NORTHLAND CRICKET 2026-2027 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 whānau 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.
- Emphasis & 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 as 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 as well.
3. In Division 1 no player shall be allowed to field closer than 10 metres 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 metres 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.

JUNIOR CRICKET WHATSAPP COMMUNITY

Northland Cricket has established a WhatsApp community with dedicated groups for each junior grade to share competition updates, cancellations and important information. **Each team is required to have at least one coach or manager in their relevant WhatsApp grade group** to ensure important communications reach every team. Additional team representatives are welcome to join. Join the community: https://chat.whatsapp.com/J4j16okoZBtA87hC69D4Oy. Alternatively, please contact Liam Jones, Northland Cricket Competitions Manager, for assistance joining the community.

FIXTURE TIMES AND RESCHEDULING

Where teams are required to travel long distances, matches may commence at 10:00am instead of the scheduled start time, provided this does not interfere with senior cricket fixtures or ground availability.
Any change to the scheduled start time must be confirmed upon by both teams in advance.
Matches may also be moved to an alternative date where both teams agree, subject to ground availability and confirmation with the Northland Cricket Competitions Manager. All agreed changes must be communicated to Northland Cricket so the official PlayHQ fixture can be updated.

CANCELLATION PROCESS AND PROCEDURE

- Saturday morning cancellations will be communicated through the relevant Northland Cricket WhatsApp grade groups. Please check the specific grade group before travelling. **https://www.facebook.com/NorthlandCricket**
- Where Friday weather forecasts are uncertain, travelling teams are encouraged to contact the opposing team on Friday and agree on a Saturday morning contact time before travel begins.
- Due to Northland's geography and variable weather, cancellations may apply only to particular locations or fixtures. A match in one area may proceed while

another is cancelled. Home and travelling teams should communicate directly where local conditions differ.

- 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 A Grade and Super Smash Play B Grade.

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 so that a result can be uploaded shortly 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 Liam Jones.

CODE OF CONDUCT

Please see the Cricket Etiquette section at the start of this booklet.

PLAYER DISPENSATION POLICY

- School year levels are used to determine the appropriate grade for junior and youth players.
- Players may apply for dispensation to play one school year above or below the designated year levels of a grade. Playing down is encouraged where appropriate for ability, confidence, physical development, cricketing experience and safety.
- Dispensation applications may be submitted at any stage throughout the season. All applications must be submitted by the player's club or team coordinator to the Northland Cricket Competitions Manager and approved before the player participates in that grade.
- Approval will consider player safety, development and the standard of the competition, with the priority being a safe, enjoyable and developmentally appropriate cricket environment.

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 Liam Jones – 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 and the NCA General Manager if needed.
- General Feedback
    - Phone calls or emails to Liam Jones.

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 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 (Coach Dev & Development – Whangarei & North) 021 481 696
- Liam Jones (Comps & Development – Whangarei & South) 021 083 34455
- Prabodha Arthavidu (Artha) (Talent & Pathway Coach) 0220633225
- **Website, Facebook and IG Admin:**

  Kara Cunis 021 045 8587 or karac@northcricket.co.nz

JUNIOR CRICKET DELEGATES

Club	Contact	Phone	Email
Maungakaramea	Kara Cunis	0210458587	karac@northcricket.co.nz
Tomarata	Spencer Brown	0277066515	s.d.f.brown@gmail.com
Te Rarawa RC Cricket	Mark Hubbard	02102444317	markhubbardnz@gmail.com
Rodney	Geoff Clayton	021335835	geoff@claytontutty.co.nz
Bream Bay	Dean Gillingham	0211915769	deangillingham1@hotmail.com
City	Shaye Schuitemaker	0223978729	sistershaye@gmail.com
Kamo	Rhys Farrand	0226392833	kamojuniorcricket@gmail.com
	Nikki Osborne	0212589453	
OCCC	Sam Walker	0223158055	123sam@gmail.com
Kerikeri	Cat Nock	0220143079	kerikericricket@gmail.com catmnock@gmail.com
Tikipunga	Kevin Geaney	0211215918	geaney4@gmail.com
Kaitaia College	Yvette Parlour	0220811914	yparlour@kaitaiacollege.school.nz

