

# Boys HB Smash Y8 Playing Conditions

## 1. Team Composition

Maximum 9 on the field. Players should be in Year 8 at the start of the season. ACA is lenient on granting dispensations to allow players to play at the right level for their developmental age, this includes moving up or down a competition grade to suit a player's current development.

- Players who are in Year 7 do not require a dispensation to play in Year 8 White Grades.
- Players who are in Year 9, who are better suited to learning in Year 8 White Grade do not require a dispensation to play in Year 8 White Grades.. ACA reserves the right to ask Year 9 players to move up a grade if they develop significantly during the season and ACA believes they should be playing in Year 9.

## 2. Boy/Girls

Mixed teams allowed.

## 3. Graded

Grading of teams to be determined by each Club when they enter teams in various competition formats.

## 4. Toss

Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss. All players must be entered into CricHQ before the toss.

## 5. Hours of Play & Over Rate

**Pre Christmas Half Season Competitions only (Under 14 is Post Christmas).** *Teams/players can enter multiple competitions; however, players will not be able to play Saturday morning and Saturday afternoon cricket on a regular basis – a Saturday morning team player may get a dispensation to play from ACA on occasion if a Saturday afternoon Pink team is short of players and a formal dispensation is requested. No dispensation will be given for Saturday afternoon Pink team players to play for Saturday morning teams.*

- **Thursday Night T20 (Open White Grade – Separate Regional Competitions A and B): 5pm – 7.30pm.** The first innings should conclude by 6.10pm. If not completed by 6.20pm no break will be taken between innings and the second innings will be reduced by 1 over for every full over not bowled at 6.20pm. If the second innings is not concluded by 7.30pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 7.30pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday T20 (Open White Grade A and B): 9.30am – 12.00pm.** If 20 overs are not bowled by 10.40am play should continue with time made up by not having a break. Should the first innings not be completed by 10.50am, the second innings will be reduced by 1 over for every full over not bowled at 10.50am. If the second innings is not concluded by 12pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 12pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday Afternoon T20 (Restricted Pink Grade): 12.30pm – 3.00pm.** If 20 overs are not bowled by 1.40pm play should continue with time made up by not having a break. Should the first innings not be completed by 1.50pm, the second innings will be reduced by 1 over for every full over not bowled at 1.50pm. If the second innings is not



concluded by 3.00pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 3.00pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

- **Saturday Limited Overs 40 (Restricted Pink Grade Only): 12.30pm – 6.30pm.** The first innings should conclude by 3.20pm. If not completed by 3.30pm no break will be taken between innings and the second innings will be reduced by 1 over for every full over not bowled at 3.30pm. If the second innings is not concluded by 6.30pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 28th over at 6.30pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

- **NOTE: This Limited Overs 40 option only being offered for 2018/2019 season.**

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

#### 6. Coaches

All Coaches are to have completed the [Advanced Foundations Coaching Course](#). All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

#### 7. Length of Innings

**T20.** Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

**Limited Overs.** Maximum 40 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 40 overs if the team batting first has been dismissed in less than 40 overs), providing that a result is not reached beforehand.

Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

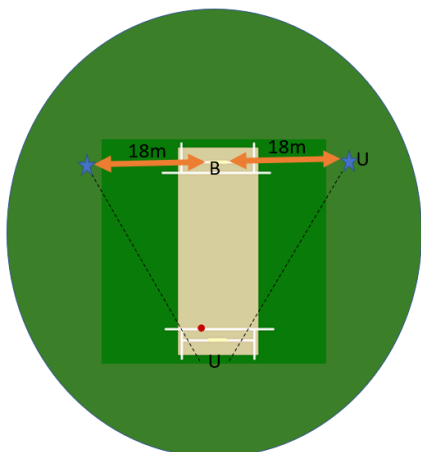
#### 8. Pitch Length

18m. Use marked lines at one end and measure 2.12m from the other end and mark line for stumps and a further 1.22m for the popping crease. Spray landscape chalk, available from Bunnings, is ideal to mark lines.

*It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately. The two sides are not permitted under any circumstances to agree to different pitch lengths and boundaries. If these are not followed, the home team is subject to losing the game by default.*

#### 9. Boundaries

40m from the middle of the pitch and marked by cones or flags.



