

Competition Rules 2021-22

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2 RULES OF THE ASSOCIATION

1 Restrictions on players

- a. **A player must have played four matches in that grade** (or lower) to be eligible to play in the semi-finals and finals. **Senior teams who have been allocated a bye must apply for a regrade to the Board by noon Friday** before the match **for any players** to play a lower grade during a bye round.
- b. If a club has more than one side in any grade, players shall not be transferred from one side to another without the consent of the Board.
- c. No player shall play for more than one club within the Association in any one season without the consent of the Board, (with the exception of school leavers).
- d. No player shall play in a competitive match unless he resided in South Canterbury for seven days prior to the date of the start of that match, without the consent of the Board. This Rule does not apply to players who have a parent or parents residing in South Canterbury and who are attending School or University outside the South Canterbury area.
- e. Any player transferring from one club to another shall not play for the new club unless he has received financial clearance from the club he is transferring from.

2 Competitions

- a. Players participating in the Association competition shall meet their obligations to the Association in the first instance.
- b. Players selected to play in any match representing South Canterbury, or higher, who are unavailable to fulfil this duty shall seek permission from the Board to play in any other match played at the same time.
- c. The Board shall have the powers to impose a penalty for such breach of this clause.

3 Affiliation

- a. Each affiliate club, or sub-association shall be provided with a copy of these Rules and any amendments made therein.
- b. Each affiliate club or sub-association shall be liable to any penalty the Board deems fit.
- c. The Rules of the Association may be altered, added to, or rescinded by the Board by way of ordinary resolution.
- d. Such notice shall contain a copy of the Resolution and state briefly the purpose for the Resolution to be presented at such General Meeting.

3 THE SPIRIT OF CRICKET – MCC

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

1 **There are two laws which place the responsibility for the team's conduct firmly on the captains**

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.

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.

2 **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.

3 **The umpires are authorised to intervene in cases of:**

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

4 **The Spirit of the Game involves RESPECT for:**

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

5 **It is against the Spirit of the Game:**

- To dispute an umpires decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- Indulge in cheating or sharp practise, 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.

6 **Violence**

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

7 **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

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 ...*

<p>Player ...</p> <ul style="list-style-type: none"> ▪ <i>Co-operate with others and treat them with respect</i> ▪ <i>Have fun, develop your own skills while accepting your limits</i> ▪ <i>Know the rules – don't cheat</i> ▪ <i>Accept the umpires decisions even if you don't think they are right</i> ▪ <i>Don't use course language</i> <p>Coach ...</p> <ul style="list-style-type: none"> ▪ <i>Set a positive example</i> ▪ <i>Teach the values of sportsmanship to your team</i> ▪ <i>Never argue with officials in-front of players or spectators</i> ▪ <i>Discourage a 'win at all cost' attitude</i> ▪ <i>Encourage all players to participate</i> 	<p>Parent ...</p> <ul style="list-style-type: none"> ▪ <i>Never force children to participate – rather encourage</i> ▪ <i>Don't achieve your dreams by pressuring your child</i> ▪ <i>Talk to your child. Encourage them. Are they having fun?</i> ▪ <i>Are they learning that being fair and learning new skills are important?</i> <p>Spectator ...</p> <ul style="list-style-type: none"> ▪ <i>Do not ridicule players – remember you are a guest attending their game</i> ▪ <i>Applaud fair and skilful play – from your team or from the opposition</i> ▪ <i>Maintain a dignified manner</i>
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SOUTH CANTERBURY CRICKET COACHING PHILOSOPHY

South Canterbury Cricket has adopted the attached coaching philosophies as determined by our Major Association, Canterbury Cricket. As such we are requesting that our coaches take the time to read and understand these philosophies.

The essential principle from these documents is for our coaches to understand that for our club junior and youth teams the following maxim is the guiding principle behind these philosophies.

