

NORTHLAND CRICKET

2020-2021 Season



General Rules

&

Playing Conditions

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NORTHLAND CRICKET – CRICKET ETIQUETTE

Northland Cricket Association and New Zealand Cricket Values:

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

NCA 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 that develops our Northland people to be high performers.

NCA Rationale

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

The Spirit of Cricket:

The NCA endorses fair play and tolerance by, and for, players, officials 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, officials 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 directed at players from both teams, while the game is being played.
- 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 the Game.

Feedback Process:

- Complaints
 - Contact your club's Junior Coordinator and discuss the issue.
 - The Junior Coordinator will then contact Neal Parlane, the NCA Competitions Manager (CM), as needed.
 - The NCA CM will then work through issues with the appropriate club representatives, and the NCA General Manager, as needed.
- General Feedback
 - Phone calls or emails to Neal Parlane.

Playing Conditions:

All playing conditions (rules and regulations) will be online, on the Northland Cricket website. Each club will be provided with an NCA booklet, for each team, which will include the playing conditions. These rules and regulations relate to Collegiate, Division 1 and A/B/C/Superstar Grades.

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

NORTHLAND CRICKET PLAYER SAFETY REGULATIONS

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

1. All batsmen must wear a helmet when batting in hardball cricket. Note: we recommend that this applies to net practices well.
2. All wicketkeepers must wear a helmet or facemask when standing up to the stumps in hardball cricket. Note: we recommend that this applies to practices well.
3. All players, regardless of age, must wear a helmet when fielding closer than 7 metres from the stumps of the batsman on strike in hardball cricket, except behind the wicket on the off side. Northland Cricket recommends that they also wear a protector and shin pads.
4. No player, up to and including Year 10, shall be allowed to field closer than 10 metres from the stumps of the batsman on strike, except behind the wicket on the offside.

Note: these restrictions apply in all hardball grades, in all competitions.

CANCELLATION PROCESS AND PROCEDURE

- Northland Cricket website www.northcricket.co.nz (cancellations link) **or**
- Facebook
- A decision would have been made by:
 - **Collegiate** – by 11:45am on Saturday morning. Note: due to some games being played in other areas, there could be times that only some games are cancelled. For example, the NCA could cancel games in Whangarei but games in Northern Wairoa could still go ahead. This then becomes a decision made by the home team and they will contact the opposition and the NCA to inform them.
 - **Division 1** – by 8:15am on Saturday morning. Note: due to some games being played in other areas, there could be times that only some games are cancelled. For example, the NCA could cancel games in Whangarei but games in Northern Wairoa could still go ahead. This then becomes a decision made by the home team and they will contact the opposition and the NCA to inform them.
 - **A and B Grade** – by 8:15am on Saturday morning. Note: due to some games being played in other areas, there could be times that only some games are cancelled. For example, the NCA could cancel games in Whangarei but games in Northern Wairoa could still go ahead. This then becomes a decision made by the home team and they will contact the opposition and the NCA to inform them.
 - **C/Superstar Grade** – by 4:30pm on Friday evening (games start at 5pm).

- If there is no ‘blanket’ cancellation for all matches in specific grades, then games are to be played as per normal.
- If the rain continues or starts again, then games are called off or played by mutual arrangement between relevant teams or by a NCA representative if applicable.

JUNIOR CRICKET CONTACTS

| | | | |
|-----------------|----------------|---------------|--|
| Maungakaramea | Kelvin Hucker | 021 153 3957 | kelvhuck@gmail.com |
| Bream Bay | Kara Cunis | 021 045 8587 | karaunis@gmail.com |
| Rodney | Liam Jones | 021 0833 4455 | lemondo3@gmail.com |
| City | Krystal Currin | 021 159 4644 | krystal.riley.denim@gmail.com |
| Northern Wairoa | Wendy Chitty | 027 6730060 | wjchitty@gmail.com |
| Kamo | Jodi Stoddart | 027 204 6706 | kamojuniorcricket@gmail.com |
| Onerahi | Sam Walker | 022 315 8055 | 123samtwalker@gmail.com |
| Kerikeri | Todd Jackson | 021 141 7149 | Todd@orangewood.co.nz |
| Tikipunga | Rob Ganey | 021 058 3071 | robgeaney@gmail.com |

NCA Office: Stephen Cunis (GM) 021 211 5524; Helen Smith (Commercial Manager) 09 438 2400 or 022 673 8821 (9-2, M-F); Neal Parlane (Competitions Manager) 027 431 7669; Karl Treiber (Representative Pathway Manager) 021 438 465; Paul Hope (Community Development Manager) 021 951 925; Geoff Ogle (Umpire Coordinator) 021 040 8640.

