

South Canterbury Cricket



JAB Hand-book
2010 - 2011 season

The Graeme Blanchard Centre



This outstanding facility is available for hire to clubs & schools
etc

For further details contact the board office

South Canterbury Cricket

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TIMARU

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www.southcanterburycricket.co.nz

South Canterbury Cricket

JAB Handbook

2010-2011 season

Chairman's message

It is that time of the year again when the thoughts turn from winter sports to dusting off the willow and getting ready for a new season of cricket.

It certainly will be a busy season with a very full representative calendar. For all of those selected for Representative teams, I wish you all the best of luck at tournament. Enjoy your experiences and remember the spirit of the game.

This season Aorangi Oval will be hosting a Twenty20 game between Canterbury and Wellington on the 23rd of December and a Fifty50 game between Canterbury and Otago. I am sure you will agree, they will be fixtures not to be missed. There is a distinct possibility that we will be seeing Shaun Tait and Brett Lee on Aorangi Oval playing in the Twenty20 game. There will be no better opportunity to see such stars in our own backyard. Please support these events to ensure that we can continue to host these games on a regular basis. It is wonderful for the promotion of the sport in this region.

It remains for me to say good luck to the players and umpires, scorers, coaches and administrators at all levels for the season to come and enjoy a long action packed summer of cricket.

Andrew McRae
Chairman
1st October 2010

GRESSON DORMAN & Co	
BARRISTERS & SOLICITORS	
ANDREW McRAE BCom, LLM	
ASSOCIATE	
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South Canterbury Cricket contact list 2010 - 2011

★★ Please contact the Executive Officer in the first instance before contacting any Board member ★★

Board Office

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		686-3377b 686-3378f	615-8376h	
Richard Davidson	Cricket Devel	9 Orielson Place	686-1171h	Timaru
	Officer & Coach	686-3377b 686-3378f	021-704-153c	

Board of Control

Andrew McRae	Chairman		021-689-769c	Timaru
		684-2459b 684-4584f		andrew@gressons.co.nz
Jeremy Hogan	Director	212 Pages Road	027-825-3670c	Timaru
		687-4493b	686-3370h	jeremy.hogan@xtra.co.nz
Mark Medicott	Director	22 Pukatea Street	027-269-8654c	Timaru
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Peter Scott	Director	Kerrytown Road	027-491-6413c	Timaru
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Graham Ward	Director	264 Beaconsfield Rd; RD 2	027-241-1640c	Timaru
		688-8168b 688 6327f	688-6816h	wardconsulting@xtra.co.nz

Advisory Groups

Umpires & Scorers Association

Graham Begg	Pres/Secretary,	240 Selwyn Street	688-6196h	Timaru
	Appointments etc			gbegg@xtra.co.nz
Graeme Lowrie	Patron/Training,	4 Hunt Street	027-688-5799c	Timaru
	Grading etc		688-5799h	graeline@xtra.co.nz

Groundsmen

Aoraki & Ashbury Parks Turf Managers

Greenteam Turf	Mike Davies	684-6444h	688-2327b	027-250-1628c	mike.lisa03@xtra.co.nz
	Brian Ward	684-8918h	688-2327b	021-057-2790c	wardeez@xtra.co.nz
Brian Mackle	Temuka	615-8002h		027-361-0033c	Temuka
Roy Wood	Geraldine	615-9036h		021-043-8373c	Winchester - PO Box 27

Cancellations officer

John Threlkeld	19 Kowhai Street	021-159-4333c	Timaru
	688-1305b	686-1546h	

Cancellations may be heard on 98 Port FM or viewed on the South Canterbury Cricket Website

Draw

The weekly draw is published each Wednesday in the Timaru Herald and may be viewed on the South Canterbury website

Webmaster

Mark Medicott	Webmaster	22 Pukatea Street	027-269-8654c	Timaru
		686-1150b	686-1150h	webmaster@southcanterburycricket.co.nz



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General information

- Rules:** The Laws of cricket (2000 code) & subsequent amendments together with the Rules and Playing conditions of South Canterbury Cricket shall apply in all JAB matches except where amended herein.
These rules and playing conditions may be downloaded off the **South Canterbury Cricket** website.
- Exempted players:** Exemptions will only be considered upon written application to the Board.
- Dress:** Players are expected to be dressed in white with suitable footwear. It is desirable for all players to wear hats/caps for protection against the sun and to bring sweatshirts/jerseys for cold conditions as appropriate.
- Stumps:** Each team must provide 3 stumps and 2 bails.
- Grounds:** Clubs are requested to ensure that all players are well behaved during matches and to show respect for the grounds, pitches and pavilion facilities.
- Postponements:** Postponements will be broadcast over **98 PORT FM** following the 7:00 am Saturday news and may be viewed on the **South Canterbury Cricket** website.
- Draw:** The weekly draw is published each Wednesday in the Timaru Herald and may be viewed on the **South Canterbury Cricket** website.
- Results:** A & B grades only See page 4
- Forms etc:** A selection of forms and other informative items may be downloaded off the **South Canterbury Cricket** website. www.southcanterburycricket.co.nz

Contacts – Clubs & Schools

Celtic CC			Celtic Sports Ground	Timaru
Anthony de Joux	A grade All stars		027-229-4336c	Anthony.deJoux@ecan.govt.nz
Wayne Facer	A grade Wizards	686-4992h		
Phil Duffield	B grade Pirates		027-431-0228c	
Jeff Crawford	B grade Jets	688-3885h		
Mike Noone	B grade Nuggets	688-3388h		
Glenn Matthews	B grade Makos		021-183-915c	
Mark Webb	C grade Wackers	688-4473h		
Grant Watt	C grade Gladiators	684-9449h		
Mark Kelliher	C grade Kings	614-8367h		
Grantlea Downs School			65 Grants Road	Timaru
Reon Keenan	contact	688-2872h	684-7706s	027-221-1473c
Steve Haley	B grade Red	688-8208h		Reon@Grantleadowns.school.nz
Reon Keenan	C grade Black	688-2872h	684-7706s	027-221-1473c
Grant Phillips	C grade White			021-220-8400c
Geraldine CC				Geraldine
Mark Coster	contact		693-9799h	m.c.coster@clear.net.nz
Barry Pascoe	B grade		693-9922	
Pleasant Point CC				Pleasant Point
Graeme Sharp	Contact	614-7073h		
St Andrews CC			91 Bluecliffs Road RD 24	St Andrews
Peter Hanifin	Contact	612-6679h		
Peter Hanifin	B & C grade	612-6679h		
Star CC/Bluestone School				Timaru
Phil McGregor	contact	686-0905	21 Sowden Place	021-0254-2495c
Waihi School			RD 26	Temuka
Hamish Brown	A grade One		Private Bag	021-299-1294c
Waimate CC				Waimate
Craig Booth	contact	689-6220	60 Rhodes Street	027-237-5953c

Emergency services

Ambulance		111		
St Johns Ambulance		Temuka 615-7300		Timaru 684-7129
Active Health			43 York Street	Timaru
		683 1122b	683-1144f	
Robert Hepburn	Doctor	4a Dee Street		025-435-554c
		688-4340b	688-8254f	684-8209ah
Mark Goodhew	Dentist		50 Church Street	Timaru
		684-3451b	684-4447h	

Results

There are specific formats required to have results published in the **Timaru Herald**.

