



# TARANAKI CRICKET

## Junior Primary Rules - JP 3 (Incrediball)

	JP3 (11-a-side)	JP3 (8-a-side)
<b>Team Composition</b>	Maximum 11 on the field. Minimum 7 players per team for a game to be viable.	Maximum 8 on the field. Minimum 6 players per team for a game to be viable.
<b>Suggested School Year Level</b>	Players should be in Years 3 or 4 at school.	Players should be in Years 3 or 4 at school.
<b>Graded Teams</b>	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the level both teams should be comparable in ability.	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the level both teams should be comparable in ability.
<b>Hours of Play</b>	9:00am - 12:00pm Games should be completed within this time frame.	9:00am - 12:00pm Games should be completed within this time frame.
<b>The Toss</b>	Made at 8:45am by the home team. If a team is not available to toss at 8:45am they will be deemed to have lost the toss.	Made at 8:45am by the home team. If a team is not available to toss at 8:45am they will be deemed to have lost the toss.
<b>Length of Innings</b>	20 Overs	20 Overs
<b>Pitch Length</b>	16 yards - 14.63m no longer	16 yards -14.63m no longer
<b>Boundaries</b>	Yes marked clearly. Minimum of 30m no longer than 35m.	Yes marked clearly. Minimum of 30m no longer than 35m.
<b>Ball</b>	Red Kookaburra Softa Ball. The ball does not have to be new each game but both umpires have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings.	Red Kookaburra Softa Ball. The ball does not have to be new each game but both umpires have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings.
<b>Replacement Players</b>	A max of 2 players can be used as replacements during a game. The batting 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only.	A max of 2 players can be used as replacements during a game. The batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
<b>Declarations</b>	Not allowed.	Not allowed.
<b>Weather affected matches</b>	Unless a result is found it will be a draw.	Unless a result is found it will be a draw.
<b>Intervals</b>	Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings.	Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings.

<b>Dismissals</b>	The batter is out when dismissed.	The batter is out when dismissed.
<b>Stumpings</b>	Yes	Yes
<b>LBW</b>	The LBW rule does not apply.	The LBW rule does not apply.
<b>Uneven team numbers</b>	The batting team is encouraged to provide up to 2 players, if requested, to assist with fielding. These players may be rotated as the need arises.	The batting team is encouraged to provide up to 2 players, if requested, to assist with fielding. These players may be rotated as the need arises.
<b>No balls and wides</b>	<p>Normal cricket laws apply.</p> <p>Any delivery which passes (or would have passed) above the batter's shoulder, or any <b>full-toss</b> which passes (or would have passed) above the batter's waist, shall be called a no-ball. Any wide or no-ball is counted as one of the 6 deliveries per over and not re-bowled.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them.</p> <p>There shall be no restriction on the number of wides or no-balls which may be called in an over, but a maximum of 6 deliveries per over.</p>	<p>Normal cricket laws apply.</p> <p>Any delivery which passes (or would have passed) above the batter's shoulder, or any <b>full-toss</b> which passes (or would have passed) above the batter's waist, shall be called a no-ball. Any wide or no-ball is counted as one of the 6 deliveries per over and not re-bowled.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them.</p> <p>There shall be no restriction on the number of wides or no-balls which may be called in an over, but a maximum of 6 deliveries per over.</p>
<b>Double bounce rule</b>	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces <b>more than twice</b> , or rolls along the ground, before reaching the popping crease.	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces <b>more than twice</b> , or rolls along the ground, before reaching the popping crease.
<b>Length of overs</b>	6 ball maximum. Wides and no balls are not re-bowled. Five overs are to be bowled from each end.	6 ball maximum. Wides and no balls are not re-bowled. Five overs are to be bowled from each end.
<b>Bowling Restrictions</b>	<p>All players must bowl at least 1 over and not more than 4 overs.</p> <p>No player may bowl their third over until all bowlers have bowled at least one over.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 or didn't bat <b>must bowl</b>, and it is encouraged to give all bowlers 2 overs each.</p>	<p>All players must bowl at least 1 over and not more than 4 overs.</p> <p>No player may bowl their third over until all bowlers have bowled at least one over.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 or didn't bat <b>must bowl</b>, and it is encouraged to give all bowlers 2 overs each.</p>

