

## TIMBERCO PRIMARY NORTH KIWI RULES

**\*\*Please find updated rules and regulations highlighted in yellow\*\***

PREPARE TO PLAY	
<b>Team Composition</b>	<b>6-8 players per team - Boys &amp; Girls</b> <ul style="list-style-type: none"> <li>Minimum 6 players per team for a game to be viable. Maximum of 8. Teams can have larger squads. The number of players per team and overs played are flexible. If a team has an uneven number of players someone can bat twice or bowl extra overs.</li> <li>Any team that cannot field 6 players within 15 minutes after the scheduled start of play defaults (loses) the game, but teams are encouraged to negotiate and get a game going for those that are there.</li> </ul>
<b>Suggested School Year Level</b>	Year 1 & Year 2 (5 to 7 year olds)
<b>Graded Teams</b>	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the same grade both teams should be comparable in ability.
<b>Hours of Play and Schedule</b>	<b>FRIDAY'S</b> 5:30pm to 6:00pm – 2 specific skills-based activities - both teams together and run by both coaches. Details to be provided by TCA 6:00pm to 7:00pm – Match play as stated below
<b>The Toss</b>	Made at 5:25pm by the home team. If a team is not available to toss at 5:25pm they will be deemed to have lost the toss.
<b>Length of Innings</b>	The duration of the game is determined by the numbers of players in whichever team has the most players. If that number is 6 or 8 then that is the number of overs that each team bowls. If that number is 7 then 8 is the number of overs that each team bowls. For example, if both teams have 8 players then 8 overs a side is played. If both teams have 7 then the game will be 8 overs each (someone gets to go twice – this can be rotated throughout the season)
<b>Pitch Type Length</b>	8 metres pitch length (stumps to stumps) - Grass pitch, mown outfield or artificial pitch.
<b>Boundaries</b>	N/A - all runs must be run, maximum of 4 per hit.
<b>Declarations</b>	Not allowed.
<b>Weather affected matches</b>	If the team batting second does not have the chance to face the same number of overs as the team batting first the game will be deemed abandoned.

<b>Coach/Manager input during play</b>	Coaches encouraged to guide the team whilst playing, with a view of teaching the children to improve their knowledge of cricket. <b>Coaches refer to the Code of Conduct.</b>
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EQUIPMENT	
<b>Ball</b>	Yellow Kiwi Cricket ball. 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>	None required as using a modified ball (Softaball).
<b>Equipment Guide</b>	<ul style="list-style-type: none"> <li>• Score book/sheet</li> <li>• 2 balls</li> <li>• 2 batting tees</li> <li>• 2 plastic bats</li> <li>• 2 sets of stumps and bases</li> <li>• Chalk/tape to mark reduced pitch length &amp; crease marks</li> <li>• Tape measure or a pre-measured string</li> </ul> <p>Players are encouraged school/club coloured clothing and a hat or cap when fielding.</p>
THE GAME	
<b>Batting</b>	<p><b>'PAIRS CRICKET'</b></p> <ul style="list-style-type: none"> <li>• Each pair faces an allotted number of 2 overs, irrespective of the number of times they get out. Pairs may be able to come back in and face another over if the opposition team has more players.</li> <li>• At the end of the over, batters swap ends, so that the batter that was on strike is now off strike. This also happens when there is a wicket except in the case of a run out. If a batter gets out, the batters change ends, <b>3 runs will be added to the opposition (bowling team's) total.</b></li> <li>• The team batting 2nd will bat their entire allotment of overs as its pairs cricket.</li> <li>• To keep the rest of the team entertained while they're waiting to bat, the coach is encouraged to run small batting drills – check out <a href="http://www.nzc.nz">www.nzc.nz</a> for some ideas.</li> </ul>
<b>Dismissals</b>	<p>Unlimited dismissals - bat out your overs as a pair. <b>LBW'S - NO</b>  <b>Stumpings - YES</b>            Five ways to get out: Bowled, Caught, Stumped, Run Out, Hit Wicket.</p> <ul style="list-style-type: none"> <li>• Bowled: When the bowler's ball hits the stumps. (A batter cannot be out Bowled off a Wide or a No Ball)</li> <li>• Caught: When the batter hits the ball in the air and it's caught before it lands. (A batter cannot be out Caught off a Wide) or a No Ball)</li> <li>• Hit wicket: When the batter accidentally knocks their stumps as they try to hit the ball. (A batter cannot be out Hit Wicket off a Wide or No Ball)</li> <li>• Stumped: When the batter is out of their ground (does not have their bat or their body behind the line) and the wicketkeeper gathers the ball and knocks the stumps with ball.</li> <li>• Run out: When the ball is used to knock the stumps while a batter is still running between the wickets and has not passed their bat or body over the front line</li> <li>• If a batter gets out during his/her 4 over allotment, the batters simply change ends and 3 runs will be added to the opposition (bowling team's) total.</li> </ul> <p>To keep things simple, there are no Byes or Leg Byes. If a ball goes past the onstrike batter without them hitting it and they run, unlike traditional</p>

