

# NORTH HARBOUR SECONDARY SCHOOLS CRICKET PREMIER COLTS GRADE: ONE DAY MATCHES (50 OVER INNINGS) 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. 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 12.20PM.** Play must commence promptly at 12.40PM.

<b>1<sup>st</sup> Innings:</b>	12.40PM to 3.30PM
<b>2<sup>nd</sup> Innings:</b>	3.40PM to 6.30PM (extend finish if required)

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 50 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 12.20PM) 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.

### **4. INNINGS LIMIT**

- (a) 50 over maximum innings (subject to Late Start conditions above).
- (b) The number of overs in the first innings should be noted and if less than the maximum allotted (50) 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 10-minute break between innings, when the 1<sup>st</sup> 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 6.30PM. Take off 10 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 25 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 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 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 50 metres from the wicket.

### **8. 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).

### **9. 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. Where a team has 12 players, one player must be nominated from that team who will bat

and not bowl, another must be nominated who will bowl and not bat.

#### **10. 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.

#### **11. PLAYER RESTRICTIONS**

Unless a prior dispensation is obtained from NHSSC, players who would normally only play in other higher graded competitions (e.g. ASSC competitions) are not eligible to play in NHSSC competitions even though their competitions may have finished, or not yet started.

#### **12. 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.

#### **13. BALLS PER OVER**

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

#### **14. BOWLERS RESTRICTIONS**

Bowlers shall bowl a maximum of 10 overs each; however 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 who bowls genuine spin may bowl his 10 overs in one consecutive spell.

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.

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.

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.

#### **15. NO BALLS**

Any ball, *which 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, *which would have reached* the batsman 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). 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.

#### **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 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.

#### **17. STUMPINGS**

The MCC Laws of Cricket apply.

#### **18. LBW RULE**

The MCC Laws of Cricket apply.

#### **19. 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 or the retirement of another batsman.

#### **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 of 18 per hour is maintained coaches and captains should avoid constant resetting of fielders.

#### **21. 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.

#### **22. COMPETITION POINTS**

**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.

**No result:** 1.5 points

**BYE/Loss:** 0 points

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