- The **South Canterbury Cricket** web-site www.southcanterburycricket.co.nz/results.htm contains provisions for your grade. **These reports are for the Timaru Herald only and do not count as official points.**
- Further down on that web-site page there is provision for Club recorders to complete their respective result sheets permitting points to be allocated by the SCCA.
- Points will not be allocated if this is not completed.

timaruherald.co.nz
The Timaru Herald

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South Canterbury Cricket JAB Hand-book 2010-11

The Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

There are two Laws, which place the responsibility for the team's conduct firmly on the Captain.

1 Responsibility of captain

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

2 Players conduct

In the event of any player failing to comply with the instructions of an umpire, criticising his decisions by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the players captain, requesting the latter to take action.

Fair and Unfair play

According to the Laws the umpires are the sole judges of Fair & Unfair play.

The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

The umpires are authorised to intervene in cases of:

- a. Time wasting.
- b. Damaging the pitch.
- c. Intimidatory bowling.
- d. Tampering with the ball.
- e. Any other action that they consider to be unfair.

The Spirit of the Game involves RESPECT for:

- a. Your opponents.
- b. Your own captain and team.
- c. The role of the umpires.
- d. The game and its traditional values.



It is against the Spirit of the Game:

- a. To dispute an umpire's decision by word, action or gesture
- b. To direct abusive language towards an opponent or umpire
- c. Indulge in cheating or sharp practice, for instance:
 - Appeal knowing that the batsman is not out
 - Advance towards the umpire in an aggressive manner when appealing
 - Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

Violence

There is no place for any act of violence on the field of play.

Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity.

Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

The Spirit of Cricket applies in all South Canterbury Cricket competitions.

JAB Fair Play Code

All players, parents, coaches, spectators and administrators should play cricket with the following ideals:

- Respect the Spirit of Cricket and these Rules
- Respect officials and accept their decisions
- Respect the opponents
- Have concern for equal opportunity
- Be gracious winners and dignified losers
- This means you should as a ...

Player ...

- Co-operate with others and treat them with respect
- Have fun, develop your own skills while accepting your limits
- Know the rules – don't cheat
- Accept the umpires decisions even if you don't think they are right
- Don't use course language

Coach ...

- Set a positive example
- Teach the values of sportsmanship to your team
- Never argue with officials in-front of players or spectators
- Discourage a 'win at all cost' attitude
- Encourage all players to participate

Parent ...

- Never force children to participate – rather encourage
- Don't achieve your dreams by pressuring your child
- Talk to your child. Encourage them. Are they having fun?
- Are they learning that being fair and learning new skills are important?

Spectator ...

- Do not ridicule players – remember you are a guest attending their game
- Applaud fair and skilful play – from your team or from the opposition
- Maintain a dignified manner



Hard ball requirements

Wicket-keepers standing within 2 metres of the stumps must wear an approved cricket helmet with a protective grill. This applies in all grades where a hard ball is used.

Balls

All grades 142 grams two-piece in good condition.

Field restrictions

Until the ball is played, no fielder (other than the wicket-keeper) may stand closer than 10 metres from the striker's wicket (in the shaded areas) on the on-side or in-front of point on the off-side. (i.e. fielders may stand within 10 metres in the (un-shaded) off-side slip position as illustrated).

- Umpires must enforce these rules

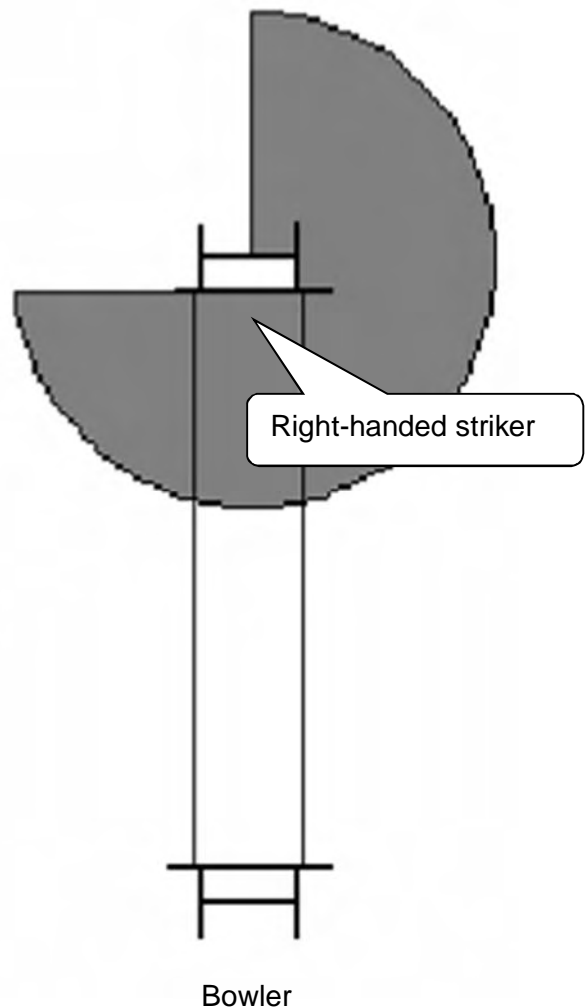
Before play

A few things often overlooked are listed here:

- Are you ready for a day's cricket? Your kit, not just your bat, gloves, pads etc. but your own person clothing. Are your whites clean? Ensure this is done the evening before the match. A clean, tidy player often has a clean tidy mind, uncluttered, ready for the day ahead.
- Do read the **Spirit of Cricket** on page 5. It will help ensure you have a good day on the field.
- Who is going to score the match? If it is likely to be yourself, make sure you have fine tip pens or pencils and the scorebook.
- Arrive early having had a good breakfast. If you have to rush, you are bound to forget something and this may be on your mind instead of the cricket ahead.