Website and Facebook: Helen Smith 022 673 8821 or admin@northcricket.co.nz, Neal Parlane 027 431 7669 or nealp@northcricket.co.nz

C Grade Liaison: Tony Edwards 027 629 7463 or Neal Parlane 027 431 7669

DISPENSATION POLICY

Year levels are used to determine the grade in which a child should play. Talented players may play above their grade with dispensation granted. If team managers/coordinators wish children to play down a grade because their skill level is unsuited to the higher grade, dispensation is needed. Collegiate coordinators must contact Derek Slatter before October 1 prior to the season (JCB Chairman – 027 496 2575) and Div1/A/B/C Grade coordinators contact Neal Parlane (027 431 7669), the NCA’s Competitions Manager. Collegiate dispensations will be reviewed by representative selectors. Div1/A/B/C Grade dispensations will be reviewed by NCA Competitions Manager. The Collegiate dispensation policy can be found on the NCA website.

SCORING

All scoring is to be done on a device, using CricHq. A score book or score sheet can also be used in conjunction with a device, but games can be scored on two devices. For A Grade, if a book/sheet is being used, it is suggested that the scorer who is controlling the book/sheet, counts the balls for each batsman – by way of recording these in a systematic manner (individually recording each ball by putting it in a batsmen’s scoring tally). For example: 1 . 4 . . . 2 . . 4 . . 1 1 This is due to batsmen not being able to be dismissed in A Grade for their first 6 balls and/or retiring after 30 balls that they have faced. The NCA understands that this could initially be complicated, and appreciates the effort from scorers.

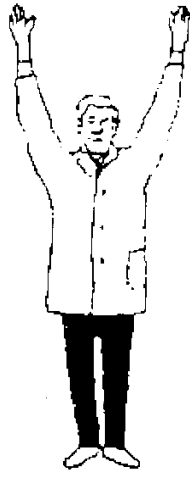
KENSINGTON PARK PITCH MAP



Grounds

1. **Cobham Oval** – 79 Okara Drive, Whangarei, 0110. There is one grass block at Cobham Oval. C Grade wickets will be on the main oval. There is parking by the pavilion.
2. **Kensington Park** – found on Kensington Ave/Western Hills Drive/Park Ave. There are three grass blocks (K1, K2 and K3 and four artificial wickets – K4-K7). If Applicable; for C Grade, mown pitches can be located by Kensington Stadium. There is parking on both sides of the park – Western Hills Drive and Park Ave.
3. **Kamo Recreation Ground** – 16 Butler Place, 0112. There is one grass block at this ground. If Applicable; C Grade wickets can be found on the bottom field. There is parking at the club and by the tennis courts.
4. **Maungakaramea Domain** – 13 Tangihua Road, Maungakaramea, 0178. There is one grass block and one artificial. If Applicable; C Grade wickets can be found on the front field. 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 three artificial wickets at this ground. If Applicable; C Grade will be played on Tikipunga 1. 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. **Kamo High School** – 1 Wilkinson Ave, Kamo 0112. There is one artificial wicket at KHS. There is parking on the street, outside of the school.
9. **WBHS** – Kent Road, 0112. There is parking outside Carruth Hostel, down by the gym (down the driveway) and/or through Alexander Street (Tai Tokerau Campus). Contact Mark Oldridge for details (027 449 9260).
10. **Kamo Intermediate School** – Hailes Road, Kamo 0112. There is one artificial wicket at this ground. There is parking on Hailes Road.
11. **Maungakaramea Primary School** – Tangihua Road (opposite Maungakaramea Domain). There is one artificial wicket at the school, on the back field. There is parking outside of the school.
12. **Kerikeri High School** – Hone Heke Road, Kerikeri 0230. There are two artificial wickets at Kerikeri High School. There is parking out in front of the school or down the driveway heading towards the fields.
13. **Kerikeri Domain** – Cobham Road, Kerikeri. Parking on the street.
14. **Bream Bay College** – Peter Snell Road, Ruakaka, 0116. There are two artificial wickets. Parking can be found at Bream Bay College, go through the front gates, or behind the gym.
15. **Dargaville High School** – 57 Plunket Street, Dargaville 0310. There are two artificial wickets. There is parking outside of the school.
16. **Huanui College** – 328 Ngunguru Road, Glenbervie 0173. Parking available in the school car park.
17. **Mangawhai Domain** – 75 Moir Street, Mangawhai 0505. Parking available in domain.