PHILOSOPHY

While cricket is inherently competitive, the aim is for all players to have opportunities to develop, learn and perform at their best in a challenging but supportive environment.

This is the primary focus and should not be compromised for the sake of the result.

4 GENERAL PLAYING CONDITIONS – ALL GRADES

1 Laws and Playing conditions

- a. The Laws of Cricket (2017 Code Second Edition 2019) and subsequent amendments as published by the Marylebone Cricket Club shall apply to all competitions under the jurisdiction of the South Canterbury Cricket Association (Inc), and subject to such modifications and Local Rules that the Board may agree upon at any time. Local rules for this season are published herein.
- b. The Board may act on any breach of these conditions.
- c. Because of bad weather the Executive Officer or his nominee may cancel any grade of competition, such cancellations to take place before 10:30 am on the playing day and arrange for the notification of those affected.
- d. Any reference to the masculine herein shall also include the feminine.

2 Playing dates

- a. No variation of the scheduled playing dates or pitches are permitted without the prior consent of the Executive Officer.
- b. If a side has a Bye, then that side gains no points for that Bye.
- c. If a side withdraws from the competition, creating future Byes, any side penalised for that withdrawal shall be awarded average points of the winning teams in that round.

3 Unfit playing conditions

- a. Law 3.9 – Suspension of play in dangerous or unreasonable conditions. The previous Law on Ground, Weather & Light no longer applies; players and/or captains no longer have the right of appeal.
- b. All decisions on the suitability of conditions for play shall rest solely with the umpires. No captain or player involvement is permitted.
- c. Umpires should only suspend play when they consider the conditions are so bad that it is unreasonable or dangerous to continue.
- d. Where there are no official umpires, the decision of fitness of conditions is in the hands of both captains, who must agree, to either suspend or to abandon play. In the case of dispute because both captains are unable to agree, the existing situation shall continue.
- e. Play may not start in the rain.
- f. Any unresolved situation shall be referred to the Executive Officer who may refer the matter to the Judiciary for resolution as a Dispute.

4 Daylight-saving

- a. If a match or any day of a match is played before or after Daylight-saving, then the hours of play for that day shall be brought forward by 30 minutes.

5 Dress & Behaviour

- a. The preferred dress of players of all grades on the field of play is white clothing and shoes.
- b. Coloured clothing may be worn in Limited-over matches.

- c. The consumption of alcohol and smoking on the field-of-play and on school grounds is prohibited. All Timaru District Council grounds are now SmokeFree for players and supporters.
- d. Where players are umpiring they must maintain a reasonable standard of dress.

6 Boundaries

- a. The playing field boundary should be as large as possible and measured from the centre of the pitch, it should be no less than 50 metres, and no greater than:
 - For men's senior grades..... 85 metres
 - For all other grades.... 70 metres
- b. The boundary should be marked by a continuous painted white line, a rope and/or witches hats, etc.
 - Flags or similar, should be placed at no greater than 10 metre intervals on the outside of the boundary line, furthest from the pitch.
- c. If the ball-in-play comes in contact with any over-head power-lines – DEAD-BALL; that ball must be re-bowled.

Nomination & Toss

- a. Each captain or his nominated deputy shall toss for the choice of innings on the field of play no earlier than 30 minutes and no later than 15 minutes before the scheduled or rescheduled time to start.
 - The toss must be made in the presence of one of the umpires. **Law 12.4**
- d. The captain winning the toss shall immediately notify his decision to the umpires and opposing captain.
- e. This decision, once made, cannot be altered.
- f. In matches with umpires, each captain must give a team list to the umpires before the toss.
- g. In matches without umpires, the captains must exchange team lists before the toss.
- h. A nominated side cannot be changed without the consent of the opposing captain.
- i. Substitutes & Runners are permitted in all grades (Law2.1).
- j. Players must remain committed to the match in which they are taking a full part.
- k. A player cannot participate in two matches played at the same time; however he can act as a substitute fielder in a higher grade, but not to make up a shortage of that team's playing XI.
- l. If a player fails to take the field at the start of a session of play or seeks to leave the field during play, and his absence is more than 8 minutes, on his return he must use up all his 'away time' before he may bowl. Law 2.5 amended.
- m. See bowling workloads – Under 19 pace bowlers Appendix vii

