

NORTHLAND CRICKET 2023-2024 Season



JUNIOR & YOUTH

General Rules
&
Playing Conditions

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CRICKET ETIQUETTE

Northland Cricket Association and New Zealand Cricket Vision and Values:

Vision: A game for All New Zealanders, A game for Life

Values: Inclusivity, Respect, Tenacity, Optimism, Fun, Sportsmanship, and Integrity

Northland Cricket Association Mission

The NCA is dedicated to creating a grassroots, family and whanau friendly cricket environment that promotes fair play, is inclusive and delivers a fun cricket experience so our people no matter where in Northland can love the game of cricket.

Northland Cricket Association Rationale

The NCA believes that the reputation of the game, and the way it is played, is paramount. Players, parents, officials, volunteers, and supporters are expected to show sportsmanship and tolerance towards others. The NCA believes that clubs and schools are a vital component to the reputation of the game, and those that play it. The NCA encourages clubs and schools to show strong leadership regarding the NCA Junior & Youth Cricket Etiquette and to work alongside players, parents, officials, volunteers, and supporters in supporting it.

The Spirit of Cricket:

The NCA endorses fair play and tolerance by, and for, players, parents, officials, volunteers, and supporters, at all times. The game is based on the “Spirit of Cricket” – the way the game should be played – this is vital to the success and growth of our game. Competing fairly is a part of our game – sledging and bullying is not. To keep the integrity of our game intact, games must be played fairly – it is up to all players, parents, officials, volunteers and supporters to adhere to, and endorse, fair play and tolerance of others.

This is the “Spirit of cricket” – fair play, inclusiveness and fun.

What does this look like?

- Positive comments towards players from both teams.
- Applause & calmly supporting players, not yelling advice or giving negative feedback.
- Supporting players from both teams & encouraging fair play.
- Emphasise & encourage fun and effort.
- Respecting umpires & supporting their decisions.
- Respecting scorers & giving them space to focus on the game.

The NCA will not tolerate – from players and/or supporters:

- Showing dissent at an umpire's decision.
- Using language or a gesture that is obscene, offensive or insulting.
- Abuse of cricket equipment or ground equipment.
- Inappropriate and deliberate physical contact.
- Offences against the laws of the game, including the "Spirit of Cricket".

The NCA reserves the right to enforce NDCA's and/or NZC's Code of Conduct and "Spirit of Cricket" policies, if and as needed.

NCA, with the help of Sports Northland supports "Balance is Better". For more information refer to www.northcricket.co.nz

GENERAL RULES & REGULATIONS

LAWS OF CRICKET

Unless otherwise stated in these rules, the laws of cricket will apply.

PLAYER SAFETY REGULATIONS

The following Player Safety Regulations will apply to all Junior and Youth Northland Cricket Competitions:

1. All batters must wear a helmet (please see below the NZC helmet policy for all cricketers U19 in NZ) when batting in hardball cricket. Note: this applies to net practices well.
2. All wicketkeepers must wear a helmet (please see below the NZC helmet policy for all cricketers U19 in NZ) or facemask when standing up to the stumps in hardball cricket. Note: this applies to practices well.
3. In Collegiate and Division 1 no player shall be allowed to field closer than 10 meters from the stumps of the batter on strike, except behind the wicket on the offside.
4. In all Super Smash Grades, no player shall be allowed to field closer than 15 meters from the stumps of the batter on strike.
5. NCA asks all coaches and parents to ensure that our cricketers are always sun smart by the application of approved sunscreens and the wearing of hats whether on or off the field (unless a bowler is bowling).
6. NCA also asks on hot days common sense is used to remain hydrated throughout the match and in a way not to impact the speed of play.

NZC Helmet Policy for U19 Cricketers

The following policy will be mandatory for the 2021 - 22 season onward. Helmets, with a face guard, are mandatory for junior cricketers (Under 19), including when they are playing senior cricket. They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

British Standard helmets (BS7928:2013) are considered “best of breed” helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior / youth cricketers to wear the British Standard helmet

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

CANCELLATION PROCESS AND PROCEDURE

- Please check the Northland Cricket Facebook page: <https://www.facebook.com/NorthlandCricket>
- A decision will have been made by:

Collegiate – by 11:45am on Saturday morning.

U18 Midweek T20 – by 3:00pm on Wednesday afternoon

Division 1 – by 8:15am on Saturday morning.

Super Smash and Super Smash Play – by 8:15am on Saturday morning.

- Note: due to Northland’s vast geography and variable weather there are times when only some games maybe cancelled. For example, the NCA could cancel games in Whangarei but games in Northern Wairoa or Kerikeri could still go ahead. This then becomes a decision made by the home team in discussion with the opposition to proceed or not.
- If there is no ‘blanket’ cancellation for all matches in specific grades, then games are to be played as per normal.

PLAYING CONDITIONS

Each club will be provided with an NCA General Rules & Playing Conditions booklet, for each team. These rules and regulations relate to all Junior & Youth Grades which are Collegiate, Division 1, and Super Smash, Super Smash Play, Super Smash Fun, and Super Smash Skills.