GROUNDS

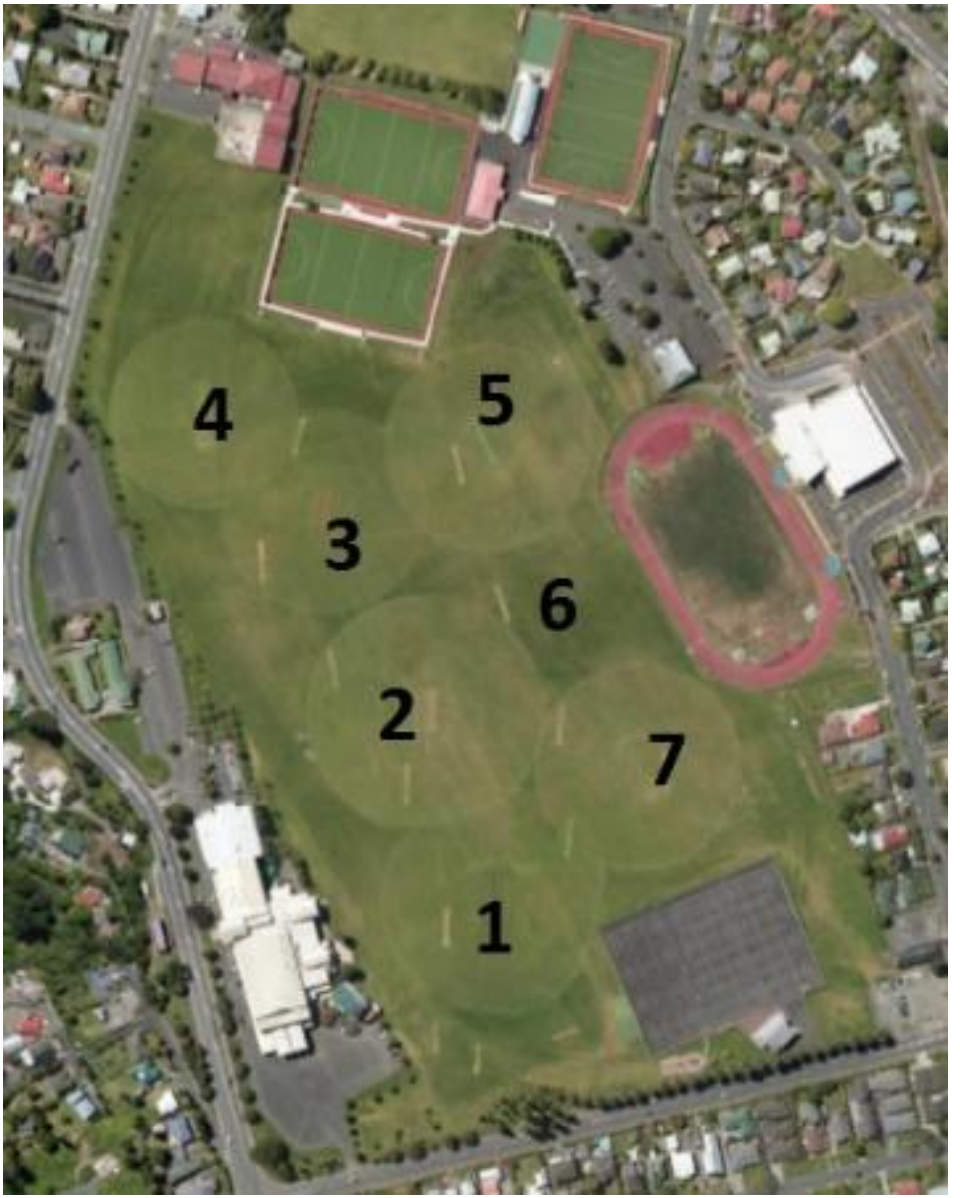
RUBBISH

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. There is one grass block at Cobham 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, Kamo. 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. 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. There is parking by the clubrooms.
7. **Bourne Dean Reserve (Kaipara Flats CC)** – 903 Kaipara Flats Road, Warkworth. 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.
9. **Te Puawaitanga - Bay of Islands Sports Hub** – 1945A State Highway 10, Waipapa. There are two artificial wickets and one grass block. The car park and toilet facility are in front of the fields down upon entry.
10. **Caledonian Park** – Saint Marys Road. One artificial pitch. Car parking and toilets available.
11. **Te Rarawa Rugby Club** – 252 Ahipara Road, Ahipara. Opposite Ahipara School. One artificial.
12. **Te Hiku Sports Hub** – 74 South Road, Kaitaia. One artificial wicket.
13. **Huanui College** – 328 Ngunguru Road, Glenbervie. Parking under trees or drive onto field if suitable. Toilets available with keys. One artificial wicket, no stump holes.
14. **Mangawhai Domain** – 75 Moir Street, Mangawhai. Public toilets available. One artificial wicket.
15. **Tomarata Domain** – 112 Pakiri Block Road, one artificial wicket. Club house toilets. Limited phone reception.
16. **Centennial Park -** Centennial Park Road, Wellsford. Two artificial wickets. Public toilets in main car park. Bring extra water.