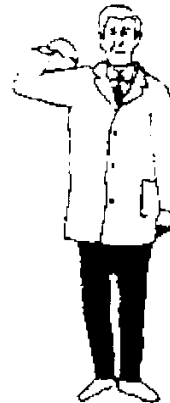
The Umpire's Official Signals



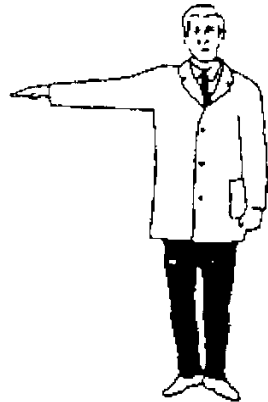
Boundary Six



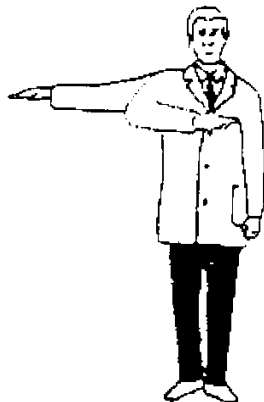
Bye



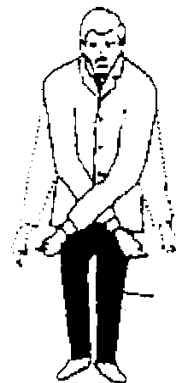
One Short



No Ball



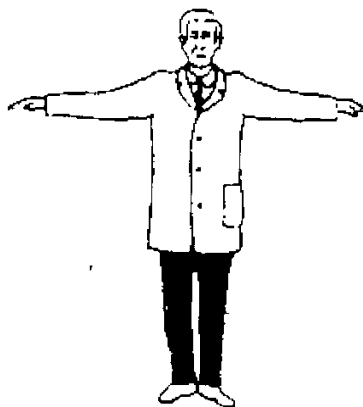
Boundary Four



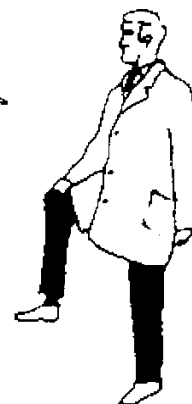
Dead Ball



Out



Wide



Leg-Bye

NORTHLAND JUNIOR CRICKET
COLLEGIATE GRADE – 35 OVER CRICKET (Year 9-13)
Northland wide competition 12:30pm to 5:40pm

CODE OF CONDUCT: Please refer to the Adult Code of Conduct in the Adult Playing Conditions booklet or online at www.northcricket.co.nz

FORMAT: 9 a side (flexibility if teams have 10 or 11 per side) – adult players are not allowed to play. If a side has less than 9 players, their innings will close at the fall of the last wicket. If a team has less than 9 players, a batsman can bat twice but those runs, and those of the partnership, will not be taken into account in the final team total. If a team has 10 players their innings will close at the fall of the 8th wicket. The 10th player may bat but his/her score and that of the partnership will not be taken into account in the final total – unless both teams have 10 players and it is agreed to play 10 a side. 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.

OVERS: Overs are to be 6 balls in duration and wides and no balls are to be re bowled (to a maximum of 8 balls).

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.

THE TEAMS and 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.

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.

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

FIELDING RESTRICTIONS:

At the instant of delivery, there may not be more than four fieldsmen 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 fieldsmen 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.

DELAYED START:

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. A minimum of 20 overs must be bowled in both innings to constitute a match.

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 which ever batsman 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 which ever batsman 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 batsmen 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 batsman 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 batsman, 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.

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.

35 OVER COMPETITION AND POINTS

Teams will play a round robin format with 4 points for a win, 2 points 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.