If you have no official umpires, captains have some extra duties.

- Before checking the pitch and pitch markings, take the time to check the boundary markings. Do they conform?
- Before the toss, give your opposing captain a list of your team members.
- The toss (30 – 15 minutes before the agreed start time) must be made **on the field of play**. That is inside the boundary, not necessarily on the pitch itself. The winner must inform his opponent (and the umpires) of his decision to bat or field immediately.
- Remember that cricket is a sport played first and foremost for pleasure. Do all you can to make it and enjoyable if competitive day for all.



The competitions

A grade One-day matches

Year 7 & 8; recommended as at October 1 & exempted year-9 players

The competition:

The competition comprises a scheduled series of Limited-over matches

Hours of play:

8:45 am to 12:00 noon, unless the team managers agree otherwise by before the toss.

The innings:

Each innings shall be limited to 30 overs per side

- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their full allocation

Bowlers:

Each side must use a minimum of 5 bowlers who shall be limited to 7 overs each.

- Fast bowlers limited to 5 overs in one spell.
- A bowler may not bowl again until a further 7 overs have elapsed.
- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras:

All NO-BALLs & WIDEs shall be scored.

- 2 runs are scored in addition to any runs scored otherwise

Overs:

Overs shall be limited to 6 deliveries.

Over-rate:

A minimum of 55 overs shall be bowled in a day; 18 overs per hour.

Fielding:

See limitations on fielding – page 7

Unfair bowling:

NO-BALL shall be called & signalled by the bowler's end umpire if:

- the ball bounces more than twice (that is 3 times or more), or
- rolls along the ground before reaching the striker – DEAD-BALL.
A free hit is not permitted
- a short-pitched delivery passes or would have passed above shoulder-height when the striker is standing upright at the crease
- a full-tossed delivery passes or would have passed above waist-height when the striker is standing upright at the crease

Points:

Loss0 points
Tie.....3 points each
Win6 points
Abandoned match with or without play1 point each



the
Southern
trust

A grade Two-day matches

Year 7 & 8; recommended as at October 1 & exempted year-9 players.

- The competition:** The competition comprises a scheduled series of two-day matches.
- Hours of play:** 8:45 am to 12:00 noon, unless agreed otherwise by team managers before the toss.
- Each team must declare its first innings closed after the 45th over.
- Bowlers:** Bowlers are limited to 10 overs per innings.
- Fast bowlers are limited to 5 overs per spell and may not bowl again until a further 10 overs have been bowled.
- Extras:** All NO-BALLs & WIDEs shall be scored.
- 2 runs are scored in addition to any runs scored otherwise
- Overs:** Overs shall be limited to 6 deliveries including NO-BALLs & WIDEs.
- Over-rate:** A minimum of 55 overs shall be bowled in a day; 18 overs per hour.
- Change of innings:** A change of innings shall take no longer than 10 minutes.
- Last-hour:** On day-2, a minimum of 18 overs shall be bowled in the Last-hour of the match.
- Replacement players:** On day-2 unlimited replacement players are permitted and may take a full part in the match, provided ...
- If a replaced player is batting when replaced, he must be recorded as Retired-No-out
 - The replacement player may bat in the innings provided the player he replaced has not already batted
 - Both the replaced player and his replacement may bowl in the same innings – but not in consecutive overs
- Fielding:** See limitations on fielding – page 7
- Unfair bowling:** NO-BALL shall be called & signalled by the bowler's end umpire if:
- the ball bounces more than twice (that is 3 times or more), or
 - rolls along the ground before reaching the striker – DEAD-BALL.
A free hit is not permitted.
 - a short-pitched delivery passes or would have passed above shoulder-height when the striker is standing upright at the crease.
 - a full-tossed delivery passes or would have passed above waist-height when the striker is standing upright at the crease.
- No play on Day-1:** A one-day match shall be played limited to 56 overs overall.
- Each team shall have available 28 overs each.
 - Bowlers are limited to 5 overs each.
- Points:**
- | | <u>First innings</u> | <u>Outright</u> |
|--|----------------------|-----------------|
| Loss | 0 points..... | 0 points |
| Tie or Draw..... | 3 points each..... | 4 points each |
| Win | 6 points..... | 8 points |
| Abandoned match with or without play | 1 point each | |
- First innings points (if applicable) shall be added to any Outright points gained.

B grade

Year 7 & 8; recommended as at October 1 & exempted year-9 players.

The competition:	The competition comprises a scheduled series of Limited-over matches.
Hours of play:	9:00 am to 12:00 noon, unless the match has finished earlier.
The teams:	Each team shall comprise 8 players.
The innings:	Each innings shall be limited to 24 overs per side.
Bowling:	All fielders (including the wicket-keeper) must bowl a minimum of one over each and no more than 4 overs in an innings. <ul style="list-style-type: none">• No bowler shall have a run-up longer than 10 metres
LBW:	No LBW appeals to be upheld in this grade
Fielding:	See limitations on fielding – page 7 <ul style="list-style-type: none">• Limited to 11 on-field fielders at any one time.
Extras:	All NO-BALLS & WIDEs shall be scored. <ul style="list-style-type: none">• 1 run is scored in addition to any runs scored otherwise
Overs:	Overs limited to 7 deliveries.
Batting:	A batsman must retire when he scores 50 runs. <ul style="list-style-type: none">• No more than 12 may bat unless agreed by managers before the toss.
The result:	The result is achieved on the respective scores when 24 overs have been bowled, or on the fall of the final wicket.
Play continuing:	Should a team be All-out before 24 overs, play may continue with players batting a second time - batting in ascending order i.e. lowest score first etc.
Unfair bowling:	NO-BALL shall be called & signalled by the bowler's end umpire if: <ul style="list-style-type: none">• the ball bounces more than twice (that is 3 times or more), or• rolls along the ground before reaching the striker – DEAD-BALL A free hit is not permitted.• a short-pitched delivery passes or would have passed above shoulder-height when the striker is standing upright at the crease• a full-tossed delivery passes or would have passed above waist-height when the striker is standing upright at the crease
Points:	Loss0 points Tie3 points each Win6 points Abandoned match with or without play:1 point each



