



TIMBERCO SECONDARY SCHOOLS PREMIER DIVISION 1 RULES

PREPARE TO PLAY	
Team Composition	<u>11 players per team</u> Minimum 8 players per team for a game to be viable. Any team that cannot field 8 players within 15 minutes after the scheduled start of play defaults (loses) the game. Teams can have larger squads, but only 11 can bat. Maximum of 12 players can play in a team. Options: Non bowler and Non batter or a sub fielder but they cannot bowl or bat. ALL players must be registered as part of the team on PlayHQ at the start of the competition or no points will be allocated.
Suggested School Year Level	COMPETITIVE Year 11 to Year 13 (14 - 18 year olds) Year 9 & 10 (12 - 14 year olds) - Age Group Representative Players Any player who is a regular member of a Premier Grade or Senior Grade team in the TCA Saturday 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 Games should be completed within this time frame. Teams not on the field ready to start play within 15 minutes after the scheduled start time will be deemed to have defaulted the game. 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 2nd innings the number of overs started within the 110 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 110 minute time limit.
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 50 metres, no longer than 65 metres
Declarations	Not allowed.
Weather affected matches	Interrupted Play Calculations: a) Where the start of play is delayed or play is interrupted the number of overs for each team shall be reduced on one over for every eight minutes (ie

	if 85 minutes is lost the number of overs is reduced by 5 overs for each side). If less than 20 overs are possible for each team the match shall be declared "Rained out". Remaining overs shall have 20 minutes grace before any reduction of overs is necessary. b) If rain interrupts play while the first team is batting, the number of overs for each team shall be reduced as in clause 'a' above. c) 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 of playing time lost. If less than 20 overs are possible for the second team the match shall be declared "Rained Out". d) If the number of overs is reduced for both teams or for the team bowling second a minimum of 5 bowlers must still be used. The maximum number of overs per bowler will be reduced to give the most even distribution possible for 5 bowlers (ie. a 50 over match reduced by rain to 25 overs after 12 overs bowled in the first innings, 6 overs each by 2 bowlers, 13 overs remain and a minimum of 3 more bowlers must be used, 1 with a maximum of 5 overs and 2 with a maximum of 4 overs. The team bowling second would then be allowed the same distribution of overs, 2 bowlers with a maximum of 6 overs, 1 with a maximum of 5 overs and 2 with a maximum of 4 overs). e) For all purposes of finding a winner for rain interrupted games the Duckworth Lewis formula will be used for calculations, it is up to the home team to have the app downloaded on to a smart phone if PlayHQ scoring is not being used.
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 a 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. The match concludes when a winner is found. • 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. • NO compulsory retirements, but voluntary retirements shall not count as wickets and can return to bat in their batting order. • Scoring stops when the 10th wicket has fallen.

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. • <u>All players must bowl 2 overs each unless the wicket keeper keeps the entire innings. A keeper does not need to bowl.</u> • No player may bowl their third over until all bowlers have bowled at least two overs. • Players can only have a maximum of 6 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, refer to 'Team Composition' at the top.
No balls and wides	WIDES: a) Any offside delivery that passes outside of the offside line, without making contact with the striker's bat or body, then that ball is to be called a 'wide ball', irrespective of the speed of the ball bowled. b) Any legside delivery that passes behind the batsman and outside the leg stump. c) A penalty of one run shall be awarded on the call of wide ball. Unless the call is revoked, this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded. d) All runs completed by the batsman or a boundary allowance, together with the penalty for wide, shall be scored as wide balls. Apart from any award of a 5 run penalty, all runs resulting from a wide ball shall be debited against the bowler. NO BALL No ball shall be interpreted as follows: a) All deliveries that bounce and pass or would have passed above the shoulder height of the striker, standing upright at the crease, the Umpire shall call and signal "no ball".
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	a) At the instant of delivery there may be no more than five fieldsmen on the leg side of which no more than two may be behind square leg. In the event of an infringement of this clause, either umpire shall call and signal "No Ball". b) At the instant of delivery there must be a minimum of four fielders within the inner circle. c) These fielding restrictions apply throughout the innings. In the event of an infringement of these fielding restrictions either umpire shall call and signal "no ball". Each team has 110 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 110 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 35 or a reduced number) with 115 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 115 minutes is up.
DECIDING A WINNER	

Points Allocation	Win or Bye - 5 points Tie - 3 points Draw - 3 points 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! If it's a 'NO SHOW' the team will be deducted 5 points.
Play-Off Rules	Final series will be worked out depending on the number of teams entered and number of weeks available in the term. Semi Finals: Top 4 teams will play off in the semi finals; 1 v 4 and 2 v 3. Winners will contest the final. or Finals: The top two teams as determined by the PlayHQ 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 PlayHQ 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. All players must be registered in PlayHQ.

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 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