NORTHLAND JUNIOR CRICKET COLLEGIATE GRADE – T20 CRICKET (Year 9-13) *Northland wide competition – 12:30pm to 3:20pm*

1. **CODE OF CONDUCT:** Please refer to the Adult Code of Conduct in the Adult Playing Conditions booklet or online at www.northcricket.co.nz
2. **FORMAT:** 9 a side (flexibility if teams have 10 or 11 per side) – adult players are not allowed to play. If a side has less than 9 players, their innings will close at the fall of the last wicket. If a team has less than 9 players, a batsman can bat twice but those runs, and those of the partnership, will not be taken into account in the final team total. If a team has 10 players their innings will close at the fall of the 8th wicket. The 10th player may bat but his/her score and that of the partnership will not be taken into account in the final total – unless both teams have 10 players & it is agreed to play 10 a side. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend fielders to make up the numbers.
3. **OVERS:** Overs are to be 6 balls in duration and wides and no balls are to be re bowled (to a maximum of 8 balls). This is for both the 1A and 1B Grades.

4. 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.

5. 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 7 below).
- 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 7 below).
- When playing time has been lost, the revised number of overs should be based on the rate of 4 minutes per over.

6. THE BALL:

The ball shall be a **white Kookaburra or Platypus 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.

7. THE TEAMS and 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.

8. 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.

9. 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.

10. 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.

11. FIELDING RESTRICTIONS:

- At the instant of delivery there shall be no more than 4 fieldsmen 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 fieldsmen are allowed outside the 30 yard 'circle' at the instant of delivery. For the remainder of the innings, a maximum of 4 fieldsmen are permitted outside the 30 yard 'circle'.
- In the event of an infringement, either umpire shall call and signal "No Ball".
- There is **no** restriction on stationary fieldsmen within 15 yards of the striker at the instant of delivery.
- If the total number of overs available is reduced, the number of overs with regard 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 |

12. 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 batsman 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 batsman 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 batsmen 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 batsman, 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 batsman 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 batsman, shall be called "WIDE" and shall also count as the allowable short-pitched delivery in that over.

13. 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.

14. ONE OVER PER SIDE ELIMINATOR OVER

- A. The one over per side eliminator will commence 5 minutes after the conclusion of the match.
- B. Prior to the commencement of the eliminator, each team selects three batsmen and one bowler.
- C. The nominated players are given in writing to the umpires and opposition.
- D. The umpires stand at the same end as that in which they finished the match.
- E. 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.
- F. The team batting second in the match will bat first in the one over eliminator.

- G. The same ball as used at the end of the team's innings will be used for the 'extra' over.
- H. 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.
- I. The loss of two wickets ends the team's one over innings.
- J. 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.

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.

T20 COMPETITION AND POINTS

Teams will play a round robin format with 4 points for a win, 2 points 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 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.

NORTHLAND JUNIOR CRICKET DIVISION 1 GRADE – 30 OVER CRICKET (Year 8-11 – dispensations can be made) *Northland wide competition 9am to 1pm*

CODE OF CONDUCT: Please refer to the Adult Code of Conduct in the Adult Playing Conditions booklet or online at www.northcricket.co.nz

- **FORMAT:** 9 a side (flexibility if teams have 10 or 11 per side) – adult players are not allowed to play. If a side has less than 9 players, their innings will close at the fall of the last wicket. If a team has less than 9 players, a batsman can bat twice but those runs, and those of the partnership, will not be taken into account in the final team total. If a team has 10 players their innings will close at the fall of the 8th wicket. The 10th player may bat but his/her score and that of the partnership will not be taken into account in the final total – unless both teams have 10 players and it is agreed to play 10 a side. 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.

PITCH:

A full-sized pitch will be used.

OVERS: Overs are to be 6 balls in duration and wides and no balls are to be re bowled (to a maximum of 8 balls). 30 overs per innings.

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.

THE TEAMS and 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.

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 fieldsmen 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 fieldsmen are allowed on the boundary at the instant of delivery.

BOUNDARIES:

The boundaries, overall, will be the same size as Collegiate and Adult grades. If boundaries are not marked, cones should be used – a minimum of 50 meters is required. 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:

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. A minimum of 15 overs must be bowled in both innings to constitute a match.

ACHIEVING A RESULT:

Minimum of 15 overs must be faced by the team batting first. The second team then has up to 15 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 batsman 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 which ever batsman 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 batsmen 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 batsman 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 batsman 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 batsman, 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.

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.

POINTS

Teams will play a round robin format with 4 points for a win, 2 points 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 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.

NORTHLAND JUNIOR CRICKET

'A' GRADE RULES (Year 7 & 8 - dispensations can be made)

Northland wide competition 9:00am to 12:00pm

FORMAT

The sides will be made up of 9 players per side. If a side has less than 9 players, their innings will close at the fall of the last wicket, whilst if a team has 10 players their innings will close at the fall of the 8th wicket. The 10th player may bat but his/her score and that of the partnership will not be taken into account in the final total – unless both teams have 10 players. 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.

