

# NORTH HARBOUR SECONDARY SCHOOLS CRICKET

## AFTERNOON GRADES: TWO DAY MATCHES

### PLAYING CONDITIONS 2005/06 SEASON

#### IMPORTANT POINTS TO REMEMBER

- A. TO THE EXTENT THERE IS ANY CONFLICT BETWEEN THESE PLAYING CONDITIONS AND THE MCC LAWS OF CRICKET THE NHSSC PLAYING CONDITIONS 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: [WWW.LORDS.ORG/CRICKET/LAWS.ASP](http://WWW.LORDS.ORG/CRICKET/LAWS.ASP)
- 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.

#### FAILURE TO FOLLOW THESE PLAYING CONDITIONS & OTHER NHSSC 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.

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 finishing time accordingly.

Close of play shall be 6.30PM, unless extended by Rule 6(d) or 6(e).

If both captains agree, play can be called off any time after 5PM on the second day of play. Note BOTH captains must agree to finish early: one team cannot decide to finish the game at any stage if the other does not agree.

#### **2. Drinks Breaks**

A drinks break should be taken hourly during 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. REPLACEMENT OF PLAYERS: 2<sup>ND</sup> DAY OF PLAY**

A maximum of three players in a team may be replaced when those player(s) are unavailable on the second day due to a bona-fide school activity, including being selected to play for their school 1<sup>st</sup> or 2<sup>nd</sup> XI.

The replacement players may take a full part in the match except that they shall not bat in the same innings as the replaced player if he had already batted, whether or not he had been dismissed (the former player would need to be recorded as "Retired Not Out").

#### **4. LATE START & DEFAULTS**

The team (minimum of 7 players present) arriving late (after 12.20PM) forfeits the toss.

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.

#### **5. CANCELLATION OF FIRST DAY'S PLAY**

If a two day match is to be played and there is less than two hours actual playing time available on the first day

then the second day of the match shall become a 90 over one day match (2 x 45 over innings: NHSSC Rules), even if other matches in the same competition play for more than two hours, and continue as two day matches.

#### **6. COMPETITION FORMAT & INNINGS LIMITS**

- (a) The competition is a two-day match played on consecutive Saturday afternoons.
- (b) There is a **70 over maximum** restriction on the first innings for both sides. First innings points shall be awarded to the team with the higher first innings score.
- (c) There shall be a 10-minute break between innings, when the 1<sup>st</sup> innings closes 40 minutes or less before the time fixed for the innings interval such interval shall be then be taken.
- (d) If time is lost during either day through rain or other unforeseen events either team may claim extra time before 5.30PM and play may continue until 6.45PM to make up lost time.
- (e) On the last day 18 overs minimum must be bowled after 5.30PM and play shall continue after 6.30PM if necessary to achieve this (unless both captains agree a result is unlikely).

#### **7. FOLLOW ON RULE**

The side that bats first and leads by at least 100 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.

#### **8. DECLARATIONS AND FORFEITURE**

The Captain of the batting side may declare an innings closed, when the ball is dead, anytime during the match.

A Captain may also forfeit his sides' 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.

#### **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 50 metres from the wicket.

#### **10. TYPE OF BALL**

A 156GM red 2-piece leather cricket ball ("Red King" or similar quality) is to be used. The balls used for each innings should be new or of comparable quality and wear (umpires please check before the start of the game).

#### **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.

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

Where 12 players are being used by any team, the captain of the team which is fielding the additional player must advise the opposition captain the name of the player who will bat but not bowl and the name of the player who will bowl but not bat. Neither of these two players shall be allowed to be the wicketkeeper. There must only be a maximum of 11 players fielding at any time.

#### **13. TEAMS SHORT OF PLAYERS**

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.

#### **14. STUMPINGS**

The MCC Laws of Cricket apply.

#### **15. LBW RULE**

The MCC Laws of Cricket apply.

#### **16. BALLS PER OVER**

Only six balls per over are to be bowled (plus the normal rules of Cricket in regard to "Extra" deliveries apply).

#### **17. BOWLERS RESTRICTIONS**

There is no requirement that all players must bowl; however each pace bowler is limited by NZC regulations to a maximum of 15 overs per day in a maximum of 5 over spells. 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.

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.

Note that where the wicketkeeper normally stands up at the stumps to a bowler (pace or spin) that bowler may bowl without restriction.

#### **18. CLOSE FIELDING RULES**

If close fielders (fielders standing closer than 10 metres from the batsman) are used they must wear full protective equipment including a helmet with a visor.

#### **19. 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 a head high full toss or short pitched deliveries *aimed at the head* shall be removed from further bowling in the innings:

- 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.

#### **20. 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 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.

#### **21. BATSMAN RETIRING**

There are no compulsory batting retirements; this is left to the discretion of the captain who must advise the opposition captain and umpires if a batsman retires for reasons other than injury or illness.

If, after retiring, a batsman resumes his innings, it shall be only at the fall of a wicket/retirement and after all other batsmen have batted and are out or retired.

#### **22. CAPTAINCY AND ON FIELD COACHING**

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

To ensure the desired over rate of 17 per hour is maintained coaches and captains should avoid constant resetting of fielders.

#### **23. COMPETITION POINTS**

**Outright Win/Opposition Default:** 6 points  
**First Innings Win/Limited Overs Win:** 3 points  
(added/retained if side consequently wins/loses outright)  
**Outright Tie:** 3 points  
**First Innings Tie/Limited Overs Tie:** 1.5 points  
**Draw (no result achieved on first innings) or Limited Overs Abandoned Match:** 1.5 points  
**First Innings Lead in two-day match if match becomes Limited Overs:** 3 points  
**First Innings, Limited Overs or Outright Loss:** 0 pts  
**Bye:** 2 points