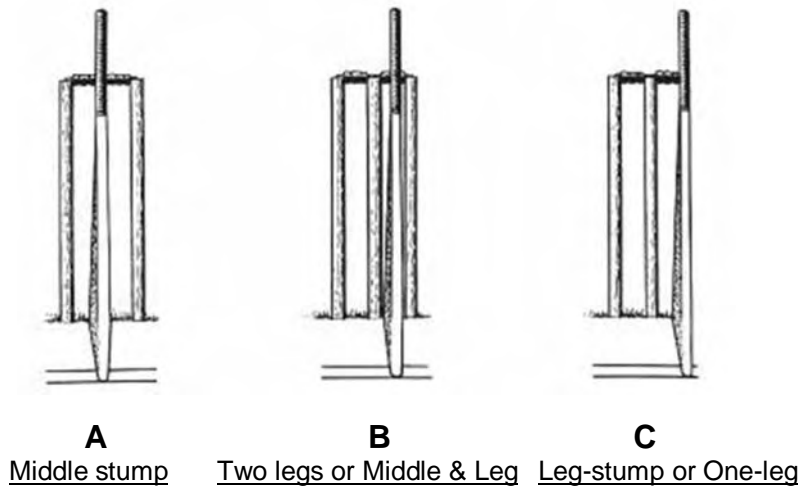
C grade

Year 5 & 6; recommended as at October 1

The competition:	The competition comprises a scheduled series of Limited-over matches.
Hours of play:	9:00 am to 12:00 noon, unless the game is finished earlier.
The teams:	Each team shall comprise 8 players.
Pitch length:	17 metres between the wickets at each end.
The innings:	Each innings shall be limited to 24 overs per side. <ul style="list-style-type: none">• If Team 1 is All-out before the completion of their allocated overs, Team 2 shall bat for their full 24 overs
Bowling:	All fielders (including the wicket-keeper) must bowl a minimum of one over and no more than 4 overs in an innings. <ul style="list-style-type: none">• No bowler shall have a run-up longer than 10 metres
Extras:	All NO-BALLS & WIDES shall be scored. <ul style="list-style-type: none">• 1 run is scored in addition to any runs scored otherwise
Overs:	Overs are limited to 7 deliveries including No-balls & Wides.
Fielding:	See limitations on fielding – page 7 <ul style="list-style-type: none">• No more than 8 fielders are permitted on the on-side at any one time
Batting:	If a batsman is dismissed without scoring, he may continue his innings until he has scored one run; he must then retire. <ul style="list-style-type: none">• Batters must retire on 25 runs• No more than 8 may bat unless agreed by managers before the toss• No LBW dismissals
The result:	The result is achieved on the respective scores when 24 overs have been bowled, or on the fall of the last wicket.
Play continuing:	If a team be All-out before 24 overs, play may continue with players batting a second time - batting in ascending order; i.e. the lowest score batting first
Unfair bowling:	NO-BALL shall be called & signalled by the bowler's end umpire if: <ul style="list-style-type: none">• the ball bounces more than twice (that is 3 times or more), or• rolls along the ground before reaching the striker – DEAD-BALL A free hit is not permitted. <ul style="list-style-type: none">• a short-pitched delivery passes or would have passed above shoulder-height when the striker is standing upright at the crease• a full-tossed delivery passes or would have passed above waist-height when the striker is standing upright at the crease
Points:	Points are not allocated in this grade



Taking Guard



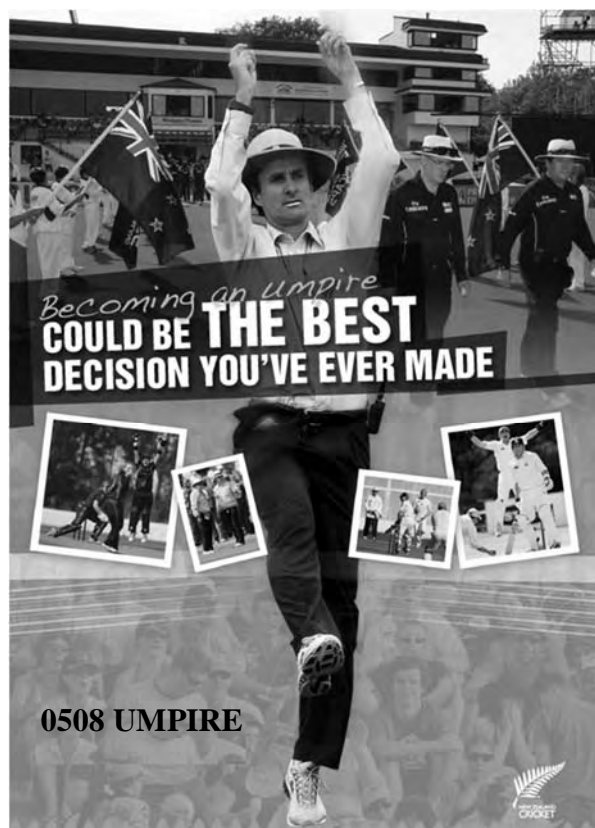
These guard positions apply to a right-handed striker and should be reversed if left-handed. When looking at the stumps from the bowler's end, they are:

Left stump	Off-stump
Middle stump	Middle-stump
Right stump	Leg-stump

The position between stumps are:

Off and middle stump	Middle and Off
Leg and middle stump	Two legs

- Politely ask the bowler's end umpire for guard. Use the toe of the bat as the mark point on the Popping crease; then confirm the mark.
- Do not do so again unless the mark is obliterated.
- Repetition is time wasting and irritating to all participants.



