

# **TARANAKI CRICKET**

## SUPER STAR KIWI - RULES

PREPARE TO PLAY	
<b>Team Composition</b>	<b>8 players per team - Boys &amp; Girls</b> <ul style="list-style-type: none"> <li>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.</li> </ul>
<b>Suggested School Year Level</b>	Year 1 & Year 2 (5 to 7 year olds)
<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 same grade both teams should be comparable in ability.
<b>Hours of Play</b>	<b>FRIDAY'S</b> 5:30pm to 7:00pm
<b>The Toss</b>	Made at 5:25pm by the home team. If a team is not available to toss at 5:25pm they will be deemed to have lost the toss.
<b>Length of Innings</b>	The duration of the game is determined by the numbers of players in whichever team has the most players. If that number is even then that is the number of overs that each team bowls. If that number is odd then that number plus one is the number of overs that each team bowls. For example if both teams have 8 players then 8 overs a side is played. If one team has 11 or 12 and the other 8 then it is 12 overs a side.
<b>Pitch Type Length</b>	10 meters pitch length (stumps to stumps) - Grass pitch, mown outfield or artificial pitch.
<b>Boundaries</b>	N/A - all runs must be run, maximum of 4 per hit.
<b>Declarations</b>	Not allowed.
<b>Weather affected matches</b>	Unless a result is found it will be a draw.
<b>Coach/Manager input during play</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>
EQUIPMENT	
<b>Ball</b>	Yellow Kiwi Cricket ball. 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>Helmets for batting/wicket keeping</b>	None required as using a modified ball (incredi/soft).
<b>Equipment Guide</b>	<ul style="list-style-type: none"> <li>Score book/sheet</li> <li>2 balls</li> <li>2 batting tees</li> <li>2 plastic bats</li> <li>2 sets of stumps and bases</li> <li>Chalk/tape to mark reduced pitch length &amp; crease marks</li> <li>Tape measure or a pre-measured string</li> </ul> Players are encouraged school/club coloured clothing and a hat or cap when fielding.

## THE GAME

<b>Batting</b>	<p><b>‘PAIRS CRICKET’</b></p> <ul style="list-style-type: none"> <li>• Each pair faces an allotted number of 4 overs, irrespective of the number of times they get out</li> <li>• At the end of the over, batters swap ends, so that the batter that was on strike is now off strike. This also happens when there is a wicket except in the case of a run out. If the batter fails to hit two consecutive balls in one over, then they must hit off the second chance tee (batting tee) and run. Only one swing at the tee ball is allowed, and the ball must be hit in front of the stumps (not behind for safety reasons). This allows batters of all abilities the opportunity to score runs.</li> <li>• If a batter gets out, the batters change ends, <b>and the bowling team will take 5 runs off the batting teams score</b> for the dismissal.</li> <li>• The team batting 2nd will bat their entire allotment of overs as its pairs cricket.</li> <li>• To keep the rest of the team entertained while they’re waiting to bat, the coach is encouraged to run small skill sessions – check out <a href="http://www.nzc.nz">www.nzc.nz</a> for some ideas.</li> </ul>
<b>Dismissals</b>	<p>Unlimited dismissals - bat out your overs as a pair. <b>LBW’S - NO Stumpings - YES</b>            Five ways to get out: Bowled, Caught, Stumped, Run Out, Hit Wicket.</p> <ul style="list-style-type: none"> <li>• Bowled: When the bowler’s ball hits the stumps. (A batter cannot be out Bowled off a Wide or a No Ball)</li> <li>• Caught: When the batter hits the ball in the air and it’s caught before it lands. (A batter cannot be out Caught off a Wide) or a No Ball)</li> <li>• Hit wicket: When the batter accidentally knocks their stumps as they try to hit the ball. (A batter cannot be out Hit Wicket off a Wide or No Ball)</li> <li>• Stumped: When the batter is out of their ground (does not have their bat or their body behind the line) and the wicketkeeper gathers the ball and knocks the stumps with ball.</li> <li>• Run out: When the ball is used to knock the stumps while a batter is still running between the wickets and has not passed their bat or body over the front line</li> </ul> <p>To keep things simple, there are no Byes or Leg Byes. If a ball goes past the onstrike batter without them hitting it and they run, unlike traditional cricket, the runs are awarded to the batter. Note that there are NO LBWs – so that’s one less thing for batters to worry about.</p>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• All players must bowl. Players should bowl an equal number of overs each (where possible).</li> <li>• To keep the game fast-paced, bowlers should only take a short run up.</li> <li>• Bowlers can bowl underarm or overarm, depending on ability (as children get older and more adept, they should be encouraged to bowl overarm).</li> <li>• All overs should be bowled from one fixed end of the pitch.</li> <li>• There is a maximum of six deliveries in each over. No Balls and Wides are not re-bowled.</li> <li>• A delivery that bounces more than once or rolls along the ground shall be considered a fair delivery (unless the bowler is deliberately rolling it).</li> <li>• Having said that, ultimately the umpire may decide whether the ball was fair or not, and can decide that the batter should hit the ball off the second chance tee.</li> </ul>
<b>No balls and wides</b>	<p>No balls and wides are NOT rebowled (Tee hits are given)</p> <ul style="list-style-type: none"> <li>• 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.</li> <li>• Umpires must agree wide lines before the start of play and if possible, mark them.</li> <li>• There shall be no restriction on the number of wides or no-balls which may be called in an over.</li> </ul>
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• No fielder is allowed within 10 metres of the bat until after the ball has been hit (except for the wicketkeeper).</li> <li>• Fielders should rotate around the field after each over, including the wicketkeeper.</li> </ul>

<b>DECIDING A WINNER</b>	
<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 the maximum points scored for that day!
<b>Play-Off Rules</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;            or  <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.  <b>All teams will play on Finals day.</b></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>
<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 10 metre 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><b>BASIC CricHQ Scorecard</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>

**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](http://www.taranakicricket.co.nz) under 'Junior, Rules') 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)



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