7 Replacement players

- a. Full replacement players are permitted only on day-2 of a Tweedy Cup Two-day match.
- b. Only the nominated batsman or his replacement may bat in an innings – not both.
- c. The nominated bowler and his replacement may bowl in an innings, but not in successive overs.
- d. The captain must inform the opposing captain, the umpires and the scorers of any replacement at the earliest opportunity before the start of the day's play. Subsequent changes are only permitted with the consent of the opposing captain.
- e. The captain must ensure the details of the replacement are recorded in both score-books.
- f. There is no limit to the number of replacements but they must be for a genuine reason. For example but not limited to:

- **BOARD BUSINESS.**
- **REPRESENTATIVE COMMITMENTS.**
- **WORK COMMITMENTS.**
- **SICKNESS OR INJURY.**
- **FAMILY COMMITMENTS.**

8 Pitch & Outfield

- a. The pitch & outfield comes under the control of the umpires after the toss.
- b. Practice is not permitted on the pitch and on one strip either side of it at any time on the day of a match.
- c. Practice on the rest of the square must cease 30 minutes before the call of PLAY.
- d. Practice on the outfield is permitted before the start of play, and during intervals, but must cease 5 minutes before the call of PLAY.
- e. Prior to the start of a day's play and during intervals:
 - Only the captains, coaches, umpires & ground staff may walk on the pitch.
 - Players may not bounce a ball or hit the pitch with any object to assess its condition.
- f. Deliberate practice bowling of a ball onto the ground during play is absolutely prohibited.
- g. A bowler may have a trial run-up provided time is not wasted and the ball is not bowled.
- h. Wherever possible and prior to the start of each innings, the pitch shall be swept and remarked.

9 Artificial pitches

- a. Spikes must not be worn.
- b. At the moment of delivery, the bowler must have at least one foot on the artificial pitch; if not, the umpire shall call & signal NO-BALL.
- c. If the ball pitches on the grass verge of the artificial pitch, the umpire shall call & signal NO-BALL.
- d. If the ball pitches on the grass outside the artificial pitch, the umpire shall call & signal WIDE.

10 Covers

- a. If rain is forecast and a club has covers, in men's senior matches, their use is mandatory.
- b. The host club shall ensure they are used to provide maximum protection of the pitch in the spirit of the game. Every endeavour must be made to ensure the pitch is protected on the days prior to play.

11 Wickets

- a. Host clubs (home games) for men's senior grades, shall be responsible for providing a full set of wickets and bails in a good condition.
- b. Host clubs shall be responsible for providing a full set of wickets and bails, in good condition, where matches are played on artificial pitches.
- c. Teams in all other matches shall provide with their kits, a set of 3 wickets and 2 bails. Please carry some spares in case of breakage.

12 Over-rates

- a. The Board considers it desirable that an average of 17 overs shall be bowled each hour over each innings in a match. (3½ minutes per over).
- b. Official umpires are empowered to award Penalty runs if there is deliberate Time-wasting.
- c. Scorers should record all times of an innings.
- d. Taking into account weather and other considerations, the Board may deduct points if they find that time wasting was intentional. As a guide the Board will use the following criteria:
 - Less than 17 overs (per innings) per hour and more than 16 overs per hour - loss of 1 point
 - Less than 16 overs (per innings) per hour loss of 3 points

13 Bats

- a. Players are advised that only 'Type A' bats are permitted in NZC matches (i.e. Hawke Cup challenges).
- b. All South Canterbury Cricket grades should have as a minimum a 'Type B' bat.

