

# NORTH HARBOUR JUNIOR CRICKET: YEAR 7 & YEAR 8 AFTERNOON GRADE PLAYING CONDITIONS

## IMPORTANT POINTS TO REMEMBER

- A. TO THE EXTENT THERE IS ANY CONFLICT BETWEEN THESE RULES AND THE MCC LAWS OF CRICKET THE NHJC RULES WILL TAKE THE HIGHEST PRIORITY AND THE MCC LAWS OF CRICKET WILL TAKE THE LEAST PRIORITY.
- B. THE COACHES AND UMPIRES OF EACH SIDE SHOULD CONSULT WITH EACH OTHER BEFORE THE GAME AND ENSURE THAT THEY BOTH UNDERSTAND THE INTENT OF THE NHSSC RULES, THE MCC LAWS OF CRICKET (**INCLUDING THE SPIRIT OF CRICKET**), AGREE TO APPLY RULES AND LAWS FAIRLY AND REASONABLY AND INSTIL THESE PRINCIPLES IN THEIR PLAYERS. A FULL COPY OF THE MCC LAWS OF CRICKET MAY BE DOWNLOADED FROM THE FOLLOWING WEBSITE: [HTTP://WWW.LORDS.ORG/DATA/FILES/LAWS\\_OF\\_CRICKET\\_2003-8685.PDF](http://www.lords.org/data/files/laws_of_cricket_2003-8685.pdf)
- C. COACHES ARE TO ENCOURAGE FAIR PLAY, THE SPIRIT OF CRICKET AND GENERAL SPORTSMANSHIP BETWEEN SIDES AND THEIR SUPPORTERS. TRY TO RESOLVE ANY DISPUTES ON THE DAY.
- D. ALL COACHES OR PARENTS INTENDING TO UMPIRE AT NHJC GAMES MUST HAVE ATTENDED A BASIC UMPIRING COURSE ARRANGED THROUGH THEIR CLUB OR HOLD A NZC LEVEL 1 (MINIMUM) COACHING QUALIFICATION.
- E. ENSURE THAT YOUR TEAMS PARENTS PARK THEIR VEHICLES IN DESIGNATED CARPARKING AREAS AND NOT ON SCHOOL GROUNDS. PICK UP ALL RUBBISH FROM THE FIELD AFTER YOUR GAME. RESPECT COUNCIL & SCHOOL PROPERTY – KEEP YOUR PLAYERS UNDER SUPERVISION AT ALL TIMES AND AWAY FROM BUILDINGS – NO DOGS!

### FAILURE TO FOLLOW THESE RULES AND OTHER NHJC GUIDELINES MAY RESULT IN LOSS OF COMPETITION POINTS.

#### 1. HOURS OF PLAY

All players must be at the ground for the toss by 12.20PM.  
Play must commence promptly at 12.40PM.

1<sup>st</sup> Innings: 12.40PM to 3.30PM  
2<sup>nd</sup> Innings: 3.40PM to 6.30PM

If there is a morning game still in play at your ground at 12.40PM please delay the start of your game until the other game has concluded and extend the finish time of both innings accordingly.

**Unless extended following a Late Start, the 1<sup>st</sup> Innings MUST finish at 3.30PM, regardless of whether or not 45 overs have been bowled.**

#### 2. Drinks Breaks

A drinks break should be taken after 1 hour 30 minutes of each innings. In extremely hot weather umpires should allow further short drink breaks at the fall of a wicket or at the end of an over.  
**Drinks breaks are to be kept to a maximum 2 minutes.**

#### 3. LATE START & DEFAULTS

The team (minimum of 7 players present) arriving late (after 12.20 pm.) forfeits the toss. The punctual team chooses whether to bat or bowl first. If they bat first, they bat for 3 hours or until all batters are out. If they choose to field, the late team only bats to 3.30 p.m. or until all are out.

If a team is unable or unwilling to commence play more than 30 minutes after the time scheduled for commencement of play the match shall be declared lost by that team. Persistent defaulters may be withdrawn from the competition.

