



# TARANAKI CRICKET

## Secondary Schools – Divisions 1, 2 & 3

	Division 1	Division 2	Division 3
<b>Team Composition</b>	<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>	<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>
<b>Suggested School Year Level</b>	<p><b>COMPETITIVE</b></p> <p>Players should be in Secondary School or Women Players. Any player who has played four or more games in the Premier Grade or Senior Grade of the TCA Men's competition is not eligible for Secondary School Division One competition.</p>	<p><b>MIXED AGE GROUP TEAMS</b></p> <p>Players should be in Secondary School. Any player who is a regular member of a Premier Grade or Senior Grade team in the TCA afternoon competition must seek dispensation from TCA prior to playing.</p>	<p><b>YEAR 9 &amp; 10 &amp; GIRLS TEAMS</b></p> <p>Players should be in Years 9 or 10 at Secondary School or Girls. Any player who is a regular member of a Premier Grade, Senior Grade or Second Grade team in the TCA afternoon competition must seek dispensation from TCA prior to playing.</p>
<b>Graded Teams</b>	<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>	<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>
<b>Hours of Play</b>	<p>9:00am - 12:55pm Games should be completed within this time frame. Games at the Racecourse are to start at 9:15am. 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.</p>	<p>9:00am - 12:55pm Games should be completed within this time frame. Games at the Racecourse are to start at 9:15am. 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.</p>	<p>9:00am - 12:55pm Games should be completed within this time frame. Games at the Racecourse are to start at 9:15am. 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.</p>
<b>The Toss</b>	<p>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.</p>	<p>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.</p>	<p>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.</p>
<b>Length of Innings</b>	30 Overs	30 Overs	30 Overs

<b>Pitch Length</b>	22 yards – 20.11 metres	22 yards – 20.11 metres	22 yards – 20.11 metres
<b>Boundaries</b>	Yes marked clearly. Minimum of 40m no longer than 45m.	Yes marked clearly. Minimum of 40m no longer than 45m.	Yes marked clearly. Minimum of 40m no longer than 45m.
<b>Ball</b>	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.	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.	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.
<b>Replacement Players</b>	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 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.
<b>Declarations</b>	Not allowed.	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.	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.	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.	The batter is out when dismissed.
<b>Stumpings</b>	Yes	Yes	Yes
<b>LBW</b>	The LBW rule does apply.	The LBW rule does apply.	The LBW rule does apply.
<b>Defaults</b>	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 receive no points. Their opposition is allocated 5 points. 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 receive no points. Their opposition is allocated 5 points. 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 receive no points. Their opposition is allocated 5 points. If it's a "NO SHOW" the team will be deducted 5 points.

<p><b>No balls and wides</b></p>	<p>Normal cricket laws apply.</p> <p>Dangerous bowling: 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.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them. Any ball that passes behind the batsman and outside the leg stump shall be wided.</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 8 deliveries per over.</p>	<p>Normal cricket laws apply.</p> <p>Dangerous Bowling: 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.</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 8 deliveries per over.</p>	<p>Normal cricket laws apply.</p> <p>Dangerous Bowling: 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.</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 8 deliveries per over.</p>
<p><b>Double bounce rule</b></p>	<p>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.</p>	<p>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.</p>	<p>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.</p>
<p><b>Length of overs</b></p>	<p>8 ball maximum. Wides and no balls are re-bowled except for the final over only when there is no maximum and all wides and/or no balls shall be re-bowled.</p>	<p>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.</p>	<p>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.</p>
<p><b>Bowling Restrictions</b></p>	<p>Maximum of 6 overs per player.</p> <p>There must be a minimum of 5 bowlers per team.</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>.</p>	<p>Maximum of 6 overs per player.</p> <p>There must be a minimum of 5 bowlers per team.</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>.</p>	<p>Maximum of 6 overs per player.</p> <p>All players must bowl at least 2 overs.</p> <p>No player may bowl their third over until all bowlers have bowled at least two overs.</p>

<b>Batting overs</b>	<p>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.</p> <p>Exceptions</p> <ul style="list-style-type: none"> <li>- If a team is completely bowled out (no retirements) in either innings.</li> </ul> <p>If in a semi or final.</p> <p>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.</p>	<p>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.</p> <p>Exceptions</p> <ul style="list-style-type: none"> <li>- If a team is completely bowled out (no retirements) in either innings.</li> </ul> <p>If in a semi or final.</p> <p>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.</p>	<p>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.</p> <p>Exceptions</p> <ul style="list-style-type: none"> <li>- If a team is completely bowled out (no retirements) in either innings.</li> </ul> <p>If in a semi or final.</p> <p>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.</p>
<b>Retirement/ batters returning</b>	<p>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<sup>th</sup> wicket has fallen.</p>	<p>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<sup>th</sup> wicket has fallen.</p>	<p>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<sup>th</sup> wicket has fallen.</p>
<b>Fielding</b>	<p>Each team has 100 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 100 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 30 or a reduced number) with 100 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 100 minutes is up.</p>	<p>Each team has 100 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 100 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 30 or a reduced number) with 100 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 100 minutes is up.</p>	<p>Each team has 100 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 100 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 30 or a reduced number) with 100 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 100 minutes is up.</p>
<b>Helmets for batting</b>	Compulsory.	Compulsory.	Compulsory.

<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>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 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.	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.
<b>Coach/ Manager input during play</b>	Guidance of the team whilst playing is permitted, with a view to promoting 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.	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. If it's a "NO SHOW" the team will be deducted 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. If it's a "NO SHOW" the team will be deducted 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. If it's a "NO SHOW" the team will be deducted 5 points.
<b>Play-Off Rules</b>	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 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.	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 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.	No semi-finals will be played. The top two teams in the pool will play in the final.

<b>Teams equal on points after pool play</b>	<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>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>
<b>Ground Preparation at Neutral Venues</b>	<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 22 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 22 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 22 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>
<b>RESULTS</b>	<p>A full scorecard 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>A full scorecard 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>A full scorecard 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  
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)