HOURS OF PLAY

The toss will take place between the two captains no later than 8.45am. Play will start promptly at 9am. A Grade will consist of one innings games of 1 hour 20 minutes in duration. **The number of overs delivered in the first 1 hour 20 minute innings will then be the number returned to the team batting second.**

Coaches, captains and umpires are to ensure that players walk quickly to their fielding positions. There will be a 15 minute break between innings. It is expected that there will be approximately 25-30 overs bowled in each innings. Play needs to be concluded promptly at 12pm as senior cricket starts at 12:30pm

OVERS

The bowling team will bowl all their overs at one end or this can be done in 5 over blocks (to be agreed upon by coaches before play) from either end. No bowler is permitted to bowl more than 5 overs in an innings. Overs are to be 6 balls in duration and wides and no balls are to be re bowled (to a maximum of 8 balls). Each innings will contain a minimum of 8 overs of spin or slow bowling.

*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 4 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 30 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 A Grade 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 batsman 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 batsman 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 batsman.

LBW

Any ball which pitches in line with the stumps and hits the batsman's pads, in front of the stumps (and is deemed to be hitting the stumps), can be given as out LBW. Any benefit of doubt must be given to the batsman. Coaches and/managers need to discuss the LBW rule before each match.

BALL

The ball to be used is a 142gram Kookaburra Two Piece Red King when ground conditions are dry enough (Dec through March). Alternatively, if dew and a wet outfield is an issue, a Commander 142g cricket ball will be used (early season Oct – Nov and possibly March). **The same type of ball will be used in both innings of the game and should be agreed upon by coaches/captains before the start of play.**

BOUNDARIES

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

LOSS OF TIME

In the event of a late start: the total amount of time remaining (less the 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. A minimum of 10 overs must be bowled in both innings to constitute a match.

SAFETY

No fieldsman within a radius of 10 meters of the batsman. All cricketers are expected to wear approved cricketing attire whilst all batsmen must wear pads, gloves and boxes. Helmets for batters and keepers are compulsory.

POINTS

4 points for a win

2 points for a tie

2 points for a no result

0 points for a loss

BOUNCERS

Any ball that bounces above the batsman'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 be removed from the bowling crease.

LAWS OF CRICKET

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

CODE OF CONDUCT

Please view the Cricket Etiquette Guidelines in the Junior Playing Conditions Booklet or online. At all times the rule of common sense should apply, and all players are expected to comply with the Junior Players Etiquette Guidelines. There is no place for negative comments directed at players, supporters, umpires or coaches – by anyone playing or watching the game. The umpires word is final, and all players and supporters must abide by his/her decision.

SUN SMART

NCA asks all coaches and parents to ensure that our cricketers are sun smart by the application of approved sunscreens and the wearing of hats at all times whether on or off the field (unless a bowler is bowling).

RUBBISH

We are guests of the Whangarei District Council and ask that all teams ensure that on the completion of their game(s) all rubbish is collected.

DISPUTES

In the event of a dispute (regarding a result or breach of the rules), the NCA requires those responsible for lodging a complaint, to inform their Junior Coordinator and work directly with them to discuss further action. If the Junior Coordinator regards the complaint as serious, that Junior Coordinator will make contact with the Competitions Manager (Neal Parlane). After the initial contact, the CM may ask for written confirmation of the complaint to be forwarded to him no later than 5pm, by Tuesday after the game. A Disputes Committee made up of the NCA General Manager, the NCA CM and the NJCB Chairman will meet to discuss and resolve any such dispute and interested parties may be asked to make submissions.

NOTE

Spring-loaded stumps must be supplied (and used at matches) by all junior A and B Grade teams.

NORTHLAND JUNIOR CRICKET

'B' GRADE RULES (Year 5 & 6 - dispensations can be made)

Northland wide competition 9am to 11:30am

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 batsman can bat twice. If a team has 9 players, they can only bat within the allotted 20 overs (partnerships can be adjusted as need 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.

