



# TARANAKI CRICKET

## SUPER BASH - INTERMEDIATE RULES

	DIVISION 1	DIVISION 2
<b>Team Composition (New)</b>	Maximum 11 on the field. Minimum 7 players per team for a game to be viable. Any team that cannot field 7 players within 15 minutes after the scheduled start of play defaults (loses) the game.	<b>New:</b> Maximum 9 on the field. Minimum 7 players per team for a game to be viable. Any team that cannot field 7 players within 15 minutes after the scheduled start of play defaults (loses) the game.
<b>Suggested School Year Level</b>	Year 7 & 8	Year 7 & 8
<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 (Updated)</b>	1st innings: 9am: 10:50am Innings Break: 10 minutes 2nd innings: 11am - 12:50pm  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.	1st innings: 9am: 10:50am Innings Break: 10 minutes 2nd innings: 11am - 12:50pm  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.
<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>	30 Overs	30 Overs
<b>Pitch Type Length (New)</b>	<b>New:</b> 18 meters - Grass or Artificial surface	<b>New:</b> 18 meters - Grass or Artificial surface

<b>Boundaries</b>	40 metres from the batters end stumps.	40 metres from the batters end stumps.
<b>Ball (Updated)</b>	Kookaburra Crown 142gm leather 2 piece. The ball does not have to be new, however <b>coaches</b> must agree it is fit for play. A new ball can only be taken at the start of an innings.	Kookaburra Crown 142gm leather 2 piece. The ball does not have to be new, however <b>coaches</b> must agree it is fit for play. A new ball can only be taken at the start of an innings.
<b>Replacement Players (New)</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 9 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
<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>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 3 minutes, may be taken midway through each innings.	Maximum of 10 minutes between innings. One drinks break, not exceeding 3 minutes, may be taken midway through each innings.
<b>Batting overs</b>	Teams are to bat 30 overs, game is to finish when the winner is found.	The team batting second can bat the full 30 overs if they wish even if they have reached the other teams total. Scoring however is to stop as soon as the game has been won! Exceptions: - If a team is completely bowled out (no retirements) in either innings. - If in a final.
<b>Retirement/ batters returning/ batting restrictions</b>	Compulsory retirement of batters at the end of the over they reach 100 runs. Batters may also be retired before they reach 100 runs.  Retired batters may return at the end of the innings with batters retired before they reached 100 to return first, in the order they were retired.  Returning batters cannot be retired again until they reach 100 runs.  If a batsman scores 35+ runs, the following week they must not bat before the 4 <sup>th</sup> wicket has fallen or 17 overs have been bowled, whichever comes first. This rule will not apply for semi-final or finals.	Compulsory retirement of batters at the end of the over they reach 50 runs. Batters may also be retired before they reach 50 runs.  Retired batters may return at the end of the innings with batters retired before they reached 50 to return first, in the order they were retired.  Returning batters cannot be retired again until they reach 50 runs.  If a batsman scores 35+ runs, the following week they must not bat before the 4 <sup>th</sup> wicket has fallen or 17 overs have been bowled, whichever comes first. This rule will not apply for semi-final or finals.

<b>Dismissals (Updated)</b>	All dismissals except being timed out. Normal LBW. <b>Coaches to clarify before the commencement of play.</b>	All dismissals except being timed out. Normal LBW. <b>Coaches to clarify before the commencement of play.</b>
<b>Bowling Restrictions (New)</b>	Five overs to be bowled from each end.  Bowling directive for bowlers <ul style="list-style-type: none"> <li>• Minimum of 2 overs and Maximum of 5 overs per player.</li> <li>• No player may bowl their third over until all bowlers have bowled at least two overs.</li> <li>• <b>All overs are 6 balls maximum except for the final over of the innings where the over must have 6 legitimate deliveries.</b></li> <li>• Where there are more than 11 players in one team, any player who is not named in the batting 11 must bowl. For example, if a team has 12 or 13 players.</li> <li>• No underarm bowling or throwing.</li> <li>• Five overs to be bowled from each end.</li> </ul>	Five overs to be bowled from each end.  <b>New: Bowling directive for bowlers:</b> <ul style="list-style-type: none"> <li>• <b>Maximum of 5 overs per player.</b></li> <li>• <b>No player may bowl their third over until all bowlers have bowled at least two overs</b></li> <li>• <b>All overs are 6 balls maximum except for the final over of the innings where the over must have 6 legitimate deliveries.</b></li> <li>• <b>Run ups for bowlers should not exceed more than 15 metres.</b></li> <li>• <b>All players must bowl 2 overs each unless the wicket keeper keeps the entire innings;</b></li> <li>• <b>Where there are more than 9 players in one team, any player who is not named in the batting 9 must bowl. For example, if there are 10 or 11 players in the team.</b></li> </ul>
<b>Length of overs (New)</b>	See Above.	See Above.
<b>No balls and wides (Updated)</b>	Normal cricket laws apply. <b>Coaches refer to the Code of Conduct.</b>  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.	Normal cricket laws apply. <b>Coaches refer to the Code of Conduct.</b>  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.
<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, <b>bounces 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, <b>bounces twice</b> , or rolls along the ground, before reaching the popping crease.
<b>Fielding Restrictions (Updated)</b>	All fielders (except for wicketkeeper and slips/ <b>gully</b> ) must be at least 10m from the strikers end when the ball is delivered.	All fielders (except for wicketkeeper and slips/ <b>gully</b> ) must be at least 10m from the strikers end when the ball is delivered.