THE TOSS: Captains must toss for the choice of innings on the field of play not less than 15 minutes before the scheduled start of play.

SCORING.

All scoring is preferably done on a device via PlayHQ, with live scoring switched on. If need be, a score book or score sheet can also be used in conjunction with a device. It is recommended that a scorer from each team sits together to help with accuracy and so that a result can be uploaded short after the match is finished.

NCA appreciates the significant effort scorers bring to each match. If you need further help in refreshing or training new scorers, please contact Rob Geaney.

CODE OF CONDUCT

Please view Cricket Etiquette on page 3

PLAYER DISPENSATION POLICY

- Year levels are used to determine the grade in which a Junior or Youth player should play. **U18 midweek T20 is based on a player being Under 18 as of October 28th 2023**
- If team managers/coordinators wish a player to play down a grade because their skill level is unsuited to the higher grade, **a dispensation is needed.**
- Talented players may play above their grade when **a formal dispensation is granted.**
- Collegiate coordinators must contact Neal Parlane before September 21, prior to the season (General Manager – 027 4317669).
- Division 1/Super Smash/Super Smash Play Grade coordinators must contact Rob Geaney for approval prior to playing.

PLAYER QUALIFICATION FOR FINALS

To be eligible for finals, players must have played a minimum of **four** playing days in the season for the club in the relevant grade. Dispensation in special circumstances may be granted upon application to the Club Delegate/NCA ratification.

FEEDBACK PROCESS

- Complaints/Disputes/Code of Conduct
 - Contact your club's Junior & Youth Coordinator and discuss the issue.
 - The Junior & Youth Coordinator will then contact Rob Geaney – Competitions Manager (CM) if required. Rob will request the complaint to be sent to him in writing before 5pm Tuesday following the match.
 - The NCA CM will then work through issues with the appropriate club representatives, the NCA General Manager and NJCB Chairman if needed.
- General Feedback
 - Phone calls or emails to Rob Geaney.

COVID 19 Protocols

Please stay up to date on the NCA Facebook page.

NORTHLAND CRICKET RESOURCES

NCA offers help to Clubs and Schools with the aim of growing participation in a fun way across all parts of our Cricketing Community. Help ranges from:

- Holding skill sessions with one of our development staff,
- Running workshops to help new volunteers learn the game or build on skills they already have.
- Running introductory and refresher sessions on how to score on PlayHQ.
- Suggestions of where and how to gain funding for equipment and facilities.

Please get in contact with your Development Officer or Neal Parlane to find out more.

Northland Cricket Association Office, Cobham Oval, Okara Drive, Whangarei.

- Neal Parlane (General Manager) 027 431 7669
- Kara Cunis (Office Administrator) 09 438 2400 & 021 045 8587
- Rob Geaney (Development – Whangarei & North) 021 481 696
- Liam Jones (Development – Whangarei & South) 021 083 34455
- Jason Onslow (Talent & Pathway Coach) 021 142 9605
- Geoff Ogle (Umpire Coordinator) 021 040 8640

- **Website, Facebook and IG Admin:**
Kara Cunis 021 045 8587 or karac@northcricket.co.nz,
Neal Parlane 027 431 7669 or nealp@northcricket.co.nz

JUNIOR CRICKET CONTACTS

Maungakaramea CC	Anna Pascoe	021 459510	anna.pascoe@tauraroa.school.nz
Bream Bay CC	Anna Pascoe	021 459510	anna.pascoe@tauraroa.school.nz
Rodney CC	Liam Jones	021 0833 4455	liamj@northcricket.co.nz
City CC	Mike Laing Justin Schuitemaker	027 598 6736 022 457 2564	mainlander@xtra.co.nz justin.schuitemaker@gmail.com
Kamo CC	Jodi Stoddart John Lynch	027 204 6706	kamojuniorcricket@gmail.com johnlynch1509@gmail.com
Onerahi Central CC	Sam Walker	022 315 8055	123samtwalker@gmail.com
Kerikeri CC	Becs Brothers	021 254 4919	kerikericricket@gmail.com
Tikipunga CC	Tyran Kitchen	021 087 30751	kitchcontracts@gmail.com

GROUNDS

RUBBISH

First and foremost, we are often guests of various Northland District Councils, Clubs and Schools, NCA ask that all teams ensure that on the completion of their game(s) all rubbish is collected, and grounds are left clean and tidy.

1. **Cobham Oval** – 79 Okara Drive, Whangarei, 0110. There is one grass block at Cobham Oval. Super Smash Fun wickets will be on the main oval. There is parking by the pavilion.
2. **Kensington Park** (pitch map on next page) – found on Kensington Ave/Western Hills Drive/Park Ave. There are three grass blocks (K1, K2 and K3 and four artificial wickets – K4-K7).
3. **Kamo Recreation Ground** – 16 Butler Place, 0112. There is one grass block at this ground. There is parking at the Rugby/Squash club and by the tennis courts.
4. **Maungakaramea Domain** – 13 Tangihua Road, Maungakaramea, 0178. There is one grass block and one artificial. There is parking in between both grounds.
5. **Onerahi Airport** – Church Street (opposite the airport). There are two artificial wickets. There is parking at the Onerahi Football parking area.

