TARANAKI CRICKET

SECONDARY SCHOOLS 'JUNIOR' DIVISION 3 RULES

PREPARE TO PLAY	
Team Composition	**<u>11 players per team</u> - Boys & Girls** 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 11 can bat.
Suggested School Year Level	Year 9 to Year 10 (12 - 14 year old boys) Year 9 to Year 13 (12 - 18 year old girls) **Recommendation** that players should be in Years 9 or 10 at Secondary School or Girls. NO TCA Age Group Representative boy players from U14 or older to be in this division. Any player who is a regular member of a Premier Grade, Senior Grade or Second Grade team in the TCA afternoon competition is disallowed to play in this grade.
Graded Teams	Yes. Grading of teams to be determined by each Club/School.
Hours of Play	**SATURDAY'S** 1st innings: 9am - 10:50am Innings Break: 10 minutes 2nd innings: 11am - 12:50pm
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	<u>30 Overs</u> - Maximum of 10 minutes between innings. No drinks break.
Pitch Type Length	20.11 meters pitch length (stumps to stumps) - Grass or artificial surface can be used.
Boundaries	Yes marked clearly. Minimum of 40 metres, no longer than 65 metres
Declarations	Not allowed.
Weather affected matches	• Where the start of play is interrupted the number of overs for each team shall be reduced by one over for every eight minutes lost. Remaining overs should be calculated back from 12:50pm. (Scheduled close of play) • If rain interrupts play while the first team is batting, the number of overs for each team shall be reduced as in the clause above. • If rain interrupts play while the second team is batting, the number of overs for this team shall be reduced by one over for every four minutes lost. • If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result. • To calculate the target score for team two in a weather affected match the target will be calculated by Duckworth Lewis via CricHQ if an Ipad has been used for scoring, or the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
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 156gm 2 piece, red leather. 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	Batting: Helmets with a faceguard are **mandatory** for junior cricketers (under 19). 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.
Equipment Guide	• Ipad & score book • 2 set of stumps with bails (one from each team) • Cones - to mark boundary **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.
THE GAME	
Batting	• Both teams will be given the opportunity to bat their full 30 overs, even if the team batting second has reached the total before 30 overs have been bowled. Scoring however is to stop as soon as the game has been won! Exceptions: 1. If a team is completely bowled out (no retirements) in either innings. 2. If in a final. • Any new batsman that takes longer than 3 minutes to be at the wicket ready to play, will incur a 5 run penalty to be added to the fielding side. • Compulsory retirement of batters at the end of the over they reach 100. Voluntary retirements shall not count as wickets and can return to bat in their batting order.
Dismissals	All dismissals apply. Normal LBW. **Coaches to clarify before the commencement of play.**
Bowling	Bowling directive for bowlers; • Five overs to be bowled from each end. • Players are to have a maximum of 6 overs. • All players must bowl at least 2 overs. • No player may bowl their third over until all bowlers have bowled at least two overs. • All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled. Except for the final over when there is no maximum and all wides and/or no balls shall be re-bowled. • Where there are more than 11 players in one team, any player who is not named in the batting 11 must bowl. For example, if there are 12 or 13 players in the team.
No balls and wides	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. • 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 8 deliveries per over except for final 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	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. **Teams do not need to change their keeper.**
DECIDING A WINNER	
Points Allocation	Win or Bye - 5 points No result/Cancellation - 3 points Loss - 1 point **DEFAULT** - **If a team has to default it should notify the opposing team by 12pm on the day before the game**. A team who defaults will be deducted 5 points. Their opposition is allocated the maximum points scored for that day!
Play-Off Rules	**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. 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. **All teams will play on Finals day.**
Teams equal on points after pool play	Where teams finish pool play with equal points the higher qualifier will be assessed by the following: 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: - Marking the boundary - Marking a 20.11 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.

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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