South Canterbury Cricket JAB Hand-book 2010-11

Law 3.14: Umpire signals



DEAD-BALL
Signalled when the ball is in play or dead



NO-BALL
Signalled when the ball is in play



Bye
Signalled when the ball is dead
PLAY
A wave when play is about to start



Boundary 4
Signalled when the ball is dead



5 runs
Signalled when the ball is dead
Not penalties



WIDE
Signalled when the ball is in play or dead



*** Out ***
Signalled when the ball is in play or dead



SHORT-RUN/s
Signalled when the ball is dead



Boundary 6
Signalled when the ball is dead



5 Penalty runs to the batting side
Signalled when the ball is dead



Leg-bye
Signalled when the ball is dead



LAST-HOUR
Signalled when the ball is dead



New ball
Signalled when the ball is dead



Revoke
Signalled when the ball is dead to cancel all previous signals



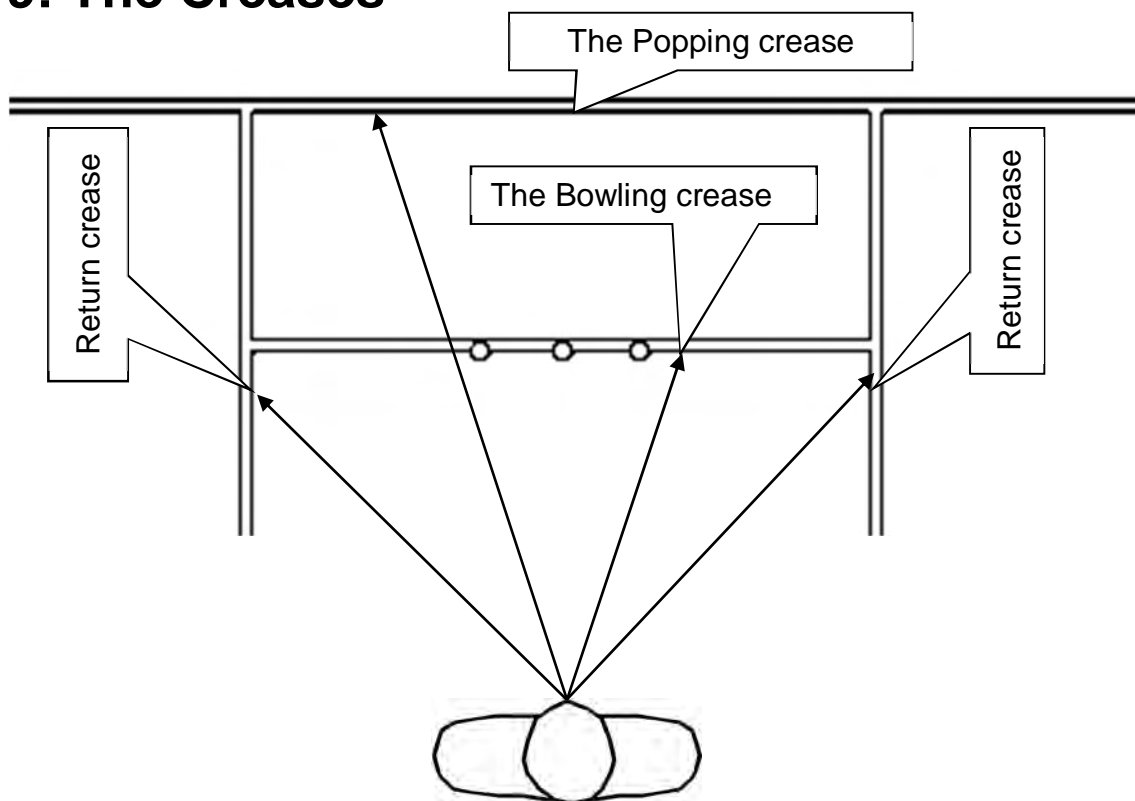
5 Penalty runs to the fielding side
Signalled when the ball is dead

Umpires must signal events in the order they occurred – Penalty runs signal precede all others. **CAPITALISED** signals are made first with a **CALL** for the players' benefit, then when the ball is dead the signal is repeated **to the scorers**.

The umpires must wait until **the scorers acknowledge each separate signal** before permitting play to proceed.

* If on appeal, a batsman is Not-out, the umpire shall call **NOT-OUT**.

Law 9: The Creases



Just as the Boundary line is the inner edge of the boundary line closest to the umpire, the actual line of each crease is the edge of that line closest to the umpire.

- A batsman can be dismissed if he does not have some part of his bat in hand (or person) grounded behind the Popping crease. That is the edge of the line closest to the umpire
- The Bowling crease is used solely to position the stumps. Note they are placed on the back edge of the crease - closest to the umpire
- The Return creases relate solely to bowling
- See the next section on foot-fault No-balls



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Law 18: Scoring runs

Runs can be scored:

Credited to the striker:

- The batsman on strike, hits the ball with his bat or hand holding the bat and both batsmen completing a run from his Popping crease to the Popping crease at the other end.
- A boundary 6 can only be scored if the ball made contact with the striker's bat or his hand holding the bat

As a Fielding extra:

- If the ball passes the striker, without hitting either his bat or person and both batsmen complete one or more runs . **Byes**
- If the ball hits the striker (not his bat or hand holding the bat) and both batsmen complete one or more runs **Leg-byes** provided the striker ...
 - Attempted to hit the ball, or
 - Moved to avoid injury (umpire's opinion)

As a Bowling extra:

- If a No-ball or Wide being delivered, 1 run is scored PLUS any runs scored or completed otherwise
- The striker gains credit for any runs scored off his bat or hand holding the bat, but not for the No-ball extra.

Note:

- The batting team gains credit for No-balls, Wides, Byes & Leg-byes.
- The bowler is debited for all runs scored.
- The wicket-keeper is debited for any runs scored as Byes.
- A boundary 6 is impossible off a Wide, Bye or Leg-bye.

Law 22: The Over

An Over consists of six (6) FAIR deliveries

NO-BALL: An unfair delivery – not counted as a ball of the over – it must be re-bowled.

- 1 run (A grade = 2 runs) is scored in addition to any runs scored otherwise. That is, the penalty stands even if no runs are completed or scored.
- If runs are completed and are not off the bat (Byes), these are scored as No-ball extras.
- If runs are completed (off the bat or Boundary 4 or 6) these are added to the one run penalty.
- Only the runs scored off the bat are credited to the striker.

WIDE: An unfair delivery – not counted as a ball of the over – it must be re-bowled.

- 1 run (A grade = 2 runs) is scored in addition to any runs completed or a Boundary 4.
- It is impossible to have a Boundary 6 off a Wide because the striker did not hit the ball with his bat. All runs off a Wide are scored as Wide extras.

Bowlers: A bowler may not bowl in two consecutively overs.

- If a bowler cannot complete an over, (because of sickness or injury) another bowler must complete the over - the consecutive over rule applies.

Law 24.5: No-ball – Foot-faults

The back foot must not land on, or be outside the Return crease.