	Only one change of wicketkeeper per innings is allowed.	Only one change of wicketkeeper per innings is allowed.
<b>Helmets for batting/wicket keeping</b>	<p><u>Batting:</u> Helmets with a faceguard are mandatory for junior cricketers (under 19).</p> <p><u>Wicket Keeping:</u> 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.</p>	<p><u>Batting:</u> Helmets with a faceguard are mandatory for junior cricketers (under 19).</p> <p><u>Wicket Keeping:</u> 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.</p>
<b>Equipment Guide Only (New)</b>	<p>2 set of stumps with bails (one from each team) Cones - to mark reduced boundary Chalk/tape to mark reduced pitch length &amp; crease marks Tape measure or a pre-measured string</p> <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) &amp; keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.</p>	<p>2 set of stumps with bails (one from each team) Cones - to mark reduced boundary Chalk/tape to mark reduced pitch length &amp; crease marks Tape measure or a pre-measured string</p> <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) &amp; keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.</p>
<b>Coach/ Manager input during play</b>	<b>Updated:</b> Limited guidance of the team whilst playing is permitted, with a view to promoting the captain to make on-field decisions. <b>Coaches refer to the Code of Conduct.</b>	<b>Updated:</b> Some guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. <b>Coaches refer to the Code of Conduct.</b>
<b>Points Allocation</b>	<p>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 the maximum points scored for that day!</p>	<p>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 the maximum points scored for that day!</p>
<b>Play-Off Rules (Updated)</b>	<p><b>Final series will be worked out dependant on the number of teams entered and number of weeks available in the term.</b></p> <p><b>Semi Finals:</b> Top 4 teams will play off in the semi finals; 1 v 4 and 2 v 3. Winners will contest the final.</p>	<p><b>Final series will be worked out dependant on the number of teams entered and number of weeks available in the term.</b></p> <p><b>Semi Finals:</b> Top 4 teams will play off in the semi finals; 1 v 4 and 2 v 3. Winners will contest the final.</p>

	<p>or</p> <p><b>Finals:</b> 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.</p> <p>All teams will play on Finals day.</p>	<p>or</p> <p><b>Finals:</b> 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.</p> <p>All teams will play on Finals day.</p>
<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> <ol style="list-style-type: none"> <li>1. Firstly, the team who beat the other during pool play.</li> <li>2. Secondly, the team who has the most "wins" during pool play.</li> <li>3. Thirdly, the team who has the least "losses" during pool play.</li> <li>4. Fourthly, the team with the highest net ratio of runs per wicket throughout pool play.</li> </ol> <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> <ol style="list-style-type: none"> <li>1. Firstly, the team who beat the other during pool play.</li> <li>2. Secondly, the team who has the most "wins" during pool play.</li> <li>3. Thirdly, the team who has the least "losses" during pool play.</li> <li>4. Fourthly, the team with the highest net ratio of runs per wicket throughout pool play.</li> </ol> <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 (Updated)</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.</p> <p>This includes:</p> <ul style="list-style-type: none"> <li>- Marking the boundary</li> <li>- Marking an <b>18 metre pitch</b>.</li> </ul> <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"> <li>- Marking the boundary</li> <li>- Marking an <b>18 metre pitch</b>.</li> </ul> <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>
<b>RESULTS (Updated)</b>	<p><b>Full Scorecard including batting and bowling figures</b>, 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 <b>NO POINTS</b> are allocated.</p>	<p><b>Full Scorecard including batting and bowling figures</b>, 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 <b>NO POINTS</b> 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)