

TARANAKI CRICKET

SUPER SMASH - PRIMARY RULES

PREPARE TO PLAY	
Team Composition	8 players per team - Boys & Girls Minimum 6 players per team for a game to be viable. Any team that cannot field 6 players within 15 minutes after the scheduled start of play defaults (loses) the game. Teams can have larger squads, but only 8 can bat. <ul style="list-style-type: none"> • Uneven team numbers - 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. • Replacement Players - A max of 3 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.
Suggested School Year Level	Year 5 (9 - 10 year olds) & Year 6 (10 - 11 year olds)
Graded Teams	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the same grade both teams should be comparable in ability.
Hours of Play	SATURDAY'S 1st innings: 9am - 10:25am Innings Break: 10 minutes 2nd innings: 10:35am - 12pm Games should be completed within this time frame. If a complaint is received about a team running over time TCA will warn the team. If this occurs again in the season and there is another complaint, the offending team will be deducted match points.
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 - Maximum of 10 minutes between innings. No drinks break.
Pitch Type Length	16 meters pitch length (stumps to stumps) - Grass or artificial surface can be used.
Boundaries	A maximum of 35 metres, taking the measurement from the batter's end stumps. <u>See the attached diagram.</u>
Declarations	Not allowed.
Weather affected matches	<ul style="list-style-type: none"> • Where the start of play is interrupted the number of overs for each team shall be reduced by one over for every eight minutes lost. Remaining overs should be calculated back from 12 noon. (Scheduled close of play) • If rain interrupts play while the first team is batting, the number of overs for each team shall be reduced as in the clause above. • If rain interrupts play while the second team is batting, the number of overs for this team shall be reduced by one over for every four minutes lost. • If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result. • To calculate the target score for team two in a weather affected match the target will be calculated by Duckworth Lewis via CricHQ if an Ipad has been used for scoring, or the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
Coach/Manager input during play	Some 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.

EQUIPMENT	
Ball	Kookaburra Crown 142gm leather 2 piece. The ball does not have to be new, however coaches must agree it is fit for play. A new ball can only be taken at the start of an innings.
Helmets for batting/wicket keeping	Batting: Helmets with a faceguard are mandatory for junior cricketers (under 19). Wicket Keeping: Optional (but promoted as best practice) when the keeper is standing back from the stumps. Compulsory when the keeper is standing up to the stumps.
Equipment Guide	<ul style="list-style-type: none"> • Ipad & score book • 2 set of stumps with bails (one from each team), ideally 1 set of portable stumps is required (to ensure pitch length requirements are met). • Cones - to mark reduced boundary • Chalk/tape to mark reduced pitch length & crease marks • Tape measure or a pre-measured string <p>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.</p>
THE GAME	
Batting	<p>‘PAIRS CRICKET’</p> <ul style="list-style-type: none"> • Each batting pair will bat their 5 over allotment. • All balls, including wides and no balls will be added into the batters ball count. • If a batter gets out, the batters change ends, and 5 runs will be deducted from the batting teams score for the dismissal. • If there are only 7 players in the team the player with the least runs scored during the game can bat again with the 7th batter as a pair.
Dismissals	Unlimited dismissals - bat out your overs as a pair. LBW'S - NO Stumpings - YES Five ways to get out: Bowled, Caught, Stumped, Run Out, Hit Wicket.
Bowling	<ul style="list-style-type: none"> • All bowling is to take place from one end only. • Bowling directive for bowlers; All players are to bowl a minimum of 2 overs. Unless the wicket keeper keeps the entire innings. A keeper does not need to bowl. All players are to have a maximum of 3 overs. • All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled. Last over of each innings is unlimited. • Run ups for bowlers should not exceed more than <u>10 meters</u> (from the stumps) • Where there are more than 8 players in one team, any player who is not named in the batting 8 must bowl. For example, if there are 10 or 11 players in the team.
	<p>Normal cricket laws apply. Coaches refer to the Code of Conduct.</p> <ul style="list-style-type: none"> • 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.
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.
Fielding	No fielder (except for wicketkeeper) is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety. Only one change of wicketkeeper per innings is allowed. Teams do not need to change their keeper.

DECIDING A WINNER	
Points Allocation	Win or Bye - 5 points No result/Cancellation - 3 points Loss - 1 point A team who defaults will receive no points. Their opposition is allocated the maximum points scored for that day!
Play-Off Rules	<p>Final series will be worked out dependant on the number of teams entered and number of weeks available in the term.</p> <p>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.</p> <p>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>
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> <ol style="list-style-type: none"> 1. Firstly, the team who beat the other during pool play. 2. Secondly, the team who has the most "wins" during pool play. 3. Thirdly, the team who has the least "losses" during pool play. 4. 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. This includes:</p> <ul style="list-style-type: none"> - Marking the boundary - Marking a 16 metre pitch <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>
RESULTS	<p>Full Scorecard including batting and bowling figures, 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>

REMEMBER: Children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

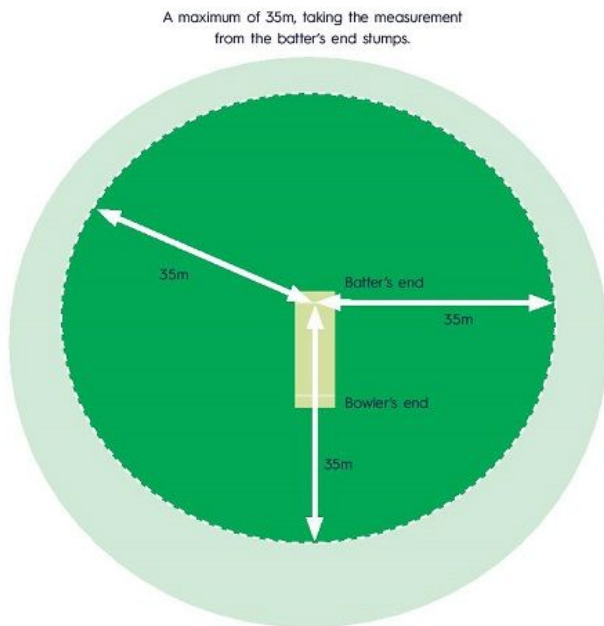
COMPLAINT/PROTEST PROCEDURE

Any complaint or protest for breach of game rules or competition rules must be submitted on the Junior Code of Conduct - Report Form (go to www.taranakicricket.co.nz under 'Junior, Rules') 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

**PRIMARY STAGE
BOUNDARY SET UP**



**PRIMARY STAGE
PITCH SET UP**

