



TARANAKI CRICKET

SUPER SMASH PRIMARY RULES

| | DIVISION 1 | DIVISION 2 |
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| Team Composition (New) | Maximum 11 on the field. Minimum 7 players per team for a game to be viable. | New: Maximum 8 on the field. Minimum 6 players per team for a game to be viable. |
| Suggested School Year Level (Updated) | Years 5 to 6 (Recommended Year 4-6) | Years 5 to 6 (Recommended Year 4-6) |
| Graded Teams | 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. Rule or suggestion? What are guidelines v rules |
| Hours of Play (Updated) | 1st innings: 9am: 10:50am Innings Break: 10 minutes 2nd innings: 11am - 12:50pm Games should be completed within this time frame. | 1st innings: 9am: 10:50am Innings Break: 10 minutes 2nd innings: 11am - 12:50pm Games should be completed within this time frame. |
| 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. | 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. |
| Length of Innings (Updated) | 25 Overs maximum per team to be bowled (150 balls based on no extras being bowled). | 20 overs maximum per team to be bowled (120 balls based on no extras being bowled). |
| Pitch Type Length (New) | 16.46m no longer - Grass or Artificial surface | New: 16 meters - Grass or Artificial surface |
| Boundaries | 35 metres from the stumps at each end. | 35 metres from the batters ends stumps |
| Ball (Updated) | Recommend Kookaburra Crown 142gm 2 piece. The ball does not have to be new each game but both coaches have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings. | Recommend Kookaburra Crown 142gm 2 piece. The ball does not have to be new each game but both coaches have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings. |

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| Replacement Players (New) | 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. | New: A max of 2 players can be used as replacements during a game. If a team has extra players available e.g. 10, they can elect to divide the overs faced by the pairs evenly so that all ten players get to bat. If a team has an odd number of players the fielding side can select a batter to bat again. |
| Uneven team numbers | 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. |
| Declarations | Not allowed. | Not allowed. |
| Weather affected matches | Unless a result is found it will be a draw | Unless a result is found it will be a draw. |
| Intervals | 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. |
| Batting overs (New) | The team batting second can bat the full 25 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. | New: Bat out your overs as a pair - *Pairs cricket rules apply. ★ Teams can have 4 pairs of batters with 5 overs per pair; or 5 pairs of batters with 4 overs per pair. ★ Each time a batter is out the batters change ends, unless it happens on the last ball of an over or in the event of a run out. ★ When one side has finished batting, its net total is calculated by deducting three runs for each batter dismissed from the total number of runs scored. This determines the “team score”. The team with the highest “team score” is the winner. |
| Retirement/ batters returning (New) | Compulsory retirement of batters at the end of the over they reach 25. Batters may also be retired before they reach 25 runs but retired batsmen may only return at the end of the innings, in the order of retirement. Except for batsmen retired at 25 runs, who return after those retired before reaching 25. Returning batters cannot be retired again until they reach 25 runs. | New: Batters are retired when they have batted out their overs as a pair . ❖ 4 pairs = 5 overs per pair ❖ 5 pairs = 4 overs per pair If a team does not have enough players to make 4 or 5 pairs, the opposition chooses the batters to make the extra pair(s). |
| Dismissals (New) | Updated: Bowled, Caught, Stumped, Run Out, Hit Wicket. The batter is out when dismissed. | New: |



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| | LBW does not apply! | Dismissals NONE*. *Bat out your overs as a pair - Pairs cricket rules apply. See 'Batting overs'. 5 ways to get out: Bowled, Caught, Stumped, Run Out, Hit Wicket. |
| Bowling Restrictions (New) | All players must bowl at least 1 over and not more than 4 overs. No player may bowl their third over until all bowlers have bowled at least one over. Where there are more than 11 players in one team, any player who is not named in the batting 11 or did not bat must bowl , and it is encouraged to give all bowlers 2 overs each. | New: All bowling is to take place from one end only. Bowling directives for bowlers; <ul style="list-style-type: none"> - All 10 players are to have a minimum of 2 overs, including the wicketkeeper (changed at drinks) - All players are to have a maximum of 3 overs. |
| Length of overs (New) | 6 ball maximum. Wides and no balls are not re-bowled except for the final over of the innings which must have 6 legitimate deliveries. Five overs are to be bowled from each end. | 6 ball maximum. Wides and no balls are not re-bowled except for the final over of the innings which must have 6 legitimate deliveries. Overs are to be bowled from one end (no changing ends). |
| No balls and wides (Updated) | Normal cricket laws apply (Coaches refer to the Code of Conduct). 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. Any wide or no-ball is counted as one of the 6 deliveries per over and not re-bowled. 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, but a maximum of 6 deliveries per over. | Normal cricket laws apply (Coaches refer to the Code of Conduct). 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. Any wide or no-ball is counted as one of the 6 deliveries per over and not re-bowled. 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, but a maximum of 6 deliveries per 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. | 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 (Updated) | Updated: All fielders (except for wicketkeeper and slips/gully) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed. | Updated: All fielders (except for wicketkeeper and slips/gully) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed. |

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| Helmets for batting & wicket keeping | <p>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>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> |
| Equipment Guide | <p>2 set of stumps with bails (one from each team) Cones - to mark reduced boundary Chalk/tape to mark reduced pitch length & crease marks Tape measure or a pre-measured string 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 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 & crease marks Tape measure or a pre-measured string 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 encouraged to wear whites or school coloured clothing and a hat or cap when fielding.</p> |
| Coach/ Manager input during play (Updated) | <p>Guidance of the team whilst playing is permitted, with a view to promoting the captain to make on-field decisions. See the Coaches Code of Conduct.</p> | <p>Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. See the Coaches Code of Conduct.</p> |
| Points Allocation | <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> |
| Play-Off Rules (Updated) | <p>Final series will be worked out dependant on the number of teams entered and number of weeks available in the term.</p> | <p>Final series will be worked out dependant on the number of teams entered and number of weeks available in the term.</p> |

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| | <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.</p> <p>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> | <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.</p> <p>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> |
| <p>Teams equal on points after pool play</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"> 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. <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"> 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. <p>If further distinction is required to determine play-off qualification or ranking, TCA will make the final decision in each case.</p> |
| <p>Ground Preparation at Neutral Venues (Updated)</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"> - Marking the boundary - Marking an 16.46m pitch for a Junior Primary game that is played on a 22 yard pitch. These markings must be temporary (ie masking tape or chalk) and be removed at the end of the game. <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"> - Marking the boundary - Marking a 16 metre pitch for a Junior Primary game that is played on a 22 yard pitch. These markings must be temporary (ie masking tape or chalk) and be removed at the end of the game. <p>Each team is responsible for providing their own set of stumps, bails or self-standing wickets.</p> |

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RESULTS (Updated)

Updated: 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.

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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 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