6. **Tikipunga Park** – 10 Reed Street. There are four artificial wickets at this ground. If Applicable; There is parking by the clubrooms.
7. **Bourne Dean Domain (Kaipara Flats CC)** – 903 Kaipara Flats Road, Warkworth 0981. There is a grass block and three artificial wickets at this ground. There is parking by the clubrooms. Other RCA grounds can be confirmed by Liam Jones, as required (RCA Development Officer – 021 083 34455).
8. **Kerikeri High School** – Hone Heke Road, Kerikeri 0230. There are two artificial wickets at Kerikeri High School. There is a car park out in front of the school or down the driveway heading towards the fields.

KENSINGTON PARK PITCH MAP



THE UMPIRE'S OFFICAL SIGNALS

SPECIFIC PLAYING CONDITIONS FOR EACH GRADE



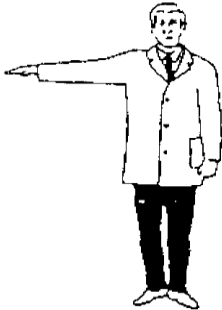
Boundary Six



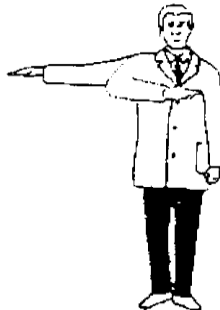
Bye



One Short



No Ball



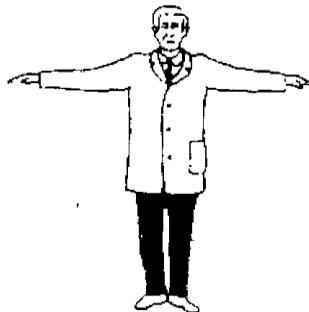
Boundary Four



Dead Ball



Out



Wide



Leg-Bye

COLLEGIATE – 35 OVER CRICKET (Yr 9-13)

Northland wide competition 12:30pm to 5:40pm

Specific Playing Conditions are to be read and applied, in conjunction with the “General Rules and Regulations”

BACKGROUND

Collegiate is designed for those wanting to play competitive Youth cricket and move through the grades as their skills allow.

FORMAT

11 a side (unless teams agree to play less) – adult players are not allowed to play. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend some fielders to make up the numbers. A team cannot play with less than 8 players.

OVERS

Overs are to be 6 balls in duration. Wides and no balls are to be re bowled, to a maximum of 8 balls except in the last over of each innings where 6 legitimate balls must be bowled.

BALL

Red Ball – 156g Two Piece or Four Piece Leather Kookaburra.

HOURS OF PLAY

12:30pm to 2:50pm **30min** interval, 3:20pm to 5:40pm.

LENGTH OF INNINGS

Games consist of 35 overs per innings, with a maximum of 7 overs per bowler. In the event of a delayed start or interrupted match, where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance - e.g., innings is reduced to 32 overs: two bowlers can bowl 7 overs each, three bowlers can bowl a maximum of 6 overs each.

If required, one drinks break is to be taken on the field of play, should not exceed 5 minutes.

FIELDING RESTRICTIONS

At the instant of delivery, there may not be more than five fielders on the leg side and/or the offside, or more than two behind square leg.

There are no designated Powerplay overs, but throughout the match, a maximum of four fielders are allowed outside the 30 yard 'circle' at the instant of delivery. Umpires and captains must use their discretion on grounds where the 'circle' is not marked.

No player may field within 10 meters of the bat, except behind the wicket on the offside.

DELAYED START OR INTERRUPTION

If commencement of play is delayed owing to conditions, or where play is suspended, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before 5:40pm. For subsequent delays, allow one over for every 4 minutes lost. Scores should be noted after 20 overs, in case of rain affected play, and then every subsequent over.

If the start of play is delayed by either side not being in position to start at the appointed time, the offending side will have its available batting overs reduced by one for each 4 minutes lost.

ACHIEVING A RESULT

Minimum of 20 overs must be faced by the team batting first. The second team then has up to 20 overs to pass their total. If the first team bats a full innings and then the second innings is reduced because of conditions, the second team's target is determined:

By the Duckworth-Lewis method, if that is available, or

By dividing the first team's total by the number of overs faced to give a 'runs per over' average and then multiplying the second team's allotted overs by that average, and adding 1 run for the total required to win e.g. 1st innings - 35 overs, scored 210 runs, average = 6 rpo, 2nd team's innings is reduced to 28 overs, therefore $28 \times 6 = 168$, plus 1, equals 169 to win (round up any fraction or decimal).