#### 4. RAIN DELAYS

If play has not been possible for two hours from the scheduled start of play (or since an interruption) due to weather, then the game shall be abandoned (unless both coaches agree to abandon earlier or later).

**If play is interrupted by weather during the first innings** the number of overs to be bowled in respect of the match will be calculated by allocating four minutes of playing time remaining until 6.30PM (allowing for a 15 minute innings break).

*Example: Side batting first has completed 20 overs when play interrupted. Four's hour's time remains when it is agreed play will resume: 240 mins-15 mins = 56 overs to be bowled. The game is then reduced to a 76 over game (38 overs per innings). As the side batting first has already faced 20 overs they have 18 overs left and the side batting second has 38 overs in which to chase their total.*

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**If play is interrupted by weather during the second innings** and less than 25 overs have been faced by the side batting second when play is finally abandoned, a "No Result" shall be declared (1.5 points awarded to both sides). If more than 25 overs have been faced by the side batting second when play is abandoned, the winner of the match is to be decided by the highest runs per over rate (using the total numbers of completed overs actually faced by each team).

#### 5. COMPETITION FORMAT & INNINGS LIMIT

- (a) The competition is a five hour 40 minute match with 45 over/two hour 50 minute maximum innings (subject to Late Start & Rain Delay rules).
- (b) The number of overs in the first innings should be noted.
- (c) The team batting second must have at least as many overs as the team batting first (except due to Late Start or Rain Delayed games). If this is not achievable the winner is to be decided by highest runs per over rate (using the total numbers of overs actually faced by each team).
- (d) In order to achieve completion of the game within the required time **an over rate of 18 overs per hour minimum** will need to be maintained (guideline only).

#### 6. FOLLOW ON RULE

The side that bats first and leads by at least 75 runs shall have the option of requiring the other side to follow their innings. The Captain shall notify the opposing Captain and the umpires of his intention to take up this option.

#### 7. DECLARATIONS AND FORFEITURE

**The Captain of either team batting first may declare its first innings closed after two hours of playing time (allowing for rain breaks) has elapsed in that sides first innings of batting.** The Captain of the batting side may declare an innings closed, when the ball is dead, anytime during the second innings of the match. A Captain may also forfeit his sides second innings. A forfeited innings will be considered as a completed innings. The Captain shall notify the opposing Captain and the umpires of his intention to declare or forfeit his innings.

#### 8. PITCH LENGTH

Regulation length.

#### 9. BOUNDARIES

If the boundaries are not marked, it is the responsibility of the team coaches to agree on them before play commences. Boundaries should be approximately 45 metres from the wicket.

#### 10. TYPE OF BALL

A 5-oz (142 GM) “Red King” 2-piece leather cricket ball or a good quality 4-piece red leather cricket ball is to be used. The balls used for each innings should be of comparable quality, type and wear (umpires please check before the start of the game). If there is any dispute over the condition of a ball a new “Red King” 2-piece ball is to be used.

#### 11. TEAM LIMITS

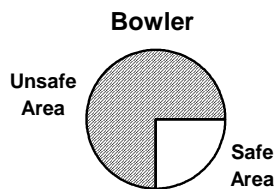
A team must have a minimum of 7 players in order to start the game. The maximum team size is 12 players, however there must only be a maximum of 11 players fielding at any time.

#### 12. 12<sup>TH</sup> MAN RULE

Following the toss each team must nominate 11 players who can bat and bowl in the match and one player who can field and bowl (but cannot bat). There must only be a maximum of 11 players fielding at any time. The 12<sup>th</sup> man will need to take turns fielding.

#### 13. CLOSE FIELDING RULE

The “10 Metre Rule” applies. When the ball is bowled, no fielder may stand any closer than 10 metres from the striker’s wicket on the leg side or in front of point on the offside (see 10-metre circle diagram for RH Batsman).



#### 14. BALLS PER OVER

Only six balls per over are to be bowled (plus any wides or No Balls).

