



TARANAKI CRICKET

Senior Primary Rules - SP 1&2

	SP 1	SP 2
Team Composition	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.	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.
Suggested School Year Level	Players should be in Years 7 or 8 at school.	Players should be in Years 7 or 8 at school.
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.
Hours of Play	9:00am - 12:50pm Games should be completed within this time frame.	9:00am - 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	30 Overs	30 Overs
Pitch Length	22 yards – 20.11m	22 yards – 20.11m
Boundaries	Yes marked clearly. Minimum of 40-50m	Yes marked clearly. Minimum of 40-50m
Ball	Kookaburra Crown 142gm leather 2 piece. The ball does not have to be new each game but both umpires have to agree that the ball 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 each game but both umpires have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings.
Replacement Players	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 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
Declarations	Not allowed. Both teams must bat out their innings.	Not allowed. Both teams must bat out their innings.
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 5 minutes, may be taken midway through each innings.	Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings.
Dismissals	The batter is out when dismissed. Batters cannot be timed out.	The batter is out when dismissed. Batters cannot be timed out.
Stumpings	Yes	Yes
LBW	Full LBW rules apply.	Full LBW rules apply.
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.
No balls and wides	<p>Normal cricket laws apply.</p> <p>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.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them.</p> <p>There shall be no restriction on the number of wides or no-balls which may be called in an over.</p>	<p>Normal cricket laws apply.</p> <p>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.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them.</p> <p>There shall be no restriction on the number of wides or no-balls which may be called in an over.</p>
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 more than 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 more than twice , or rolls along the ground, before reaching the popping crease.
Length of overs	6 ball maximum. Wides and no balls are not re-bowled except for the final over only, when a maximum of two wides and/or no balls shall be re-bowled. Five overs to be bowled from each end.	6 ball maximum. Wides and no balls are not re-bowled except for the final over only, when a maximum of two wides and/or no balls shall be re-bowled. Five overs to be bowled from each end.
Bowling Restrictions	<p>Maximum of 5 overs per player.</p> <p>Minimum of 10 players must bowl 2 over each.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 must bowl.</p> <p>It is encouraged to give all bowlers 2 overs each.</p> <p>No underarm bowling nor throwing.</p>	<p>Maximum of 5 overs per player.</p> <p>Minimum of 10 players must bowl 2 over each.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 must bowl.</p> <p>It is encouraged to give all bowlers 2 overs each.</p> <p>No underarm bowling nor throwing.</p>

Batting overs	Teams are to bat 30 overs, game is to finish if winner is found.	Both teams must bat their full 30 overs, even if the team batting second has reached the total before 30 overs have been bowled. Exceptions: - If a team is completely bowled out (no retirements) in either innings. If in a semi or final.
Retirement/ batters returning	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.	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.
Helmets for batting	Compulsory.	Compulsory.
Helmets for wicket keeping	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.	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.
Batting Restrictions	If a batsman scores 35+ runs, the following week they must not bat before the 4 th wicket has fallen or 17 overs have been bowled, whichever comes first. This rule will not apply for semi-final or finals.	If a batsman scores 35+ runs, the following week they must not bat before the 4 th wicket has fallen or 17 overs have been bowled, whichever comes first. This rule will not apply for semi-final or finals.
Fielding Restrictions	All fielders (except for wicketkeeper and slips) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.	All fielders (except for wicketkeeper and slips) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.
Time limits	Each team has 100 minutes to complete its overs. If the team fielding first fails to meet this time frame it shall bowl out the innings but only be allowed to bat in the 2 nd innings the number of overs started within the 100 minute time limit. If the team fielding second fails to meet this time frame it shall bowl out the innings but it will incur 5 penalty runs for	Each team has 100 minutes to complete its overs. If the team fielding first fails to meet this time frame it shall bowl out the innings but only be allowed to bat in the 2 nd innings the number of overs started within the 100 minute time limit. If the team fielding second fails to meet this time frame it shall bowl out the innings but it will incur 5 penalty runs for

	every over not started within the 100 minute time limit.	every over not started within the 100 minute time limit.
Coach/ Manager input during play	Limited guidance of the team whilst playing is permitted, with a view to promoting the captain to make on-field decisions.	Some guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.
Points Allocation	<p>Win or Bye - 5 points Tie - 3 points Draw - 3 points Cancellation - 3 points Loss - 1 point</p> <p>A team who defaults will receive no points. Their opposition is allocated 5 points.</p>	<p>Win or Bye - 5 points Tie - 3 points Draw - 3 points Cancellation - 3 points Loss - 1 point</p> <p>A team who defaults will receive no points. Their opposition is allocated 5 points.</p>
Play-Off Rules	<p>The top four teams as determined by the CricHQ leaderboard for each grade will qualify for semi-finals. 1st will play 4th and 2nd will play 3rd; with 1st and 2nd having home games where possible. 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>The top four teams as determined by the CricHQ leaderboard for each grade will qualify for semi-finals. 1st will play 4th and 2nd will play 3rd; with 1st and 2nd having home games where possible. 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	<p>Where teams finish pool play with equal points the higher qualifier will be assessed by the following:</p> <ul style="list-style-type: none"> - Firstly, the team who beat the other during pool play - Secondly, the team who has the most "wins" during pool play - Thirdly, the team who has the least "losses" during pool play - 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> <ul style="list-style-type: none"> - Firstly, the team who beat the other during pool play - Secondly, the team who has the most "wins" during pool play - Thirdly, the team who has the least "losses" during pool play - 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>

Ground Preparation at Neutral Venues	<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 22 yard pitch. <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"> - Marking the boundary - Marking a 22 yard pitch. <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>
RESULTS	<p>Full scorecard 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.</p>	<p>Full scorecard 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.</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 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
Primary & Secondary School Cricket Support - Taranaki Cricket Association
Phone: (06) 769 5388 Mobile: 0274 166 007
Email: helen.tca@xtra.co.nz