NO BALLS and WIDES

NO BALLS and FREE HITS

The delivery following any no-ball (whether for foot fault, waist high full toss, short pitched bowling or fielding restriction infringement) shall be a free hit for whichever batter is facing it. (However, see below regarding artificial pitches). If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall be a free hit for whichever batter is facing it. For any free hit delivery, the striker can only be dismissed under the circumstances that apply for a no ball, even if that delivery is a wide. In the event of a free hit there can be no change to fielding positions unless the batters have changed ends, or to rectify a fielding restriction infringement.

NO BALLS - HIGH FULL TOSSES

Any delivery which passes, or would have passed, above waist height of the striker standing upright at the crease shall be called and signaled No Ball.

NO BALLS - SHORT PITCHED BOWLING

Two fast short-pitched balls shall be allowed per over. Any further such deliveries will be called as No Balls.

A fast short-pitched delivery is defined as any ball which passes, or would have passed, above the shoulder height of the striker standing upright at the crease.

A penalty of one run for a No Ball shall be awarded. This penalty stands in addition to any other runs which are scored.

WIDES

Any delivery, which in the opinion of the Umpire, does not give the batter a reasonable opportunity to play a scoring shot shall be called a Wide. As a guide, on the leg side, a ball landing outside the leg stump and going further away shall be called a Wide. The above provisions do not apply if the striker makes contact with the ball.

A ball that passes above head height of the batter, shall be called "WIDE" and shall also count as an allowable short-pitched delivery in that over.

ARTIFICIAL PITCHES – ADDITIONAL RULE

On artificial pitches, a delivery which pitches on the edge of the mat or off the artificial pitch shall be called NO BALL (not a wide), and that delivery shall immediately become a dead ball. The batting side is credited with one run for the no ball but cannot score any further runs from the ball. The ball will be re-bowled. The next ball will not be a free hit.

35 OVER COMPETITION AND POINTS

Teams will play a round robin format with 3 points for a win, 1 point for a tie or a no result and 0 points for a loss. At the completion of the round robin:

If a final is scheduled, the finalists will be the two teams leading on points. In the event of three or more sides being even on points, the finalists will be decided by the round robin games. If teams are even on points and/or the round robin games are inconclusive, the two teams with the best net runs differential (runs per wicket 'for' minus runs per wicket 'against') will be the finalists.

In the event of the final being washed out and an alternative date not being found, the two finalists will be joint winners.

If there is no final and the competition is based on a League, the team with the most points after the competition ends, will be the winner. In the event of two or three or more teams being even on points, those teams will be joint winners.

COLLEGIATE & U18 Midweek – T20 CRICKET (Yr 9-13)

Northland wide competition – 12:30pm to 3:20pm

U18 Midweek – Wednesday 4:30pm to 7:20pm

Specific Playing Conditions are to be read and applied, in conjunction with the
“General Rules and Regulations”

BACKGROUND

Collegiate & U18 Midweek is designed for those wanting to play competitive Youth cricket and move through the grades as their skills allow.

FORMAT

11 a side (unless teams agree to play less) – **adult players are not allowed to play**. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend some fielders to make up the numbers. A team cannot play with less than 8 players.

OVERS

Overs are to be 6 balls in duration. Wide's and no balls are to be re bowled to a maximum of 8 balls except in the last over of each innings where 6 legitimate balls must be bowled.

HOURS OF PLAY & INTERVALS (adjustments will be made for midweek games and if two games are played in one day, teams decide on second start time, as required):

12:30pm to 1:50pm	1 st innings
1:50pm to 2pm	Change of Innings
2pm to 3:20pm	2 nd innings

No Drinks intervals are permitted.

LENGTH OF INNINGS

Games consist of 20 overs per innings, with a maximum of 4 overs per bowler.

If the team fielding first fails to bowl the required number of overs by the end of the scheduled time, play shall continue until the end of the innings and a penalty shall be applied (see Bowling rate).

If the team fielding second fails to bowl the required number of overs by the end of the scheduled time, play shall continue, subject to conditions and light, until the end of the innings and a penalty shall be applied (see Bowling Rate). When playing time has been lost, the revised number of overs should be based on the rate of 4 minutes per over.

THE BALL

The ball shall be a **white Kookaburra Two or Four Piece 156g Leather Ball**. If there are two games in a day, the same ball may then be used for the second match.

DELAYED START OR INTERRUPTION

If the commencement of play is delayed owing to conditions, or where play is suspended, the object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 5 overs each team).

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before the finish of play at 3:20pm respectively. For subsequent delays, allow one over for every 4 minutes lost. Scores should be noted after 5 overs, in case of rain affected play, and then every subsequent over.

ACHIEVING A RESULT

Where there are no interruptions after play has started and both teams have had the same opportunity to bat for the agreed number of overs, the team scoring the most runs shall be the winner.

