

NORTH HARBOUR SECONDARY SCHOOLS CRICKET

SATURDAY MORNING 20:20 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. THIS GRADE IS INTENDED TO BE SOCIAL. BE FAIR. GIVE ALL YOUR PLAYERS AN EQUAL CHANCE AT BATTING & BOWLING OVER THE SEASON.
- 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 AND SPECIAL REQUIREMENTS.

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

1. HOURS OF PLAY

All players must be at the ground for the toss by 8.15AM. Play must commence promptly at 8.30AM at the latest, but may commence earlier (as soon as both teams are ready).

1st Innings: 8.30AM to 9.45AM (1hr 15 mins)
2nd Innings: 10.00AM to 11.15AM (1 hr 15 mins)

The 1st Innings MUST finish after 1hr 15 mins, regardless of whether or not 20 overs have been bowled.

2. Drinks Breaks

There are no designated drinks breaks allowed however in extremely hot weather umpires may allow one short drinks break at the fall of a wicket or at the end of an over.

3. LATE START & DEFAULTS

The team (minimum of 7 players present) arriving late (after 8.30AM) forfeits the toss. The punctual team chooses whether to bat or bowl first.

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Persistent defaulters may be withdrawn from the competition.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. INNINGS LIMIT

- (a) 20 over maximum innings. Declarations are not permitted.
- (b) The number of overs in the first innings should be noted and if less than the maximum allotted (20) to be completed by the scheduled time, that innings shall be deemed completed. In this scenario, the team batting second shall only face the same number of overs that it has bowled. If this is not achievable by the scheduled close of play the winner is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).
- (c) There shall be a 15-minute break between innings, when the 1st innings closes 15 minutes or less before the time fixed for the innings interval such interval shall be then be taken.
- (d) Where the team batting first is dismissed before the maximum number of overs have been bowled, the team batting second shall be entitled to receive the maximum number of overs in its innings.

5. RAIN DELAYS

When the start of play is delayed by rain, calculate the time between the actual start of play and 8.30AM. Take off 5 minutes for the innings break, and allow the team batting first a maximum of 50% of the time available. Follow the formula in Innings Limit above. If less than 10 overs have been faced by the side batting second when play is abandoned, a "No Result" shall be declared (1.5 points awarded to both sides).

If more than 10 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 overs actually faced by each team).

6. PITCH LENGTH

Regulation length.

7. 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.

8. TYPE OF BALL

A (156 GM) red 2-piece leather cricket ball is used. The recommended ball is Kookaburra Crown (or higher quality). If not new, the balls used for each innings should be of comparable quality and wear (umpires please check before the start of the game).

9. TEAM LIMITS

A team must have a minimum of 7 players in order to start the game. The maximum team size is 11 players.

10. TEAMS SHORT OF PLAYERS

If one team is short of players the following procedure is to followed:

Batting: The short team shall bat all players and then (after all retired players are "out") further batters (up to the same number of players in the opposition team) may bat again (if time permits). The player(s) who score the lowest in the team innings shall bat first for the second time. Where 2 or more players have the same lowest score the player who batted the lowest in the order shall bat first for the second time.

If one team has 11 players and the opposition team has less than 10 players then 10 wickets must fall in both innings before either team is "all out".

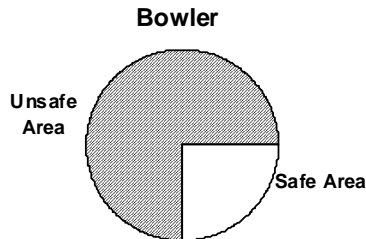
Fielding & Bowling: The short team shall field with their players and by mutual consent, the opposition team could lend players (rotating to ensure no player is overused) to help field.

11. PLAYER RESTRICTIONS

This grade is intended as a participation grade and all players must be given fair opportunity to be involved in the game. A team short of players may include a Year 9 player(s) from a higher ranked NSHSCA Grade however that player must not bat or bowl in a way where their involvement would dominate this grade's game unfairly.

12. FIELDING RULES

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).



- For the first 6 overs of a match, only 2 fieldsmen are permitted to be outside of an "inner fielding circle" at the instant of delivery. For the remaining overs only 5 fieldsmen are permitted to be outside the "inner fielding circle".
- The "inner fielding circle" is unlikely to be marked on the ground. On fields where it is not marked, the guideline is that such an imaginary circle should be approximately 20-25 metres from the bat, or no greater than half the distance to the boundary. In the case of coach/parent umpires, please use a reasonable discretion to monitor this fielding restriction (on larger grounds, the fielding circle might be judged at between 25-30 metres).

13. BALLS PER OVER

Only six balls per over are to be bowled with a maximum of two extra deliveries for Wides and No Balls i.e. 8 ball maximum overs.

14. BOWLERS LIMIT

All players shall bowl a minimum of 1 over and a maximum of 4 overs each. No bowler may bowl more than 1 over until all bowlers have bowled 1 overs. Unless a genuine fast bowler, it is recommended that the bowlers run up be restricted to around 8 paces. The wicketkeeper does not have to bowl.

15. NO BALLS

A two run penalty shall be awarded to the batting side for all "No Balls" (in addition to any runs scored).

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 CLEARLY 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).

- Handled ball;
- Hit ball twice;
- Obstructing the field;
- Run out.

16. 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 two run penalty 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.

17. STUMPINGS

The rules of cricket apply.

18. LBW RULE

If, before the game commences, both teams agree to play LBW then the LBW law shall apply.

If LBW is not being played but it is considered by the bowlers end umpire that a batsman is deliberately standing in front of his stumps to avoid being bowled he should be given one warning, then on each further offence shall be required to change ends (the strike passed over to his batting partner).

19. BATSMAN'S LIMIT

A batsman must retire after scoring 50 runs if there are batsmen to follow. They are to retire at the end of the over in which they reached 50.

Retired batters may return to resume their innings in the order they retired only after the remainder of the team have batted and are out or have been retired.

No batsman who has retired on 50 can resume his innings until all other batsmen have batted, are out or have been retired or reached 50.

20. 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).

To ensure the desired over rate is maintained captains should avoid constant resetting of fielders.

21. TIMED OUT

The incoming batsman must be in position to take guard or for his partner to receive the next delivery within one minute 30 seconds of the fall of the previous wicket.

The incoming batsman is required to be ready to bat immediately a wicket falls and is expected to jog to the wicket.

22. COMPETITION POINTS

This is a social/participation grade and no competition points table is maintained by NHSSCA for the competition. Match results do not need to be advised to College Sport or NHSSCA.