	cricket, the runs are awarded to the batter. Note that there are NO LBWs – so that’s one less thing for batters to worry about.
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• All players will bowl one over each unless a player/s is required to bowl an extra over if the opposition has more players, as per “Length Of Innings” above.</li> <li>• To keep the game fast-paced, bowlers are permitted a 6-metre run up (from the end of the non-strikers stumps)</li> <li>• Bowlers can bowl underarm or overarm, depending on ability (as children get older and more adept, they should be encouraged to bowl overarm).</li> <li>• All overs should be bowled from one fixed end of the pitch.</li> <li>• There are a maximum of six deliveries in each over. No Balls and Wides are not re-bowled.</li> <li>• A delivery that bounces more than once or rolls along the ground shall be considered a fair delivery (unless the bowler is deliberately rolling it). Having said that, ultimately the umpire may decide whether the ball was fair or not.</li> <li>• If a bowler delivers three consecutive un-hittable deliveries (at the umpire’s discretion), the umpire will take over and underarm the remaining balls of the over with the clear intention of allowing the batter to make contact. During this time, the bowler will join the fielding team to assist in retrieving the ball, remaining actively involved in the game.</li> </ul>
<b>No balls and wides</b>	<p>No balls and wides are NOT rebowled.</p> <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.</li> </ul>
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• No fielder is allowed within 10 metres of the bat until after the ball has been hit (except for the wicketkeeper).</li> <li>• Fielders should rotate around the field after each over, including the wicketkeeper.</li> </ul>
<b>DECIDING A WINNER</b>	
<b>Points Allocation</b>	There will be no competition points rewarded for winning or losing. A winner may be deemed on the day, however, this will not count towards an overall competition points system. The focus is on <b>fun, development, and participation</b> , not winning.
<b>Ground Preparation at Neutral Venues</b>	<p>Games 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"> <li>- Marking an 8-metre pitch</li> <li>- Setting the “playing area”</li> </ul> <p>These markings must be temporary (i.e. 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>

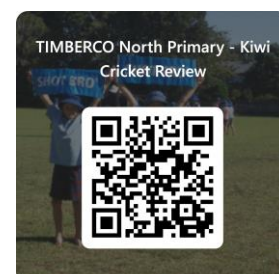
<b>REGISTRATION</b>	<b>All players must be registered with PlayHQ.</b>
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**REMEMBER:** Children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

### SEASON REVIEW

The goal of the change is to ensure enjoyment for both the kids playing and the parents watching. Skill development is still a focus in the first part of the session.

I appreciate change in rules can bring about confusion and suggestions. Please take the time to review the changes and we are open to your honest reviews throughout the season. Follow the QR code



### 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 [jordan@taranakicricket.co.nz](mailto:jordan@taranakicricket.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 Taranaki Junior Cricket competitions should be directed to:

Jordan Gard  
Community Development Coordinator - Taranaki Cricket  
Email: [jordan@taranakicricket.co.nz](mailto:jordan@taranakicricket.co.nz)

