.

Should the batter move to the offside or take guard on off-stump, the Umpire shall disregard the batter immediately adjacent to the stumps.

5.1.2.1 Normal stance shall be considered as: Centre (or its equivalent); Centre to Leg; Two Legs; Not Normal; or any other variation of this.

5.1.2.2 The batter may move any way they like, however:

5.1.2.2.1 If they move to leg side the ball must be deemed unplayable by the Umpire to be called wide. This shall be based on the normal stance, as stated in **5.1.2.1**

5.1.2.2.2 If they move to the offside the ball must travel outside the leg stump to be called. In this stance if the ball passes over leg stump it will not be called a wide.

6. Number of Overs Per Bowler

6.1 No bowler may bowl more than four overs.

6.2 In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one fifth of the total overs allowed (unless such a number has been exceeded before the interruption) except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

6.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

6.4 In the event of being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The number of overs bowled by each individual bowler shall be indicated on the scorebook from the commencement of an innings.

7. Restrictions on the Placement of Fielders

7.1 At the instant of delivery there shall not be more than four fielders on the leg side.

7.2 At the instant of delivery there shall not be more than two fielders behind square leg on the leg side.

7.3 Due to eight-a-side rules, no other fielding restrictions will be enforced, other than fielders must
except regulation offside slips, gully
and wicket keeper.

8. Over-Rate Penalties

8.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 70 minutes of the innings commencing. This is imperative to ensure all matches start and finish on time.

Equipment

9. Clothing and equipment

9.1 In all matches, players can wear coloured or white clothing. Balls which are used for matches are pink.

Other Rules

10. The Result

10.1 When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

10.1.1

of the 20th over, the match score shall be reported from the point immediately after the winning runs are scored. The team batting second shall not continue to bat to the end of the 20th over.

10.2 In the event of a tie, the following shall apply:

10.2.1 The team losing the lesser number of wickets shall be the winner.

10.2.2 If the result cannot be decided by 10.1 or 10.2.1, the winner shall be the team with the higher score after 10 overs, or if still equal after nine (9) overs, or if still equal after eight (8) overs etc.

10.3 The competition points awarded after a match result shall be as follows:

10.3.1 Win = 2 points.

10.3.2 Abandoned match = 1 point.

10.3.3 Loss = 0 points.

10.4 In the event that there is a bye within a division, it will be recorded as a win for the team with the bye.

10.4.1 If the team chooses to play a makeup match against another age group or division, rate.

10.5 The finalists for each age group and division will be determined by:

10.5.1 First 2 ladder position after round matches.

10.5.2 In the event of divisions requiring pools, the first placed teams will progress to the final.

10.5.3 If teams are tied on points, the following order (10.5.4) will determine finishing order

10.5.4

NRR
Head To Head
Number of Wins
Win Percentage

11. Super Overs

11.1 ONLY in grand final matches where both teams have completed their allotted overs and scores are tied: A Super Over will determine the winner.

11.2 If a Super Over is not possible (e.g. due to weather/bad light), the match is declared a tie.

11.3 In the Super Over:

11.3.1 The second innings batting team, bats first in the Super Over.

11.3.2 Bowling team nominate the end which to bowl.

11.3.3 The batting team nominates 3 batters; with the fall of 2 wickets to constitute the end of the Super Over.

11.3.4 The team with highest total after the completion of the Super Over is declared the winner.

11.3.5 In the event of a tied Super Over, the teams will play a second Super Over using the same process. If a second Super Over is not possible (e.g. due to weather/bad light), the match is declared a tie.

12. Match Umpire/Officials

12.1 The conditions above apply to all University of Canberra Cup matches.

12.2 These conditions are at the discretion of the umpires. If any disagreement over the rules occurs, the umpires in conjunction with the Event Manager will have the final say.

12.3 All teams are required to provide a scorer for each of their matches. Two (2) scorers (one from each team) shall officiate for the duration of each match.

12.3.1 It will be expected that the home team will be the primary live scorer for the match.

12.3.2 Please note that teams will be required to provide an umpire during their fixtures.

12.3.3 Please be aware that Cricket ACT may not be able to provide umpires for all fixtures.

13. Match Cancellation and Wet Weather

13.1 Matches may be cancelled due to wet weather, heat or other special circumstances. On all occasions, this decision will be made by the Umpire, who will inform the two coaches/managers. In the event of a dispute the Event Manager will have the final say.

13.2 If there is a decision made by the Umpires ahead of the start of a match, the Event Manager will group.

13.3 The default position is, unless otherwise notified, teams should proceed to the ground with the intention of commencing play with coaches/managers and umpires to assess the conditions at the ground.

14. Emergencies

14.1 In the case of emergencies, please call 000, and notify the Event Manager immediately.

14.2 If any player is injured during the course of a match, please inform your umpire. If the umpire is not available, contact the Event Manager. To find supplies to deal with non-life-threatening injuries, please visit your nearest pharmacy or medical facility.