



TARANAKI CRICKET

SECONDARY SCHOOLS – DIVISIONS 2 & 3

	T20 DIVISION 2	JUNIOR DIVISION 3
Team Composition	<p>Maximum 11 on the field. Minimum 7 players per team for a game to be viable.</p> <p>ALL players must be registered as part of the team on CricHQ at the start of the competition or no points will be allocated.</p>	<p>Maximum 11 on the field. Minimum 7 players per team for a game to be viable.</p> <p>ALL players must be registered as part of the team on CricHQ at the start of the competition or no points will be allocated.</p>
Suggested School Year Level (Updated)	<p>MIXED AGE GROUP TEAMS Recommendation that players should be Years 11 to 13 in Secondary School.</p> <p>Any player who regularly plays in the Premier Grade or Senior Grade TCA competitions are disallowed to play in this grade. All other players who compete in TCA lower grade competitions may play before their lower grade game starts in the afternoon.</p>	<p>YEAR 9 & 10/GIRLS TEAMS Recommendation that players should be in Years 9 or 10 at Secondary School or Girls.</p> <p>Any player who is a regular member of a Premier Grade, Senior Grade or Second Grade team in the TCA afternoon competition is disallowed to play in this grade.</p>
Graded Teams	<p>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.</p>	<p>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.</p>
Hours of Play (Updated)	<p>1st innings: 10am - 11:20am Innings Break: 11:20am - 11:30am 2nd innings: 11:30am - 12:50pm</p> <p>Games should be completed within this time frame. Teams not on the field ready to start play within 15 minutes after the scheduled start time will be deemed to have defaulted the game. If the team fielding first fails to meet this time frame it shall bowl out the innings but only be allowed to bat in the 2nd innings the number of overs</p>	<p>9am - 10:50am 1st innings 10:50am - 11am Innings Break 11am - 12:50pm 2nd innings</p> <p>Games should be completed within this time frame. Teams not on the field ready to start play within 15 minutes after the scheduled start time will be deemed to have defaulted the game. If the team fielding first fails to meet this time frame it shall bowl out the innings but only be allowed to bat in the 2nd innings the number of overs</p>

	started within the 80 minute time limit. If the team fielding second fails to meet this time frame it shall bowl out the innings but it will incur 5 penalty runs for every over not started within the 80 minute time limit.	started within the 110 minute time limit. If the team fielding second fails to meet this time frame it shall bowl out the innings but it will incur 5 penalty runs for every over not started within the 110 minute time limit. Games at the Racecourse are to start at 9:15am.
The Toss	Made at 9:45am by the home team. If a team is not available to toss at 9:45am 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.
Length of Innings	20 Overs	30 Overs
Pitch Length	20.11 metres	20.11 metres
Boundaries	Yes marked clearly. Minimum of 40m no longer than 65m.	Yes marked clearly. Minimum of 40m no longer than 65m.
Ball	Kookaburra 156gm 2 piece, red leather. 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.	Kookaburra 156gm 2 piece, red leather. 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.
Replacement Players	A max of 3 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 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
Declarations	Not allowed.	Not allowed.
Weather affected matches	Unless a result is found it will be a draw.	Unless a result is found it will be a draw.
Intervals	Maximum of 10 minutes between innings. No drinks break.	Maximum of 10 minutes between innings. No drinks breaks.
Batting overs (Updated)	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 final. Any new batsman that takes longer than 3 minutes to be at the wicket ready to play, will incur a 5 run penalty to be added to the fielding side.	Both teams will be given the opportunity to bat their full 30 overs, even if the team batting second has reached the total before 30 overs have been bowled. Exceptions - If a team is completely bowled out (no retirements) in either innings. - If in a final. Any new batsman that takes longer than 3 minutes to be at the wicket ready to play, will incur a 5 run penalty to be added to the fielding side.