- Some part of the front foot, grounded or raised, must land behind the Popping crease and be inside the imaginary centre-line between the two middle stumps



Fair
Both feet are inside the creases



Fair
Both feet are inside the creases



Fair
Part of the front foot is behind the Popping crease



Fair
Part of the front foot is behind the Popping crease



Fair
The front foot is behind the Popping crease



Fair
Part of the front foot is behind the Popping crease



Fair
Part of the front foot is behind the Popping crease



Fair
The front foot landed behind the Popping crease before sliding over



NO-BALL
The front foot is landed over the imaginary centre-line
If landed on, or raised over that line - Fair



NO-BALL
The front foot is in front of the Popping crease



NO-BALL
The back foot is landed on the Return crease



NO-BALL
No part of the front foot is behind the Popping crease



NO-BALL
The back foot is landed outside the Return crease



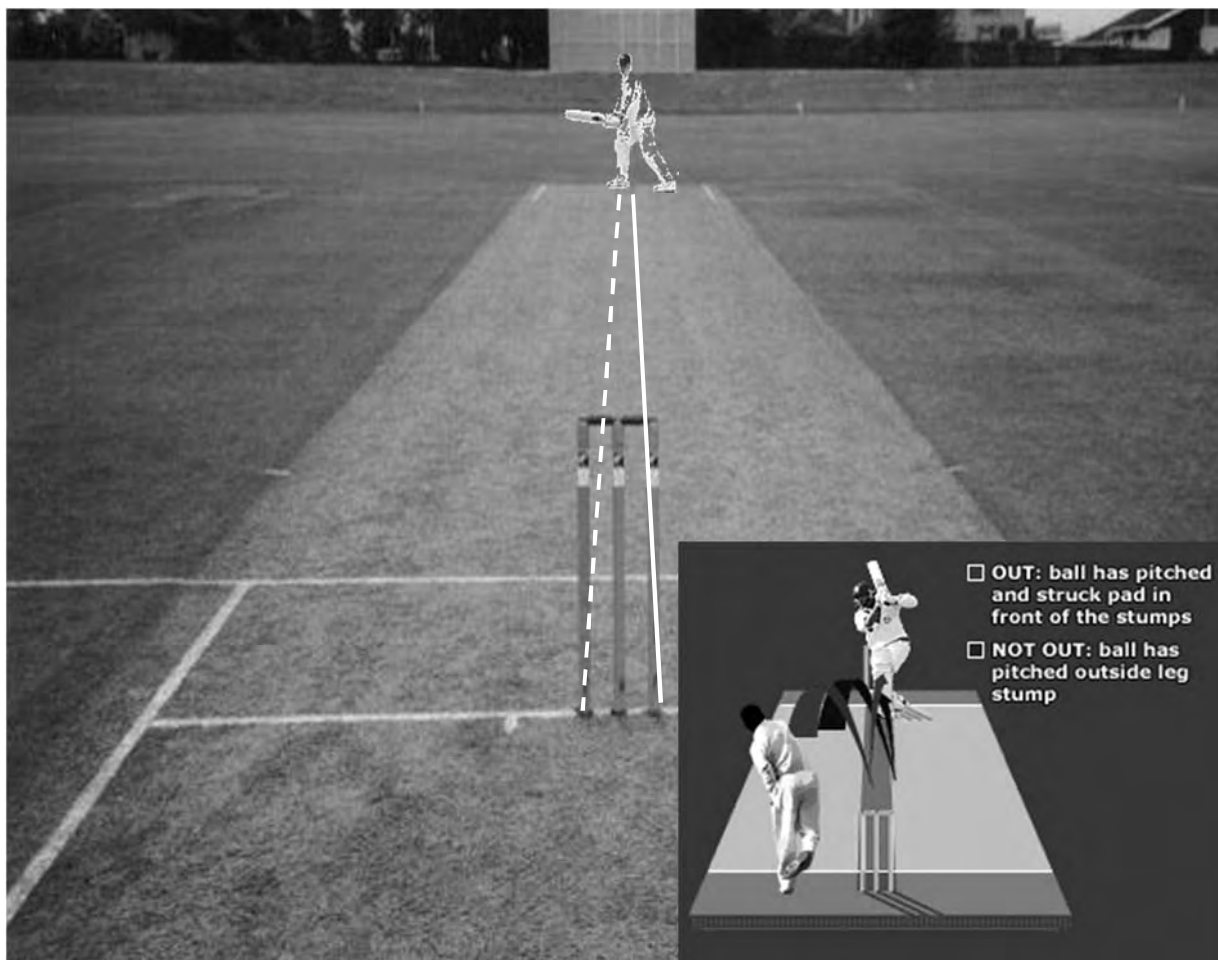
NO-BALL
The back foot is landed on the Return crease

Laws 30-39: Dismissal methods

Method	Which umpire?	Credit to		Possible off a		Notes
		Bowler	Fielder	No-ball	Wide	
Bowled	Bowlers	Yes	No	No	Impossible	Bowled takes precedence over all other dismissals No runs are scored
Timed-out	Bowlers	No	No	No	No	An incoming batsman must be in position to play within 3 minutes of the previous batsman's dismissal A delivery is not required
Caught	Bowlers	Yes	Yes	No	Impossible	Caught takes precedence over all dismissals except Bowled No runs are scored Record Caught-Sub if caught by a substitute
Handled-the-ball	Bowlers	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the incident are scored
Hit-the-ball-twice	Bowlers	No	No	Yes	Impossible	Only the striker is dismissed Runs can only be scored as overthrows or as Penalties
Hit-wicket	Strikers	Yes	No	No	Yes	The striker must break his stumps with his person or bat on receiving the ball or immediately after when starting his first run Any delay negates this dismissal
Leg Before Wicket	Bowlers	Yes	No	No	Impossible	Bowled if the ball contacts the striker or his bat first then his stumps
Obstructing-the-field	Bowlers	No	No	Yes	Yes	If the obstruction prevents a catch the Striker is dismissed; the bowler does not get the credit & no runs are scored Either batsman can be dismissed otherwise Only runs completed before the incident are scored
Run-out	Respective	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the dismissal are scored If an injured Striker is himself Run-out; no runs are scored
Stumped	Strikers	Yes	No	No	Yes	Only the Wicket-keeper can effect this dismissal Run-out if another fielder involved
Retired	Bowlers	No	No	Yes	Yes	Record first in pencil; he may resume his innings If not, when the innings has concluded record in ink either, Retired Not-out (if sick or injured) or Retired Out

Law 36: LBW

Shown here for a Right-handed striker - Mirror for a Left-handed striker



Four questions the umpire must answer YES ...

1. Did the ball pitch between wicket & wicket (in the zone) or on the off-side? YES
2. Was the first point of interception the striker person or equipment and not his bat? ... YES
3. Was the first point of interception between wicket & wicket (in the zone)? YES
4. But for that interception, (in the umpire's opinion) would the ball have hit the wicket? YES

Out: L B W

An intercepted full-toss ...