### Fielding Exclusion Zone

Markers are placed 18m square either side of the stumps at both ends. The square leg umpire is to position at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end, to the markers either side of the stumps at the batter's end. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach early, the umpire will signal and call a 'no ball'.

*Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.*

#### 10. **Ball**

- **Pink Grade:** A 142gm ball is to be used. Hardball Kookaburra Crown Water Resistant Pink Ball. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.
- **White Grade:** A 142gm ball is to be used. Kookaburra Commander White Ball. The match ball does not have to be new, but umpires must agree that it is fit for play.

#### 11. **Declarations**

Not allowed.

#### 12. **Weather Affected Matches**

Declared a draw if 5 overs for T20 and 15 overs for Limited Overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 20 or 40 depending on the format.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the D/L method.

#### 13. **Intervals**

Maximum of 10 minutes between innings for T20 and a maximum of 30 minutes for Limited Overs (teams to agree no later than the start of the innings break the length of the break). One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

#### 14. **Dismissals**

All batters cannot be dismissed within their first 6 balls. If a batter is dismissed after facing at least 6 deliveries (i.e. the 7<sup>th</sup> ball is the first ball that if they get out on they leave the field), they are out and the next batter will enter. Batters swap ends after each dismissal within these 6 balls and the wicket delivery is treated as a penalty -5 and the bowler gets credited for each wicket.

#### 15. **Stumpings**

Yes.

#### 16. **LBWs**

Yes.

#### 17. **Uneven Team Numbers**

- A team may bat 1 player twice if they have less than 9 players, but the returning batter must be the lowest scoring batter (dismissed).

- A dismissed batter may only return after any retired batters have returned.
- The batting team must provide up to 2 players to assist with fielding only if the opposition team has less than 9 players who bat. These players may be rotated.

**18. No balls / Wides**

- Normal cricket laws apply.
- 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.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide-lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 6 deliveries per over. **The last over has no maximum deliveries.**
- Wides and no-balls are worth 2 runs.

**19. Double Bounce Rule**

Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease.

**20. Length of Overs**

A maximum of 6 deliveries per over (including wides/no balls). **The last over has no maximum deliveries.**

**21. Bowling Restrictions**

**T20:**

- Maximum 4 overs per player.
- All players must bowl minimum 2 overs.
- A minimum of 3 overs of spin bowling per innings.
- A cone should be placed 15m behind the wickets at the bowler's end, which is the longest run up permitted.
- No player may bowl their third over until all players have bowled two overs.

**Limited Overs:**

- Maximum 7 overs per player.
- All players must bowl minimum 2 overs.
- A minimum of 4 overs of spin bowling per innings.
- A cone should be placed 15m behind the wickets at the bowler's end, which is the longest run up permitted.
- No player may bowl their third over until all players have bowled two overs.

**22. Retirement/Batters Returning**

**T20:**

Compulsory retirement of batters after 21 balls faced i.e. wides and no balls are counted. Retired batters may only return at the end of the innings in the order they first retired (i.e.

first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

#### **Limited Overs:**

Compulsory retirement of batters after 42 balls faced i.e. wides and no balls are counted. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

**Note:** Manipulating batting so that batters deliberately get out (batting side) to bring back “better” batters or deliberately not getting batters out (bowling side) to stop “better” batters coming back, are both against the spirit of cricket.

### **23. Fielding**

- **To speed up games in T20 matches, bowling is from one end for the entire match.**
- **To speed up game in Limited Overs, bowling is from one end for the first 20 overs of each innings and then from the other end for the remaining 20 overs. Each innings must be bowled from the ends in the same order.**
- To ensure a fast game teams must rotate in the field i.e. each player moves clockwise after each over. Bowlers will bowl in the order of rotation until minimum overs are bowled by all players other than first wicket keeper (i.e. player fielding next to bowler on the onside will be the next bowler always and then after bowling will move to the next fielding position on the offside).
- No player may enter the fielding exclusion zone before the batter has played their shot.

### **24. Wicketkeeper**

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then they must also bowl the minimum number of overs. Wicket keepers must wear helmets.

