

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 off side, 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 which ever 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.