

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

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

BACKGROUND

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

FORMAT

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

HOURS OF PLAY

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

OVERS

The bowling team will bowl all their overs at one end only. No bowler is permitted to bowl more than 3 overs in an innings. Overs are to be 6 balls in duration. Wides and no balls are to be re bowled to a maximum of 8 balls except in the last over of each innings where 6 legitimate balls must be bowled. *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 20 balls. They can take the crease again if all other batters are dismissed or have retired. All balls including wides and no balls will be added into the batter's ball count, including free hits.

PITCH

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

NO BALL

A front foot or over waist-high no ball will result in a free hit to the batter.

LBW

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

BALL

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

STUMPS

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

BOUNDARIES

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

SCORING TIP

If a book/sheet is being used, it is suggested that the scorer who is controlling the book/sheet, counts the balls for each batter – by way of recording these in a systematic manner (individually recording each ball by putting it in a batters's scoring tally). For example: 1 . 4 . . . 2 . . 4 . . 1 1 This is due to batter not being able to be dismissed in Super Smash for their first 6 balls and/or retiring after 20 balls that they have faced.

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.

SAFETY

No player may field within 15 meters of the bat

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

POINTS

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.

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.