Minimum of five overs must be faced by the first team. The second team then has up to 5 overs to pass their total. If the first team bats a full innings and then the second innings is reduced because of conditions, the second team's target is determined:

- (a) by the Duckworth-Lewis method, if that is available, or
- (b) by dividing the first team's total by the number of overs faced to give a runs per over average and then multiplying the second team's allotted overs by that average, and adding 1 run for the total required to win e.g. 1st innings - 20 overs scored 168 runs, average = 8.4, 2nd team's innings is reduced to 14 overs, therefore $14 \times 8.4 = 117.6$, plus 1, equals 119 to win. (Round up any fraction or decimal)

In the event of a tie, the winner shall be decided by a one over per side eliminator over. See **11.** below.

BOWLING RATE

A minimum average of 15 overs per hour must be maintained over each innings.

In the event of a delayed start or interrupted match, where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has already been exceeded before the interruption. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. E.g., after 8 overs the innings is reduced to 12 overs (therefore, there are four overs remaining). Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. If the opening bowlers have already bowled 4 overs each, they count as the bowlers allowed an extra over. Any remaining bowlers may not bowl more than 2 overs.

Sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour and twenty minutes of beginning the innings. In the event of a team failing to do so, the full quota of overs shall be completed, and the batting side credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match.

FIELDING RESTRICTIONS

At the instant of delivery there shall be no more than five fielders on the leg side or the off side (or two fielders behind square, on the leg side).

For the first 6 overs of each innings, a maximum of two fielders are allowed outside the 30 yard 'circle' at the instant of delivery. For the remainder of the innings, a maximum of 4 fielders are permitted outside the 30 yard 'circle'.

In the event of an infringement, either umpire shall call and signal "No Ball".

No player may field within 10 meters of the bat, except behind the wicket on the offside.

If the total number of overs available is reduced, the number of overs with regards to fielding restrictions shall be reduced proportionately:

<u>Innings Duration</u>	<u>Overs of Fielding Restrictions</u>
19 – 20	6
15 – 18	5
12 – 14	4
9 – 11	3
5 – 8	2

NO BALLS and WIDES

NO BALLS and FREE HITS

The delivery following any no-ball (whether for foot fault, waist high full toss, short pitched bowling or fielding restriction infringement) shall be a free hit for which ever batter is facing it. (However, see **11** below regarding artificial pitches). If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall be a free hit for which ever batter is facing it. For any free hit delivery, the striker can only be dismissed under the circumstances that apply for a no ball, even if that delivery is a wide. In the event of a free hit there can be no change to fielding positions unless the batters have changed ends, or to rectify a fielding restriction infringement.

NO BALLS - HIGH FULL TOSSES: Any delivery which passes, or would have passed, above waist height of the striker standing upright at the crease shall be called and signaled No Ball.

NO BALLS - SHORT PITCHED BOWLING:

One fast short-pitched ball shall be allowed per over. Any further such deliveries will be called as No Balls.

A fast short-pitched delivery is defined as any ball which passes, or would have passed, above the shoulder height of the striker standing upright at the crease.

A penalty of one run for a No Ball shall be awarded. This penalty stands in addition to any other runs which are scored.

A ball that passes above head height of the batter, shall be called “**WIDE**” and shall also count as the allowable short-pitched delivery in that over.

WIDES

Any delivery, which in the opinion of the Umpire, does not give the batter a reasonable opportunity to play a scoring shot shall be called a Wide. As a guide, on the leg side, a ball landing outside the leg stump and going further away shall be called a Wide. The above provisions do not apply if the striker makes contact with the ball.

A ball that passes above head height of the batter, shall be called “WIDE” and shall also count as the allowable short-pitched delivery in that over.

ARTIFICIAL PITCHES – ADDITIONAL RULE

On artificial pitches, a delivery which pitches on the edge of the mat or off the artificial pitch shall be called NO BALL (not a wide), and that delivery shall immediately become a dead ball.

The batting side is credited with one run for the no ball but cannot score any further runs from the ball. The ball will be re-bowled. The next ball will not be a free hit.

ONE OVER PER SIDE ELIMINATOR OVER

1. The one over per side eliminator will commence 5 minutes after the conclusion of the match.
2. Prior to the commencement of the eliminator, each team selects three batters and one bowler.
3. The nominated players are given in writing to the umpires and opposition.
4. The umpires stand at the same end as that in which they finished the match.
5. If appointed umpires are officiating, they choose the end from which to bowl and both teams bowl from that end. If no umpires are officiating the eliminator over will be bowled from the same end as the last over of the match.
6. The team batting second in the match will bat first in the one over eliminator.
7. The same ball as used at the end of the team’s innings will be used for the ‘extra’ over.
8. Each team’s over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.
9. The loss of two wickets ends the team’s one over innings.

10. If the scores are tied after the eliminator over, the team to hit the most 6's win. If scores are still tied, the team that hit the most 4's win. If scores are still tied, a coin will be tossed.