Retirement/ batters returning	No compulsory retirements. But voluntary retirements shall not count as wickets and can return to bat in their batting order. Scoring stops when the 10 th wicket has fallen.	Compulsory retirement of batters at the end of the over they reach 100. Voluntary retirements shall not count as wickets and can return to bat in their batting order. Scoring stops when the 10 th wicket has fallen.
Dismissals	Bowled, Caught, Run Out, Stumped, Hit Wicket, LBW The batter is out when dismissed.	Bowled, Caught, Run Out, Stumped, Hit Wicket, LBW The batter is out when dismissed.
Bowling Restrictions	Maximum of 4 overs per player. There must be a minimum of 5 bowlers per team. Where there are more than 11 players in one team, any player who is not named in the batting 11 or didn't bat must bowl .	Maximum of 6 overs per player. All players must bowl at least 2 overs. No player may bowl their third over until all bowlers have bowled at least two overs. 5 overs to be bowled from each end.
Length of overs	8 ball maximum. Wides and no balls are re-bowled except for the final over when there is no maximum and all wides and/or no balls shall be re-bowled.	8 ball maximum. Wides and no balls are re-bowled except for the final over when there is no maximum and all wides and/or no balls shall be re-bowled.
No balls and wides (Updated)	Normal cricket laws apply. Coaches refer to the Code of Conduct. Dangerous Bowling: Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball. Umpires must agree wide lines before the start of play and if possible, mark them. There shall be no restriction on the number of wides or no-balls which may be called in an over, but a maximum of 8 deliveries per over.	Normal cricket laws apply. Coaches refer to the Code of Conduct Dangerous Bowling: Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball. Umpires must agree wide lines before the start of play and if possible, mark them. There shall be no restriction on the number of wides or no-balls which may be called in an over, but a maximum of 8 deliveries per over.
Double bounce rule	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces twice , 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 twice , or rolls along the ground, before reaching the popping crease.
Fielding	All fielders (except for wicketkeeper and slips/gully) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.	All fielders (except for wicketkeeper and slips/gully) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.

Defaults	If a team has to default it should notify the opposing team by 12pm on the day before the game. A team who defaults will be deducted 5 points . Their opposition is allocated the maximum points scored for that day! If it's a "NO SHOW" the team will be deducted 5 points.	If a team has to default it should notify the opposing team by 12pm on the day before the game. A team who defaults will be deducted 5 points . Their opposition is allocated the maximum points scored for that day! If it's a "NO SHOW" the team will be deducted 5 points.
Helmets for batting/wicket keeping	Mandatory helmets.	Mandatory helmets.
Equipment	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 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 to wear whites or school coloured clothing and a hat or cap when fielding.
Coach/ Manager input during play (Updated)	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. Coaches refer to the Code of Conduct.	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. Coaches refer to the Code of Conduct.
Points Allocation	Win or Bye - 5 points Tie - 3 points Draw - 3 points Cancellation - 3 points Loss - 1 point	Win or Bye - 5 points Tie - 3 points Draw - 3 points Cancellation - 3 points Loss - 1 point
Play-Off Rules	Final series will be worked out dependant on the number of teams entered and number of weeks available in the term. Semi Finals: Top 4 teams will play off in the semi finals; 1 v 4 and 2 v 3. Winners will contest the final. or Finals: The top two teams as determined by the CricHQ leaderboard for each grade will play off in the final. For example; 1 v 2, 3 v 4, 5 v 6 etc. 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.	Final series will be worked out dependant on the number of teams entered and number of weeks available in the term. Semi Finals: Top 4 teams will play off in the semi finals; 1 v 4 and 2 v 3. Winners will contest the final. or Finals: The top two teams as determined by the CricHQ leaderboard for each grade will play off in the final. For example; 1 v 2, 3 v 4, 5 v 6 etc. 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.

Teams equal on points after pool play	<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"> - Firstly, the team who beat the other during pool play - Secondly, the team who has the most “wins” during pool play - Thirdly, the team who has the least “losses” during pool play - Fourthly, the team with the highest net ratio of runs per wicket throughout pool play. <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"> - Firstly, the team who beat the other during pool play - Secondly, the team who has the most “wins” during pool play - Thirdly, the team who has the least “losses” during pool play - Fourthly, the team with the highest net ratio of runs per wicket throughout pool play. <p>If further distinction is required to determine play-off qualification or ranking, TCA will make the final decision in each case.</p>
Ground Preparation at Neutral Venues	<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.</p> <p>This includes:</p> <ul style="list-style-type: none"> - Marking the boundary - Marking a 20.11m pitch. <p>These markings must be temporary (ie masking tape or chalk) and be removed at the end of the game.</p> <p>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.</p> <p>This includes:</p> <ul style="list-style-type: none"> - Marking the boundary - Marking a 20.11m pitch. <p>These markings must be temporary (ie masking tape or chalk) and be removed at the end of the game.</p> <p>Each team is responsible for providing their own set of stumps, bails or self-standing wickets.</p>
RESULTS (Updated)	<p>A full scorecard should be submitted, which includes full batting and bowling stats, 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>A full scorecard should be submitted, which includes full batting and bowling stats, 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 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

School Cricket Support - Taranaki Cricket Association

Phone: (06) 769 5388

Mobile: 0274 166 007

Email: helen.tca@xtra.co.nz