### **25. Umpiring**

All umpires to have completed minimum free online [Umpires Coaching Modules](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

### **26. Exchange of Umpires**

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

### **27. Music**

The batting side is permitted to play music for the batters to walk on and off the field and during any breaks of play e.g. drinks break, innings break. This should not delay the game.



**28. Spirit of Cricket Rating**

Both sides must complete a spirit of cricket rating for the opposition in CricHQ.

**29. Separation of Players and Supporters Areas Before and During Games**

All supporters are encouraged to attend games, however, to aid with development of players, supporters viewing areas are to be setup at least 20m away from the players area. Before and during games, all supporters, are encouraged to stay away from the players area where only players/coaches/managers/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.

**30. Grades**

There will be multiple grades, White Open for Thursday T20 and Saturday morning T20. Pink Restricted for the Saturday afternoon T20 competition for the Limited Overs competition.

The Thursday T20 Grade is open to as many teams as clubs would like to enter and doesn't impact on eligibility to play for Saturday morning or afternoon sides. This competition will be regionally based to reduce travel, excluding Auckland finals for both the pre and post Christmas competitions.

The Saturday morning T20 Grade is open to as many teams as clubs would like to enter. This competition will be regionally based to reduce travel.

Only two teams per club can be entered into the Saturday afternoon T20 Pink Grade and only one team per club into the Saturday afternoon Pink LO Grade. Should some clubs not enter teams into the Saturday afternoon LO Pink Grade, consideration will be given to allowing extra teams from other clubs to fill the vacant team places. Players from Saturday afternoon Pink Grade teams cannot play for Saturday morning white Grade teams without a dispensation from ACA.

**ACA strongly recommends that teams not enter into the restricted LO grade unless they are very confident they can compete and enjoy the competition. Looking at the previous years results is a good indicator (e.g. if your Year 7 Premier Team lost most of its games last season you should consider playing in the T20 Pink or White Grades rather than the LO Pink Grade).**

ACA will divide entered teams into regional pools for each grade. The top teams from Saturday grades will enter into an Auckland wide finals format, all other teams will continue to play matches in a plate competition with a plate final. Players cannot play in finals for any team they have not played at least 4 games for previously without ACA dispensation.

**Pool Points:** Win = 3 points      Tie or No Result = 1.5 points      Loss = 0 points

Note Regarding Finals Series Games

Please note due to time constraints it is not possible to have a Bowl Off or Super Over for these grades in the event of a tied game. In an elimination match where a winner must be found (Quarter Final or Semi Final) if the game is tied at the end of the match the result will be awarded to the team with the highest seeding from pool/league play going into the match.



E.g. If 3rd is playing 5th and the match is tied the 3rd place team shall progress.

This rule would also take affect if the game was abandoned or washed out.

For the Final game if abandoned or tied the trophy shall be shared between the 2 teams.

### **31. Weather Cancellations**

ACA will cancel all junior and youth morning cricket should there be an Auckland weather advisory from the MetService advising that it is unsafe to travel to games. ACA checks for advisories constantly and will communicate through the ACA website, Facebook and email to all Club Managers. Coaches / managers if you are unsure if the game is on we encourage you to use the contact list your club should have provided you to call the opposition team coach/manager to discuss this. If a mutual agreement cannot be made the home team manager has final say on pitch condition and playability. If a game is abandoned, the home team coach/manager must enter the game as abandoned on CricHQ immediately.

If contact cannot be made with opposition team coach/manager or club manager, contact ACA. If ACA receives a call from an away team advising they cannot contact the home team coach/manager or club manager at 7am or later, ACA has the ability to deem the fixture as abandoned if ACA believes the weather will not allow a fixture to be played.

If in any doubt, please ensure you arrive at the ground on time to avoid a default.

### **32. Defaults**

If a Team defaults a match for any reason the following penalties shall be incurred:

(i) First default: The Team and Club to which the defaulting Team belongs shall receive a warning of the consequences of a further default.

(ii) Second default: The Team defaulting shall forfeit 3 Competition points, will be fined \$100 and its Club shall receive a final warning.

(iii) Third default: The Team defaulting shall be debarred from participating in the remainder of the Competition. The match fees already paid for that Team to the Association shall not be refunded to its Club or, alternatively, if the match fees have not been paid, they shall remain payable by the Club to the Association.