KENSINGTON PARK PITCH MAP

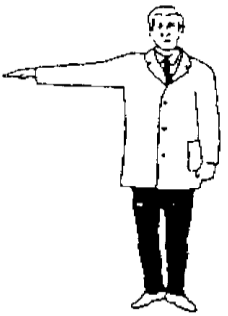


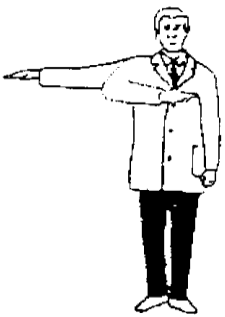
THE UMPIRE'S OFFICIAL SIGNALS
SPECIFIC PLAYING CONDITIONS FOR EACH GRADE

Boundary Six

Bye

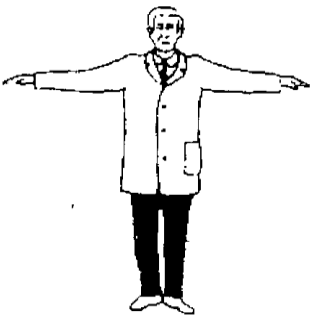
One Short


No Ball


Boundary Four

Dead Ball

Out


Wide

Leg-Bye

DIVISION 1 – 30 OVER CRICKET

(Years 8–13 – dispensations may be applied for throughout the season)

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

The bowling team will bowl six overs from one end and then six overs from the other, alternating in six over blocks throughout the innings. This allows a bowler to bowl one spell from the same end. 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 second innings (either two or four piece). The ball must be agreed to at the start of the match by coaches/managers.

HOURS OF PLAY

9am to 1pm. 15-minute interval between innings. Start time adjustments can be agreed on 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 metres of the bat, except behind the wicket on the offside

BOUNDARIES

If boundaries are not marked, cones should be used – 50 metres 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 the start is delayed, the aim is to schedule equal overs for both teams, with at least 15 overs per side required for play to commence. Calculate available overs at an average of 15 overs per hour using the playing time remaining. For subsequent interruptions, allow one over for each four minutes lost. Note scores after 15 overs and after every subsequent over in case of rain-affected play. Where a match has already commenced and is later interrupted, the separate 10-over minimum for achieving a result applies as set out below.

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

A delayed-start match must initially be scheduled for at least 15 overs per side. If a match has commenced and is subsequently interrupted, a result may be determined once the team batting first has faced at least 10 overs and the team batting second has received the required opportunity to bat, unless a result has already been achieved. Where the

first team has completed its innings and the second innings is reduced because of conditions, the second team's target is determined as follows:

Use the Duckworth–Lewis method where it is available in PlayHQ; otherwise:

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 x 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. 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 signalled 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 delivery will 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:

The competition is decided on league points. The team with the most points at the end of the round robin is the winner. If two or more teams finish level on points, they will be joint winners. No final is played.

SUPER SMASH A GRADE

(Year 7 & 8 - dispensations can be 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 12:15pm.

OVERS

The bowling team will bowl all its overs from one end only. A minimum of seven players must bowl in each innings and no bowler may bowl more than four overs. Overs are six balls in duration. Wides and no-balls are re-bowled to a maximum of eight deliveries per over. Managers/coaches must ensure play starts punctually and players move promptly into position. There is no designated drinks break.

BATTING

Batters must face a minimum of six balls. A batter cannot be dismissed during their first six balls faced. If a batter would otherwise be dismissed during this grace period, the batters change ends and the fielding team receives three runs added to its batting total (whether batting first or second). The batter continues batting but cannot return to bat after retiring. After the first six balls, normal dismissals apply. Batters must retire after facing 20 deliveries and may return once all other batters have been dismissed or retired, provided they were not dismissed during their six-ball grace period. Wides do not count towards a batter's 20-ball retirement; other deliveries, including no-balls and free hits, count towards the ball count.

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

A delivery shall be called wide when it passes outside the batter's reasonable reach and does not provide a genuine opportunity to play a cricket shot. The emphasis is on whether the batter could reasonably play a genuine cricket shot, not whether the batter makes contact. Missing the ball does not automatically make a delivery wide. Coaches and umpires must agree on the interpretation before play and apply it consistently. Wides do not count towards a batter's 20-ball retirement.

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

LBWs 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 142 gram Kookaburra two-piece Red King or Commander. The same type of ball must be used for both innings, as agreed by coaches/managers before play.

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 centre of the pitch. In the event these boundaries are not marked coaches should endeavour 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 metres 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 B GRADE

(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"

RODNEY B GRADE COMPETITION

Rodney-based B Grade fixtures may operate under modified playing conditions to accommodate the local competition structure and player development needs. Fixtures may also be set up under a different match format in PlayHQ. Coaches and managers should follow any specific instructions issued by the Rodney Cricket Association or Northland Cricket for these fixtures.

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 10-minute 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 12:15pm.

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. If a bowler bowls three or more wides in a row, the umpire is allowed to throw the ball for the batter to hit.

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 metres 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. Persistent short pitch bowling will be deemed intimidating, and the bowler will be removed from the bowling crease.

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.