

TARANAKI CRICKET

SUPER STAR INCREDIBALL - RULES

PREPARE TO PLAY	
Team Composition	8 players per team - Boys & Girls <ul style="list-style-type: none"> 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. The number of players per team and overs played are flexible. If a team has an uneven number of players someone can bat twice or bowl extra overs.
Suggested School Year Level	Year 3 to Year 6 (7 to 10 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	FRIDAY'S 5:30pm to 7:30pm
The Toss	Made at 5:20pm by the home team. If a team is not available to toss at 5:20pm they will be deemed to have lost the toss.
Length of Innings	16 Overs - Maximum of 10 minutes between innings. No drinks break.
Pitch Type Length	14 meters pitch length (stumps to stumps) - Grass pitch, mown outfield or artificial pitch.
Boundaries	A maximum of 30 metres, taking the measurement from the batter's end stumps.
Declarations	Not allowed.
Weather affected matches	Unless a result is found it will be a draw.
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 Softa Ball (wonderballs). 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	None required as using a modified ball (incredi/soft).
Equipment Guide	<ul style="list-style-type: none"> • Ipad & score book • 2 balls • 2 bats (plastic or wooden) • 2 sets of stumps and bases • Marker cones for the boundary • Chalk/tape to mark reduced pitch length & crease marks • Tape measure or a pre-measured string Players are encouraged to wear school/club coloured clothing and a hat or cap when fielding.

THE GAME	
Batting	<p>‘PAIRS CRICKET’</p> <ul style="list-style-type: none"> • Each batting pair will bat their 4 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 the bowling team will take 5 runs off the batting teams score for the dismissal. • The team batting 2nd will bat their entire allotment of overs as its pairs cricket.
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 • All overs are 6 ball overs (No balls and wides are NOT rebowled) • Bowling directive for bowlers; All 8 players are to have a minimum of <u>2 overs</u>. No player may bowl their 2nd over until all bowlers have bowled an over. All players are to have a maximum of 3 overs. Every player bowls an equal number of overs where possible. Bowlers can bowl underarm or overarm, depending on ability, but should be actively encouraged to try and bowl over arm. • To keep the game fast-paced, bowlers run ups should not exceed 10 meters 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.
No balls and wides	No balls and wides are NOT rebowled. <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	Fielding positions rotate after every over. Fielders must be a minimum of 10m away from the batters. (Exclusion zones can be marked out to help kids keep their distance).
DECIDING A WINNER	
Points Allocation	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!
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</p> <p>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.</p> <p>All teams will play on Finals day.</p>

Teams equal on points after pool play	Where teams finish pool play with equal points the higher qualifier will be assessed by the following: <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. If further distinction is required to determine play-off qualification or ranking, TCA will make the final decision in each case.
Ground Preparation at Neutral Venues	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: <ul style="list-style-type: none"> - Marking the boundary - Marking a 14 metre pitch 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.
RESULTS	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.

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



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