Batsmen may be dismissed but any dismissal sees the reduction in the batsman's score of 3 runs and the batsman changes ends. The batting pair continues to bat until the allotted number of overs have been bowled to the pair. The minimum individual and/or partnership score is 0, there are no negative scores. If a batsman is on zero, they do not go into the negatives if they are dismissed whilst on that score. When adding the final team score, individual partnerships are to be added. If a partnership concludes at zero, when finalizing the team score, it is not required to take dismissals (that could have resulted in a negative score) away from a team total.

Only 8 players to be fielding at any time, unless coaches/managers agree to field more players. There should be 3 on the off side, 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.

OVERS

B Grade 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 re-bowled with a maximum of 8 balls per over (including wides).

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 batsman 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 batsman 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 batsman.

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.

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.

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.

In the event that 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. A minimum of 15 overs must be bowled in both innings to constitute a match.

SAFETY

No fieldsman within a radius of 10 meters of the batsman. All cricketers are expected to wear approved cricketing attire whilst all batsmen must wear pads, gloves and boxes. Helmets for batters and keepers are compulsory.

POINTS

4 points for a win

2 points for a tie
2 points for a no result
0 points for a loss

BOUNCERS

Any ball that bounces above the batsman 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.

LAWS OF CRICKET

In general, the laws of cricket apply except that in the event of persistent wides and/or no balls. The maximum number of balls per over is 8. Newer or younger bowlers may overstep within reason without being no balled. There are no LBW's. Unless specifically mentioned in these rules, the laws of cricket will apply.

CODE OF CONDUCT

Please view the Cricket Etiquette Guidelines in the Junior Playing Conditions Booklet or online. At all times the rule of common sense should apply, and all players are expected to comply with the Junior Players Etiquette Guidelines. There is no place for negative comments directed at players, supporters, umpires or coaches – by anyone playing or watching the game. The umpires word is final, and all players and supporters must abide by his/her decision.

SUN SMART

NCA asks all coaches and parents to ensure that our cricketers are sun smart by the application of approved sunscreens and the wearing of hats at all times whether on or off the field (unless a bowler is bowling).

RUBBISH

We are guests of the Whangarei District Council and ask that all teams ensure that on the completion of their game(s) all rubbish is collected.

DISPUTES

In the event of a dispute (regarding a result or breach of the rules), the NCA requires those responsible for lodging a complaint, to inform their Junior Coordinator and work directly with them to discuss further action. If the Junior Coordinator regards the complaint as serious, that Junior Coordinator will make contact with the Competitions Manager (Neal Parlane). After the initial contact, the CM may ask for written confirmation of the complaint to be forwarded to him no later than 5pm, by Tuesday after the game. A Disputes Committee made up of the NCA General Manager, the NCA CM and the NJCB Chairman will meet to discuss and resolve any such dispute and interested parties may be asked to make submissions.

NORTHLAND JUNIOR CRICKET

'C' GRADE RULES (Year 1 to 6 - dispensations can be made)

Friday evening – 5pm-6pm (at Cobham Oval unless advised)

FORMAT

The sides will be made up of 8 players per side playing on a pitch that is 16m in length. Plastic cricket wickets, bats and balls are to used. If a side has less than 8 players, numbers are to be equalized with members of the opposing team, by negotiation between coaches/managers.

Dual Pitch Cricket – each team is split into two groups of 4 and two mini games are played.

Players bat in pairs for 4 overs with the bowling team bowling from one end only and rotating the field clockwise at the completion of each over. The minimum individual score is 0, there are no negative scores and coaches/managers should ensure that players get an even share of the strike.

Batsmen may be dismissed but any dismissal sees the reduction in the batsman's score of 2 runs and the batsman changes ends. The partnership then continues until the allotted number of overs have been bowled to that partnership. If a batsman is on zero, they do not go into the negatives if they are dismissed whilst on that score).

There are no LBWs. Only 4 players to be fielding at any time, 1 on the off side, 1 on the leg side with a bowler and a wicketkeeper. Coaches are to rotate any additional players (if a mini team has 5 players) on and off the field if required and if discussed and agreed to by both coaches.

WIDES

If the striker is denied a reasonable opportunity to hit a delivery because it is too wide, high or rolling along the ground, the coach or umpire will deliver a ball at a speed and manner that gives the striker every opportunity to hit the ball. No byes shall be run when a bowler bowls a wide. No extra run for the wide, will be added to the team score when a wide is bowled.

OVERS

Dual Pitch will consist of one innings games of 8 overs duration (maximum of 6 balls per over including wides which are to be re bowled by the coach/umpire). Each player is to bowl on a rotational basis.