<b>Batting overs</b>	Both teams will be given the opportunity to bat their full 20overs, even if the team batting second has reached the total before 20 overs have been bowled. Exceptions: - If a team is completely bowled out (no retirements) in either innings. - If in a semi or final.	Both teams will be given the opportunity to bat their full 20 overs, even if the team batting second has reached the total before 20 overs have been bowled. Exceptions: - If a team is completely bowled out (no retirements) in either innings. - If in a semi or final.
<b>Retirement/batters returning</b>	Compulsory retirement of batters at the end of the over they reach 25. Batters may also be retired before they reach 25 runs but retired batsmen may only return at the end of the innings, in the order of retirement. Except for batsmen retired at 25 runs, who return after those retired before reaching 25. Returning batters cannot be retired again until they reach 25 runs.	Compulsory retirement of batters at the end of the over they reach 25. Batters may also be retired before they reach 25 runs but retired batsmen may only return at the end of the innings, in the order of retirement. Except for batsmen retired at 25 runs, who return after those retired before reaching 25. Returning batters cannot be retired again until they reach 25 runs.
<b>Helmets for batting</b>	Advised.	Advised.
<b>Helmets for wicket keeping</b>	<b>Optional</b> (but promoted as best practice) when the keeper is standing back from the stumps. <b>Compulsory</b> when the keeper is standing up to the stumps.	<b>Optional</b> (but promoted as best practice) when the keeper is standing back from the stumps. <b>Compulsory</b> when the keeper is standing up to the stumps.
<b>Equipment</b>	Players must wear protective equipment as follows: Batting: Closed in shoes, 2x pads, 2x gloves, box (boys only). Wicket keeping: Closed in shoes, 2x pads, 2x gloves, box (boys only) & keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.	Players must wear protective equipment as follows: Batting: Closed in shoes, 2x pads, 2x gloves, box (boys only). Wicket keeping: Closed in shoes, 2x pads, 2x gloves, box (boys only) & keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.
<b>Coach/manager input during play</b>	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.
<b>Points Allocation</b>	Win or Bye - 5 points Tie - 3 points Draw - 3 points Cancellation - 3 points Loss - 1 point  A team who defaults will receive no points. Their opposition is allocated 5 points.	Win or Bye - 5 points Tie - 3 points Draw - 3 points Cancellation - 3 points Loss - 1 point  A team who defaults will receive no points. Their opposition is allocated 5 points.
<b>Play-Off Rules</b>	<b>TWO POOLS IN THIS GRADE</b> - The top two teams are determined by the CricHQ leaderboard for each pool and will qualify for semi-finals. Semi - finals will be played between the pools. 'Pool 1' 1st v 'Pool 2' 2nd & 'Pool 2' 1st v 'Pool 1' 2nd	The top four teams as determined by the CricHQ leaderboard for each grade will qualify for semi-finals. 1st will play 4th and 2nd will play 3rd; with 1st and 2nd having home games where possible. For play-offs coaches must

	<p>1' 2nd. For play-offs coaches must exchange team lists prior to the toss. Only players who have played for the team at least twice during pool play are eligible for play-offs unless TCA grants dispensation in advance. All teams will play on finals day.</p>	<p>exchange team lists prior to the toss. Only players who have played for the team at least twice during pool play are eligible for play-offs unless TCA grants dispensation in advance. All teams will play on finals day.</p>
<p><b>Teams equal on points after pool play</b></p>	<p>Where teams finish pool play with equal points the higher qualifier will be assessed by the following:</p> <ul style="list-style-type: none"> <li>- Firstly, the team who beat the other during pool play</li> <li>- Secondly, the team who has the most "wins" during pool play</li> <li>- Thirdly, the team who has the least "losses" during pool play</li> <li>- Fourthly, the team with the highest net ratio of runs per wicket throughout pool play.</li> </ul> <p>If further distinction is required to determine play-off qualification or ranking, TCA will make the final decision in each case.</p>	<p>Where teams finish pool play with equal points the higher qualifier will be assessed by the following:</p> <ul style="list-style-type: none"> <li>- Firstly, the team who beat the other during pool play</li> <li>- Secondly, the team who has the most "wins" during pool play</li> <li>- Thirdly, the team who has the least "losses" during pool play</li> <li>- Fourthly, the team with the highest net ratio of runs per wicket throughout pool play.</li> </ul> <p>If further distinction is required to determine play-off qualification or ranking, TCA will make the final decision in each case.</p>
<p><b>Ground Preparation at Neutral Venues</b></p>	<p>Whenever a pool play game/play-off game or final is held at a neutral venue the team designated on the draw as the "home" team is responsible for ground preparation. This includes:</p> <ul style="list-style-type: none"> <li>- Marking the boundary</li> <li>- Marking a 16 yard pitch.</li> </ul> <p>These markings must be temporary (ie masking tape or chalk) and be removed at the end of the game. Each team is responsible for providing their own set of stumps, bails or self-standing wickets.</p>	<p>Whenever a pool play game/play-off game or final is held at a neutral venue the team designated on the draw as the "home" team is responsible for ground preparation. This includes:</p> <ul style="list-style-type: none"> <li>- Marking the boundary</li> <li>- Marking a 16 yard pitch.</li> </ul> <p>These markings must be temporary (ie masking tape or chalk) and be removed at the end of the game. Each team is responsible for providing their own set of stumps, bails or self-standing wickets.</p>
<p><b>RESULTS</b></p>	<p>Full Scorecard results should be submitted into CricHQ by 5pm on the Monday following the game. The winning team must submit the result. If this is not done then no points are allocated.</p>	<p>Full Scorecard results should be submitted into CricHQ by 5pm on the Monday following the game. The winning team must submit the result. If this is not done then no points are allocated.</p>

**COMPLAINT/PROTEST PROCEDURE**

Any complaint or protest for breach of game rules or competition rules must be submitted by email to [helen.tca@xtra.co.nz](mailto:helen.tca@xtra.co.nz) within 48 hours of the incident or issue occurring. Where possible the issue will be considered within 48 hours of receiving the complaint and a response provided in writing.

Any queries or issues regarding any matter concerning the North Taranaki Junior Cricket competitions should be directed to: Helen Foreman  
 Primary & Secondary School Cricket Support - Taranaki Cricket Association  
 Phone: (06) 769 5388                      Mobile: 0274 166 007  
 Email: [helen.tca@xtra.co.nz](mailto:helen.tca@xtra.co.nz)