T20 COMPETITION AND POINTS

Teams will play a round robin format with 3 points for a win, 1 point for a no result and 0 points for a loss. At the completion of the round robin:

If a final is scheduled, the finalists will be the two teams leading on points. In the event of three or more sides being even on points, the finalists will be the decided by the round robin games. If teams are even on points and/or the round robin games are inconclusive, the two teams with the best net runs differential (runs per wicket 'for' minus runs per wicket 'against') will be the finalists.

In the event of the final being washed out and an alternative date not being found, the two finalists will be joint winners.

If there is no final and the competition is based on a League, the team with the most points after the competition ends will be the winner. In the event of two or three or more teams being even on points, those teams will be joint winners.

DIVISION 1 – 30 OVER CRICKET

(Year 8-13 – dispensations can be applied prior to October)

Northland wide competition 9am to 1pm

Specific Playing Conditions are to be read and applied, in conjunction with the "General Rules and Regulations"

BACKGROUND

Division 1 is designed for those Youth players not wanting to play highly competitive cricket but want to continue to play the game they love, and those Junior players wanting to progress through Grades as their skills allow.

FORMAT

9 a side (unless teams agree to play 10 or 11 per side) – adult players are not allowed to play. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend some fielders to make up the numbers. A team cannot play with less than 7 players.

PITCH

A full-sized pitch will be used.

OVERS

Overs are to be 6 balls in duration Wides and no balls are to be re bowled to a maximum of 8 balls except in the last over of each innings where 6 legitimate must be bowled.

BALL

Red Ball – **156g** Kookaburra COMMANDER or Kookaburra Two Piece leather ball or Kookaburra Four Piece leather ball. If a Commander is used for the first innings, a Commander **MUST** be used for the second innings. If a leather ball is used for the first innings, a leather ball must be used for the season innings (either two or four piece). The ball must be agreed to at the start of the match but coaches/managers.

HOURS OF PLAY

9am to 1pm. 15-minute interval between innings. Start time adjustments can be agreed to between teams during the week prior to the match (for example, a slightly later start due to potential dew) but both teams must agree.

LENGTH OF INNINGS

Games consist of 30 overs per innings, with a maximum of 6 overs per bowler.

In the event of a delayed start or interrupted match, where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance - e.g., innings is reduced to 22 overs: two bowlers can bowl 5 overs each, three bowlers can bowl a maximum of 4 overs each.

No drinks break is permitted unless agreed to by both coaches/managers.

FIELDING RESTRICTIONS

At the instant of delivery, there may not be more than four fielders on the leg side and/or the offside, or more than two behind square leg.

There are no designated Powerplay overs, but throughout the match, a maximum of four fielders are allowed on the boundary at the instant of delivery.

No player may field within 10 meters of the bat, except behind the wicket on the offside

BOUNDARIES

If boundaries are not marked, cones should be used – 50 meters is recommended. In some instances, like at Onerahi Airport, boundaries will be smaller in some restricted space areas of the field, but this is the same for both teams.

DELAYED START OR INTERRUPTION

If commencement of play is delayed owing to conditions, or where play is suspended, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 15 overs each). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before 1pm. For subsequent delays, allow one over for every 4 minutes lost. Scores should be noted after 15 overs, in case of rain affected play, and then every subsequent over.

If the start of play is delayed by either side not being in position to start at the appointed time, the offending side will have its available batting overs reduced by one for each 4 minutes lost.

ACHIEVING A RESULT

Minimum of 10 overs must be faced by the team batting first. The second team then has up to 10 overs to pass their total. If the first team bats a full innings and then the second innings is reduced because of conditions, the second team's target is determined:

By the Duckworth-Lewis method, if that is available, or

By dividing the first team's total by the number of overs faced to give a 'runs per over' average and then multiplying the second team's allotted overs by that average, and adding 1 run for the total required to win e.g. 1st innings - 30 overs, scored 180 runs, average = 6 rpo, 2nd team's innings is reduced to 20 overs, therefore $20 \times 6 = 120$, plus 1, equals 121 to win (round up any fraction or decimal).

NO BALLS and WIDES

NO BALLS and FREE HITS

The delivery following any no-ball (whether for foot fault, waist high full toss, short pitched bowling or fielding restriction infringement) shall be a free hit for whichever batter is facing it. (However, see below regarding artificial pitches). If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall be a free hit for whichever batter is facing it. For any free hit delivery, the striker can only be dismissed under the

circumstances that apply for a no ball, even if that delivery is a wide. In the event of a free hit there can be no change to fielding positions unless the batters have changed ends, or to rectify a fielding restriction infringement.

NO BALLS - HIGH FULL TOSSES

Any delivery which passes, or would have passed, above waist height of the striker standing upright at the crease shall be called and signaled No Ball.

NO BALLS - SHORT PITCHED BOWLING

One fast short-pitched ball shall be allowed per over. Any further such deliveries will be called as No Balls.

A fast short-pitched delivery is defined as any ball which passes, or would have passed, above the shoulder height of the striker standing upright at the crease.

A penalty of one run for a No Ball shall be awarded. This penalty stands in addition to any other runs which are scored.