HOURS OF PLAY

The toss will take place between the two captains no later than 4:55pm. Play will start promptly at 5pm with a scheduled finish time of 6pm. 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 5 minute break between innings.

BALL

The ball to be used is an Incrediball.

ADAPTED RULES

There are generally no boundaries marked for C Grade (unless playing on a prepared pitch with boundaries already marked). Running between the wickets and calling are an essential part of learning the game and the NCA thinks that the players should be running and enjoying the physical aspects of the game BUT, coaches are welcome to mark a boundary with cones. It is recommended that boundaries be a maximum of 30m.

The batting team's umpire should umpire at the bowler's end. The bowling team's umpire should umpire at square leg. For a free hit, a player cannot be out to a ball bowled by the umpire, other than run out. This is similar to a free hit in limited over cricket.

When a wide is bowled, the umpire should encourage the batter to try and hit the ball, if at all possible. If, however, the ball is not hit because it is too wide, the umpire should call wide. Then advise the scorers that a wide has been bowled and then bowl the free hit to the batsman that

faced the wide. Runs scored off the free hit will be added to the batting score. If a bowler bowls a wide and it is re bowled by the umpire, it counts as only 1 ball of the over. Runs scored as byes are credited to the batsman.

If the ball bounces twice the batsman can still be out. If the ball bounces three or more times (including if it is straight), then it is deemed a no ball. **Runs scored off the ball are counted and a FREE HIT is then also delivered by the umpire.** Bowlers whose deliveries do not reach the batsman with one bounce, can move closer so the batsman gets a reasonable chance to hit the ball. This is up to the umpire's discretion and he/she will move the bowler, as needed.

The NCA realizes that some of the rules aren't covered as contingencies and variances often occur. **In all cases, common sense should apply and CONSISTENCY is vital.**

CODE OF CONDUCT

Please view the Cricket Etiquette Guidelines in the Junior Playing Conditions Booklet or online. At all times the rule of common sense should apply, and all players are expected to comply with the Junior Players Etiquette Guidelines. There is no place for negative comments directed at players, supporters, umpires or coaches – by anyone playing or watching the game. The umpires word is final, and all players and supporters must abide by his/her decision.

DISPUTES

In the event of a dispute (regarding a result or breach of the rules), the NCA requires those responsible for lodging a complaint, to inform their Junior Coordinator and work directly with them to discuss further action. If the Junior Coordinator regards the complaint as serious, that Junior Coordinator will make contact with the Competitions Manager (Neal Parlane). After the initial contact, the CM may ask for written confirmation of the complaint to be forwarded to him no later than 5pm, by Tuesday after the game. A Disputes Committee made up of the NCA General Manager, the NCA CM and the NJCB Chairman will meet to discuss and resolve any such dispute and interested parties may be asked to make submissions.

NORTHLAND JUNIOR CRICKET

Superstar Cricket Hubs (Year 1, 2, 3 and 4)

Friday evening – 5pm-6pm (at Cobham Oval unless advised)

AIM

To cater for young players who have participated (or are participating) in modified school cricket games/cricket awareness lessons (school coaching) and are interested in developing their basic cricket skills. This format is to give children a fun introduction to cricket and prepare players for C Grade Dual Pitch cricket.

FORMAT

Modified skills stations for beginners. 6 week programmes. Soft balls, plastic stumps & plastic bats. Players may use their own equipment but clubs, schools and/or the NCA will provide them with gear, as needed. Superstar Cricket kits can be purchased for players – contact Paul Hope for enquiries paulh@northcricket.co.nz

CODE OF CONDUCT

Please view the Cricket Etiquette Guidelines in the Junior Playing Conditions Booklet or online. At all times the rule of common sense should apply, and all players are expected to comply with

the Junior Players Etiquette Guidelines. There is no place for negative comments directed at players, supporters or coaches – by anyone playing or watching the game. **FUN** is the key ingredient for players and supporters.

NORTHLAND AGE GROUP CRICKET – PROCESS AND PROTOCOLS

SELECTORS

At the end of each season NCA calls for nominations for selectors of the various age groups. These tend to be parents of children playing in that age group and are most often ex-cricketers themselves. We aim to have two to three in each age group with Karl Treiber as the convener of each, to act as a mentor and impartial member on the panel.

These panels first meet in mid-winter and they start the process of identifying squads of players for winter academies and preseason training. They meet regularly from October on, as weekly trainings take place and representative games are played throughout the season.