1. The umpire must accept that the ball would follow that trajectory and would not deviate

The striker did not playing a legitimate stroke ... (in the umpire's opinion)

3. The first point of interception can be on the off-side (not outside the solid line)

If the umpire has any doubt or answers any of the above NO **NOT-OUT**

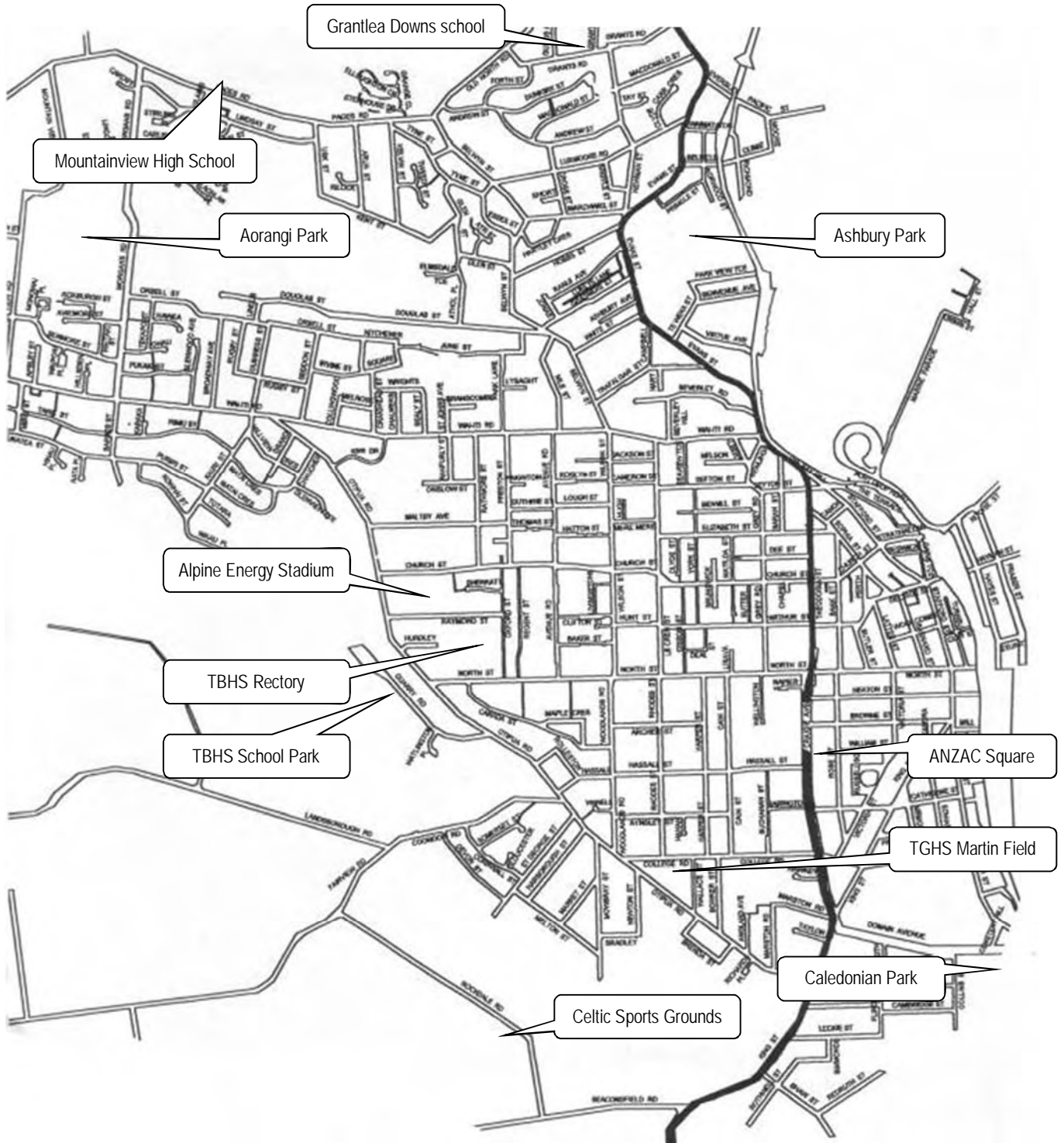
Representative calendar 2010-11

(as at 1st October 2010)