#### 15. BOWLERS LIMITS

Bowlers shall bowl a maximum of 9 overs each, limited to 5 over spells. Where the number of overs in the match is reduced no bowler shall bowl more than one fifth of the maximum of any reduced number of overs.

There is no requirement that all players must bowl; however each bowler is limited by NZC regulations to a maximum of 10 overs in a maximum of 5 over spells. This means if a bowler has completed their 10 overs during the first innings they cannot bowl any further overs during the game.

A bowler wanting to change bowling ends but who has bowled a spell of less than the maximum set out above may resume bowling prior to the completion of the necessary break as defined above, but this will be considered an extension of the same spell, and the limit of overs in total for the spell will still apply. Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded.

It is a requirement that 9 overs of traditional spin bowling (finger or wrist) must be bowled in each innings (genuine spin attempt, allowing for the odd ‘arm’ ball variations), unless the batting side is dismissed before their innings is completed. A bowler who bowls genuine spin may bowl his 9 overs in one consecutive spell.

Pace bowlers spells are to be separated by a spell equal to 5 overs from the same end as that from which the bowler(s) have bowled.

#### 16. NO BALLS

Any ball, *that would have reached* the batsman (standing in their normal batting stance at the crease) above shoulder height on the bounce, should be called a “No Ball”. Any ball *that would have reached* the batsmen above waist height (standing in their normal batting stance at the crease) on the full (i.e. without bouncing off the pitch) should also be called a “No Ball”.

A bowler who bowls short-pitched deliveries at the batsman (i.e. head high full toss or off the pitch *aimed at the head*) shall be removed from further bowling in the match:

- IF DELIBERATE: Off Immediately
- IF NOT DELIBERATE: Off after being given two formal warnings by either umpire.

A “No Ball” should also be called for balls that bounce *more than twice* before reaching the popping crease. (i.e. 2 bounces is ok, 3 or more = No Ball). A batsman cannot be out off a “No Ball” except for:

- (a) Handled ball;
- (b) Hit ball twice;
- (c) Obstructing the field;
- (d) Run out.

#### 17. WIDES

A wide delivery is defined as being so wide of the wicket that in the opinion of the umpire it passes out of reach of the striker and would not have been within his reach when taking guard in the normal position.

If the ball touches the striker’s bat or person it shall not be called a Wide. It is recommended that umpires agree the width of wides before the game starts and mark both leg & offside with chalk on the crease line. A stump length on the offside and a shoe length on leg side are the recommended guidelines.

A penalty of one run shall be awarded for a Wide ball and shall be in addition to any other runs scored, and any boundary allowance. All runs scored (including the wide ball penalty) are to be debited to the bowler.

#### 18. STUMPINGS

The rules of cricket apply.

#### 19. LBW RULE

NHJC LBW rules (modified from standard LBW Law) shall apply.

#### 20. BATSMAN’S LIMIT

There is no batsman’s limit.

#### 21. CAPTAINCY AND ON FIELD COACHING

All aspects of player captaincy should be encouraged with only minimum assistance from coaches or the boundary (for the good of the game and players).

Coaches are not permitted to set fields, however may briefly discuss game strategy with the Captain at the end of an over provided no time wasting occurs. To ensure the desired over rate of 18 per hour is maintained coaches and captains should avoid constant resetting of fielders.

#### 22. SAFETY EQUIPMENT

It is the personal responsibility of players to wear appropriate cricket safety equipment when batting, wicket keeping or fielding in close:

- (a) Leg Guards;
- (b) “Box”;
- (c) Batting or wicket keeping gloves;
- (d) Batting helmet with a face visor.

Coaches and umpires are to remind players of the importance of wearing appropriate cricket safety equipment during games.

#### 23. COMPETITION POINTS

**First Innings Win/Opposition Default:** 3 points

**Tie:** The team losing the lesser number of wickets shall be the winner. Otherwise a No Result shall be declared.

**Outright Win:** 1 extra point in addition to 1<sup>st</sup> Innings Win

**No result:** 1.5 points **BYE/Loss:** 0 points

**NHJC Executive Committee will adjudicate if any competition is tied, their decision being final.**