WIDES

Any ball which passes the batter either close to the return crease on the offside, or halfway between the stumps and the return crease on the leg side, shall be called a wide. If the batter cannot reach the ball to play a shot, it is a wide. Common sense and consistency must prevail. Coaches/umpires must agree on limits before play starts. The above provisions do not apply if the striker makes contact with the ball.

A ball that passes above head height of the batter, after it has bounced, shall be called "WIDE" and shall also count as an allowable short-pitched delivery in that over.

ARTIFICIAL PITCHES – ADDITIONAL RULE

On artificial pitches, a delivery which pitches on the edge of the mat or off the artificial pitch shall be called NO BALL (not a wide), and that delivery shall immediately become a dead ball. The batting side is credited with one run for the no ball but cannot score any further runs from the ball. The ball will be re-bowled. The next ball will not be a free hit.

POINTS

Teams will play a round robin format, 3 points for a win, 1 point for a tie, 1 point for a no result, 0 points for a loss. At the completion of the round robin:

If a final is scheduled, the finalists will be the two teams leading on points. In the event of three or more sides being even on points, the finalists will be

decided by the round robin games. If teams are even on points and/or the round robin games are inconclusive, the two teams with the best net runs differential (runs per wicket 'for' minus runs per wicket 'against') will be the finalists.

In the event of the final being washed out and an alternative date not being found, the two finalists will be joint winners.

If there is no final and the competition is based on a League, the team with the most points after the competition ends will be the winner. In the event of two or three or more teams being even on points, those teams will be joint winners.

Super Smash

(Year 7 & 8 - dispensations can applied for)
Northland wide competition 9:00am to 12:00pm

Specific Playing Conditions are to be read and applied, in conjunction with the “General Rules and Regulations”

BACKGROUND

Super Smash is a fast-paced T20 competition aimed to have fun, maximise player participation, while Junior players look to further develop their hard ball skills. Please feel free to bring along music and allow players to select their own song when they come out to bat.

FORMAT

Teams of 9 a side (unless teams agree to play 10 or 11 per side) – adult players are not allowed to play. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend some fielders to make up the numbers. A team cannot play with less than 7 players.

HOURS OF PLAY

The toss will take place between the two captains no later than 8.45am. Play will start promptly at 9am. Please be aware that **senior games** may be scheduled on the same pitch or adjacent and that games cannot run past 12:30pm.

OVERS

The bowling team will bowl all their overs at one end only. No bowler is permitted to bowl more than 3 overs in an innings. Overs are to be 6 balls in duration. Wides and no balls are to be re bowled to a maximum of 8 balls. *Managers/coaches will need to ensure that play starts punctually and that players move quickly to their positions. **There is no time allowed for a designated drinks break.***

BATTING

Batters must face a minimum of 6 balls. If a batter gets out within the six balls, the batters change ends, and the fielding team will receive 3 runs to their total, when they bat (or to their total if they have batted first). After facing six balls, a batter can be dismissed. Batters must retire after 20 balls. They can take the crease again if all other batters are dismissed or have retired. All balls including wides and no balls will be added into the batter's ball count, including free hits.

PITCH

The pitch for Super Smash will be 18m. This means that spring loaded stumps will be required at all A grade venues. *Coaches are encouraged to carry chalk/tape in the event a modified 18m pitch is not marked.*

WIDES

Any ball which passes the batter either close to the return crease on the offside, or halfway between the stumps and the return crease on the leg side, shall be called a wide. If the batter cannot reach the ball to play a shot, it is a wide. Common sense and consistency must prevail. Coaches/umpires must agree on limits before play starts.

NO BALL

A front foot or over waist-high no ball will result in a free hit to the batter. A ball that bounces MORE than twice before the popping crease will be deemed a NO BALL.

LBW

LBW's only apply if the batter is struck below the knee roll and is hit behind the batting crease in-line with the stumps. All judgement regarding height must be through consultation with the square leg umpire.

BALL

The ball to be used is a 142gram Kookaburra two-piece Red King or Commander

STUMPS

A set of spring-loaded stumps must be supplied by each team.

BOUNDARIES

Boundaries shall be approximately 40m in length (no longer than 40m) from the center of the pitch. In the event these boundaries are not marked coaches should endeavor to mark with, cones.

LOSS OF TIME

In the event of a late start: the total amount of time remaining (less than 15-minute interval) shall be divided in two. That time is to be the duration of each innings.

Example. Start of play is delayed until 10am. Total time remaining 100 minutes divided by 2.

Therefore, the duration of each team's innings will be 50 minutes.

The allocated time for each innings and the revised maximum overs per bowler must be agreed to by both coaches/ managers before play resumes.

SAFETY

No player may field within 15 meters of the bat

All cricketers are expected to wear approved safety cricketing attire and be sun smart. Helmets for batters and keepers are compulsory.

POINTS

There is no points ladder for this grade.