September 18	South Canterbury	Canterbury Country	Fortyfive45 over Warm-up	Ashburton
October 23-25	Mini Primary Tournament	South & Mid Canterbury, Buller & North Otago		Timaru
October 31	South Canterbury Year 9 boys Under 16 boys Under 18 boys	Christchurch Suburban Mid Canterbury " " " "	Stokes/Blanchard Cup Representative match " " " "	Timaru Ashburton " Timaru
November 7	South Canterbury	Mid Canterbury	Ron Biggar Memorial	Ashburton
November 14	South Canterbury	North Otago	Warm-up match	Timaru
	Under 16 boys	Otago Country	Warm-up match	Alexandra
	Primary A, Year 5 & 6, Primary development	Otago Country	Warm-up matches	Central Otago
November 20	Canterbury Magicians	Otago Sparks	Women's warm-up Fifty50	Timaru
November 21	Canterbury Magicians	Otago Sparks	Women's warm-up Fifty50	Timaru
November 21	Year 9 Under 16 Under 18 Primary A	Canterbury Country " " " " " "	Representative match " " " " " "	Timaru " " Leeston
November 27 & 28	South Canterbury	North Otago	Hawke Cup	Timaru
	Southland	Mid Canterbury	Hawke Cup	Invercargill
December 6-10	Under 18 boys		Zonal Tournament	Christchurch
December 4-5	South Canterbury	Mid Canterbury	Hawke Cup	Ashburton
	Otago Country	Southland	Hawke Cup	Alexandra
December 11 & 12	North Otago	Mid Canterbury	Hawke Cup	Oamaru
December 12	Primary A, Year 5-6, Primary development	Christchurch Metro	Warm-up match	Hagley Park, Christchurch
December 13-17	Under 16 boys		Zonal Tournament	Timaru
December 19	Primary A, Year 5-6, Primary development	Dunedin	Warm-up matches	Timaru
December 18-19	Southland	North Otago	Hawke Cup	Invercargill
	South Canterbury	Central Otago	Hawke Cup	Alexandra
December 19-22	Year 9 boys		Zonal Tournament	Manderville
<i>December 20-22</i>	<i>Under 15 girls</i>		<i>Zonal Tournament</i>	Timaru
DECEMBER 23	CANTERBURY WIZARDS	WELLINGTON FIREBIRDS	TWENTY20 MATCH	AORANGI OVAL
January 5-7	Under 16 boys		Quadrangular Series	TBA
<i>January 5-7</i>	<i>Under 17 girls</i>		<i>Zonal Tournament</i>	Timaru
January 5	Primary A	Mid Canterbury	Warm up match	Timaru
January 10-12	Under 18 Tri series			TBA
January 10-14	Primary A boys		SI Primary Tournament	Ashburton
January 15	Year 5 & 6 boys	Mid Canterbury	Representative match	Timaru
January 17-19	Year 9 boys		Tri Series	TBA
January 15 & 16	North Otago	Otago Country	Hawke Cup	Oamaru
January 17-20	Year 6 boys		Zonal tournament	Rangiora
January 22-23	South Canterbury	Southland	Hawke Cup	Timaru
	Mid Canterbury	Otago Country	Hawke Cup	Ashburton
January 29,30,31	Zone Challenger	North Otago	Hawke Cup challenge	Oamaru
FEBRUARY 2	CANTERBURY WIZARDS	OTAGO VOLTS	FIFTY50 MATCH	AORANGI OVAL
<i>February 6</i>	<i>Senior Women</i>	<i>Southern Zone</i>	<i>Aotea Cup Twenty20</i>	<i>Dunedin</i>
February 13	<i>Senior Women</i>	<i>Dunedin</i>	<i>Aotea Cup Forty40</i>	<i>Timaru</i>
	Senior Men	Otago Selection	Mark Parker Memorial	Timaru
February 27	<i>Senior Women</i>	<i>Otago Selection</i>	<i>Aotea Cup Forty40</i>	<i>Dunedin</i>
February 27	Primary A Year 5 & 6, Primary development	Otago Country	Representative matches	Timaru
March 6	Primary A, Year 5 & 6, Primary development	Dunedin	One-day match	Dunedin
March 13	Primary A, Year 5 & 6, Primary development	North Otago	One-day match	Oamaru
March 20	Primary A, Year 5 & 6, Primary development	Christchurch Metro	One-day match	Timaru

E&OE

Timaru cricket grounds



Scoring entries

Event	Symbol	Cross-off the Tally	Notes
Captain	*		In the Batsmen's section enter * alongside the Captain's name
Wicket-keeper	ʃ		In the Batsmen's section enter ʃ alongside the Wicket-keeper's name
Wicket credited to the Bowler	w	None	In the Striker's line & Bowling analysis enter w No runs are scored except No-balls & Wides
The batsmen do not run	• Dot	None	In the Striker's line & Bowler's analysis enter a dot
No signal; The batsmen complete run/s	Numerals 1 2 3 etc	The run/s	In the Striker's line & Bowler's analysis enter a numeral for each run scored; Striker is credited with the runs, they came off the bat
No-ball signalled; The batsmen do not run	○	1 for the No-ball	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ One run is entered in the No-ball line of Bowling extras; Striker is not credited
No-ball signalled; The batsmen complete run/s	① ② ③ ④ or ⑥	1 for No-ball plus the run/s	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ Insert a numeral in each symbol for each run scored; Striker is credited with the runs off bat One run plus the runs scored are entered in the No-ball line of Bowling extras
No-ball / Byes signalled; The batsmen complete run/s	☺ ☺ ☺ or ☺	1 for No-ball plus run/s	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ Insert a dot in each symbol for each run scored; Striker is not credited with any runs One run plus the runs scored are entered in the No-ball line of Bowling extras
Wide signalled; The batsmen do not run	+	1 for the Wide	In the Striker's line & Bowler's analysis enter the Wide symbol + One run is entered in the Wide line of Bowling extras; Striker is not credited
Wide signalled; The batsmen complete run/s	⦿ or ⦿ ⦿ or ⦿	1 for the Wide plus run/s	In the Striker's line & Bowler's analysis enter the Wide symbol + Insert a dot in the quadrants of each symbol for each run scored. One run plus the runs scored are entered in the Wide line of Bowling extras; Striker is not credited
Bye signalled; The batsmen complete run/s	△	The run/s	In the Striker's line & the Bowler's analysis enter the Bye symbol △ A dot may be inserted in each symbol for each run scored; Striker is not credited with any runs. Enter the runs scored in the Byes line of Fielding extras. Do not add numerals to this symbol
Leg-bye signalled; The batsmen complete run/s	▽	The run/s	In the Striker's line & the Bowler's analysis enter the Leg-bye symbol ▽ A dot may be inserted in each symbol for each run scored; Striker is not credited with any runs. Enter the runs scored in the Leg-byes line of Fielding extras. Do not add numerals to this symbol
Wide signalled Striker dismissed; Stumped or Hit-wicket	⦿w	1 for the Wide	One run is entered in the Wide line of Bowling extras; Striker is not credited In the Bowling analysis and in the Striker's line enter the Wide symbol + & w for the wicket
Did not bat			At the conclusion of an innings, any team members who did not bat, record their names; enter Did not bat
Unable to bat			At the conclusion of an innings, any team member unable to bat because of injury or illness, enter Absent
Maiden over or Wicket Maiden	M or W		The Bowler concedes no runs; No-balls & Wides are runs conceded; Byes or Leg-byes are not
An acceptable alternative is to record in the Striker's line only the runs scored to his credit. Byes, Leg-byes & No-balls are balls faced; Wides are not balls faced			

Notes

Autographs

Season calendar 2010 - 2011

October 2010							November 2010						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
					1	2		1	2	3	4	5	6
3	4	5	6	7	8	9	7	8	9	10	11	12	13
10	11	12	13	14	15	16	14	15	16	17	18	19	20
17	18	19	20	21	22	23	21	22	23	24	25	26	27
24	25	26	27	28	29	30	28	29	30				
31													

December 2010							January 2011						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
			1	2	3	4							1
5	6	7	8	9	10	11	2	3	4	5	6	7	8
12	13	14	15	16	17	18	9	10	11	12	13	14	15
19	20	21	22	23	24	25	16	17	18	19	20	21	22
26	27	28	29	30	31		23	24	25	26	27	28	29
							30	31					

February 2011							March 2011						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
		1	2	3	4	5			1	2	3	4	5
6	7	8	9	10	11	12	6	7	8	9	10	11	12
13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28						27	28	29	30	31		



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