

# **TARANAKI CRICKET**

## **SECONDARY SCHOOLS 'T20 SOCIAL' DIVISION 2 RULES**

<b>PREPARE TO PLAY</b>	
<b>Team Composition</b>	<b>9 players per team - Boys &amp; Girls</b> 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. Teams can have larger squads, but only 9 can bat.
<b>Suggested School Year Level</b>	Year 9 to Year 13 (12 - 18 year olds) - <b>MIXED AGE GROUP TEAMS</b>
<b>Graded Teams</b>	NO. Social teams only.
<b>Hours of Play</b>	<b>SATURDAY'S</b> 1st innings: 10am - 11:20am Innings Break: 10 minutes 2nd innings: 11:30am - 12:50pm
<b>The Toss</b>	Made at 9:50am by the home team. If a team is not available to toss at 9:50am they will be deemed to have lost the toss.
<b>Length of Innings</b>	<u>20 Overs</u> - Maximum of 10 minutes between innings. No drinks break.
<b>Pitch Type Length</b>	20.11 meters pitch length (stumps to stumps) - Grass or artificial surface can be used.
<b>Boundaries</b>	Yes marked clearly. Minimum of 40 metres, no longer than 65 metres
<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>
<b>EQUIPMENT</b>	
<b>Ball</b>	Kookaburra 156gm 2 piece, red leather. 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>	Batting: Helmets with a faceguard are <b>mandatory</b> for junior cricketers (under 19). Wicket Keeping: Optional (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 Guide</b>	<ul style="list-style-type: none"> <li>● Ipad &amp; score book</li> <li>● 2 set of stumps with bails (one from each team)</li> <li>● Cones - to mark boundary</li> </ul> <b>Players must wear protective equipment as follows:</b> 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 school/club coloured clothing and a hat or cap when fielding. <b>NO WHITES REQUIRED</b>
<b>THE GAME</b>	
<b>Batting</b>	<ul style="list-style-type: none"> <li>Both teams will be given the opportunity to bat their full 20 overs, even if the team batting second has reached the total before 20 overs have been bowled. Scoring however is to stop as soon as the game has been won! Exceptions:             <ol style="list-style-type: none"> <li>If a team is completely bowled out (no retirements) in either innings.</li> <li>If in a final.</li> </ol> </li> <li>NO compulsory retirements, but voluntary retirements shall not count as wickets and can return to bat in their batting order.</li> </ul>
<b>Dismissals</b>	All dismissals apply. Normal LBW. <b>Coaches to clarify before the commencement of play.</b>
<b>Bowling</b>	Bowling directive for bowlers; <ul style="list-style-type: none"> <li>Players are to have a maximum of <b>4 overs</b> (4 over spell)</li> <li>Minimum of 5 bowlers per team.</li> <li>All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled.</li> <li>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.</li> </ul>
<b>No balls and wides</b>	Normal cricket laws apply. <b>Coaches refer to the Code of Conduct.</b> <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, but a maximum of 8 deliveries per over.</li> </ul>
<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.
<b>Fielding</b>	All fielders (except for wicketkeeper and slips/gully) must be at least 10 meters of the striking batter when the ball is delivered. Only one change of wicketkeeper per innings is allowed. <b>Teams do not need to change their keeper.</b>
<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 <b>DEFAULT - If a team has to default it should notify the opposing team by 12pm on the day before the game.</b> A team who defaults will be deducted 5 points. Their opposition is allocated the maximum points scored for that day! If it's a ' <b>NO SHOW</b> ' the team will be deducted 5 points.
<b>Play-Off Rules</b>	<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.  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>

<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 20.11 metre pitch</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</b>	<p><b>BASIC 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>

## 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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