BOUNCERS

Any ball that bounces above the batter's shoulders will be deemed a no ball and re bowled with the batting side receiving 1 run for the no ball plus any runs scored. The next delivery is NOT a free hit. Persistent short pitch bowling will be deemed intimidating, and the bowler will need to be relieved from the bowling crease.

Super Smash Play **(Year 5 & 6 - dispensations can be applied for)** ***Northland wide competition 9am to 11:30am***

Specific Playing Conditions are to be read and applied, in conjunction with the "General Rules and Regulations"

BACKGROUND

Super Smash Play is a fast-paced T20 competition aimed to have fun, maximise participation and allow players to safely transition their skills from soft ball to hard ball. Please feel free to bring along music and allow players to select their own song when they come out to bat.

FORMAT

The sides will be made up of 8 players per side playing on a pitch that is 16m in length (use spring loaded stumps to adjust pitch length). If a side has less than 8 players, a batter can bat twice. If a team has 9 players, they can only bat within the allotted 20 overs (partnerships can be adjusted as needed but no more than 20 overs are to be faced).

Players bat in pairs for 5 overs with the bowling team bowling from one end **only**. Coaches and managers, through mutual agreement, can agree that players get an even share of the strike.

Batters may be dismissed but any dismissal sees an addition to the fielding team's score of 3 runs and the batters change ends. The batting pair continues to bat until the allotted number of overs have been bowled to the pair.

Only 8 players to be fielding at any time unless coaches/managers agree to field more players. There should be 3 on the offside, 3 on the leg side with a bowler and a wicketkeeper (unless coaches decide to adjust as and when needed). There are to be no more than four fielders on the leg side. Fielders do not have to rotate at the completion of each over, but it is recommended. Coaches are to rotate any additional players on and off the field if they feel that 8 players on the field are enough.

HOURS OF PLAY

The toss will take place between the two captains no later than 8.45am. Play will start promptly at 9am with a scheduled finish time of 11:30am. Coaches, captains and umpires are to ensure that players walk quickly to their fielding positions at the completion of the over. There will be a 10minute break between innings.

The team batting first should conclude its innings at 10:10am unless 20 overs have been bowled. Please be aware that **senior games** may be scheduled on the same pitch or adjacent and that games cannot run past 12:30pm.

OVERS

Super Smash Play will consist of one innings games of 20 overs duration. No bowler is permitted to bowl more than 3 overs in an innings and overs are to be 6 balls in duration. Wides and no balls are to be re bowled to a maximum of 8 balls except in the last over of each innings where 6 legitimate balls must be bowled.

Managers will need to ensure that play starts punctually, and that players' move quickly to their positions as needed. They also need to make sure that no time is wasted through drinks breaks and the like, so that a bowling rate of at least 17 overs per hour is maintained.

WIDES

Any ball which passes the batter either close to the return crease on the offside, or halfway between the stumps and the return crease on the leg side, shall be called a wide. If the batter cannot reach the ball to play a shot, then it

is a wide. Common sense and consistency must prevail. Coaches/umpires must agree on limits before play starts.

NO BALL

A front foot or over waist-high no ball will NOT result in a free hit to the batter. A ball that bounces MORE than twice before the popping crease will be deemed a NO BALL

LBW

There are no LBWs.

EXTRAS

All extras scored shall be tallied separately (wides, no balls, byes, leg byes), and not be part of the deductions for dismissals.

BALL

The ball to be used is a Kookaburra Commander.

LOSS OF TIME

If play is delayed due to bad weather, or both teams are late, deduct one over from the innings for each side for each 6 minutes lost, at any time after 9:30am.

If rain falls during the innings of the team batting first, the number of overs left will be determined by dividing the number of minutes left from 11:30 to the restart time and dividing by 3.

If weather prevents either side from facing a minimum of 15 overs the game will be deemed a draw.

SAFETY

No player may field within 15 meters of the bat

All cricketers are expected to wear approved safety cricketing attire and be sun smart. Helmets for batters and keepers are compulsory.

POINTS

There is no points ladder for this grade.

BOUNCERS

Any ball that bounces above the batter shoulders will be deemed a no ball and re bowled with the batting side receiving 1 run for the no ball plus any runs scored. Persistent short pitch bowling will be deemed intimidating, and the bowler will be removed from the bowling crease.

Festival Days (Years 7 & 8)

For keen Year 7&8 players, additional Festival matches will be held during the season so players that want extra cricket have the opportunity. Please ask your Development Officer or keep an eye on the NCA Facebook page for dates and registration details.

School Tournaments (Years 7 - 13)

NCA holds school tournaments each year in partnership with the Northland Secondary Schools Sports Association. Depending on the players' age group, tournaments are held on four different days. Two different formats are offered (1) Festival style matches with the aim at lots of fun and participation and (2) Competitive matches, with the winner progressing through to the next round of matches against other Northern Districts winners. Dates for tournaments are published below. If your School does not have enough players to enter a team, please contact a Development Officer or Neal Parlane so they can be included and don't miss out.