COACHES

In most cases the selectors will also act as coaches and assistant coaches of these teams. Karl Treiber is tasked with being the overseeing coach developer in each age group. So each team is encouraged to be self-sufficient with their coaching, which enables Karl to move between teams and have an input in each.

TEAMS

We select two teams in each age group (other than Primary Boys and Girls – where more players are involved in various teams due to the Balance is Better philosophy). Initially a shadow A Team and a Development side is selected for JSS and SSS teams. These players are chosen based on club cricket performances and previous representative performances where applicable.

As our selectors have children playing in the various grades, they get to see all potential rep players in club cricket. They are also tasked with talent ID by talking to other club team coaches and managers to see whom they think should be on our radar.

The first actual team selections for the season occur after the October school holidays, which gives the players an opportunity to play some club cricket and the Primary Boys to have some squad coaching sessions and other sub association matches. This needs to be fitted in between winter sport commitments, where applicable.

The first representative game is against Counties Manukau on Labour Weekend.

WINTER COACHING

We have had various models for our winter coaching, from exclusively one on one sessions to small groups. Whilst the one on one model is ideal in many ways, it severely limits the number of players we can coach. It is felt that we are better off to give coaching opportunities to as many players as possible whilst keeping the groups small enough to be effective. Our Winter Academy coaches are Karl Treiber, Neal Parlane and Stephen Cunis, along with other assistant coaches that are associated with age groups.

NCA firmly believes that players should experience multiple sports (again, Balance is Better), so we put no pressure on athletes to participate and try to fit them in around winter commitments, where possible. Participation in winter coaching is not a prerequisite for selection.

TRAITS AND SKILLS

Our primary goal is to provide coaching and competitions that enable a broad range of players to make the most of their abilities, so they enjoy playing cricket. Representative cricket is just an extension of this.

Northland Cricket has always prided itself in producing teams of players that play for each other and for the love of the game. Developing individual skills in batting, bowling and fielding is all very well, but playing as a happy, cohesive unit is paramount. We can take winning or losing provided the effort from the players is there. This ethos starts with the coaches, managers and parents around the teams and our history shows we are all there for the right reasons.

REPRESENTATIVE TEAMS

The participation of players in representative teams/squads gives those individuals a chance to play with, and test themselves, against their peers. Being challenged and extended in an inclusive and enjoyable environment is an important part of growing as an individual.

The players will remember their representative tournaments for their entire lives, not only for some on field exploits, but also for the camaraderie off the field. And, the value of carpark cricket at the motel cannot be overstated!

Each age group holds at least two school years' worth of players e.g. Year 9 and Year 10 in Junior Secondary. So, each year after Christmas there is a movement of players in and out of each age group. This provides opportunities for players that may have missed a year to fill the space of an older player moving up. This is why it is important that we field more than one team in each group.

It must be noted that making or not making a particular representative side does not necessarily reflect the long-term future of a player. There are plenty of examples of youth stars disappearing and late developers getting to the top.

NORTHLAND PATHWAY AND SCHOOL TOURNAMENTS 2020-21

Labour Weekend: v Counties-Manukau – Junior Secondary School Boys (JSSB) x 2, Senior Secondary School Boys (SSSB) x 2. SSS and/or JSS Girls TBC.

27 OCTOBER: John Bruce Trophy (Year 9 and Year 10 Girls' Tournament). School teams entered. Kensington Park.

10 and 11 NOVEMBER: Armstrong Shield (Year 9 and Year 10 Boys Tournament). School teams entered. Kensington Park.

29 and 30 NOVEMBER: Junior Secondary Girls Development Tournament – Year 8/9/10. Kaipara Flats CC.

30 NOV to 4 DEC: Junior Secondary Boys Representative Tournament in Gisborne.

14 to 18 DECEMBER: Senior Secondary Boys Representative Tournament in Rotorua.

16 to 18 DECEMBER: Senior Secondary Girls Representative Tournament in Hamilton.

2 MARCH: NZ Shield (Primary/Intermediate) Girls School Tournament at KP. School teams enter.

9 MARCH: NZ Cup (Primary/Intermediate) Boys School Tournament at KP. School teams enter.

17 and 18 FEBRUARY: Bruce Scott Trophy (SSS Boys School Tournament at KP). School teams enter.

23 and 24 FEBRUARY: Leaf Cup (SSS Girls School Tournament at KP). School teams enter.