14 Balls

- a. The fielding side shall supply the ball for the innings and shall be of a type suitable for the grade of cricket played.
- b. Sizes & brands approved by NZC, CCA & SCC for this season are:

SENIOR

Kookaburra **4-piece T20 & 50/50 Cricket Only**

Kookaburra **4-piece**
Regulation 156 grams White
Club Match 156 grams White (best buy)

SECOND & THIRD GRADE

40/40 Over and T20 Matches

Kookaburra 2 Piece
Red King 156gms White

ALL OTHER GRADES

Kookaburra **2-piece Red**
Senator Red 156 grams
Tuf Pitch Red 156 grams
Red King 156 grams (Colts Grade only)
Crown (JAB) 142 grams

- a. In the absence of Official umpires, both captains must approve the match balls before the toss.
- b. The use of a non-approved ball will result in the loss of all points for that match.
- c. The ball shall be returned to an umpire at the fall of a wicket, at every interruption and at each interval.
- d. The approved sizes are:

Men's Senior grade	4-piece 156 grams white	new
Men's Senior T20	4-piece 156 grams white	in good condition
Men's 2 nd & 3 rd grades	2-piece 156 grams white	in good condition
Colts grades	2-piece 156 grams red	in good condition
Women's grades	2-piece 142 grams	in good condition
JAB grades	2-piece 142 grams red	in good condition

15 No-ball

- a. The call & signal of NO-BALL negates the call & signal of WIDE.
- b. A penalty of 1 run shall be awarded for a NO-BALL in addition to any runs scored otherwise.
- c. A NO-BALL is not counted as a ball of the over; it must be re-bowled.
- d. The umpire shall call & signal NO-BALL if the ball ...
 - Is not delivered overarm – NO BALL
 - Having been otherwise fairly delivered and not previously touched the bat or person of the striker:
 - **Senior Grades Only** - No Balls incur a Free Hit, BUT only when Official Umpires are adjudicating.
 - All grades: if the ball bounces more than once (that is two times or more) or rolls along the ground before reaching the striker – NO-BALL.
 - Comes to rest in front of the striker's wicket; NO-BALL – DEAD-BALL; a free hit is not permitted
 - **Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair.** Whenever such a delivery is bowled, the umpire shall call and signal NO BALL. (Law 47.7.1)
 - (Law 41.7.2) The bowling of a delivery as defined in in 47.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:
 - Disregard any protective equipment worn by the striker
 - Be mindful of;
 - The speed, height and direction of the delivery
 - The skill of the striker
 - The repeated nature of such deliveries
 - If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 41.7.2, when the ball is dead, the umpire shall repeat the NO BALL signal to the scorers and then caution the bowler, indicating that this is a FIRST AND FINAL WARNING. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. The caution shall apply to that bowler throughout the innings.
 - **(41.7.6) If the umpire considers that a bowler deliberately bowled a non-pitching delivery,** deemed to be unfair as defined in 41.7.1, then the caution and warning in 41.7.3 shall be dispensed with. The umpire shall
 - Immediately call and signal NO BALL
 - When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.
 - The bowler, thus suspended shall not be allowed to bowl again in that innings.
 - If applicable, the over shall be completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

e. *Bowling of dangerous and unfair short pitched deliveries – Law 41.6*

- NZC has lowered the height, from above head-height to above shoulder height, and in doing so has granted some exemptions:
- A bowler is permitted to bowl two **FAST** short-pitched balls in an over, **above shoulder height** (while he is standing up-right at the crease) without the ball being called & signalled NO-BALL. It becomes an **Exempt ball**. This applies to 2 Day and One Day Matches.
 1. In all T20 matches this provisions is restricted to one ball in the over.
- If the ball is so high to prevent the striker from playing a normal stroke; (while he is standing up-right at the crease), it shall be called & signalled WIDE.
 1. This ball shall count towards the permitted exemptions.
- If the bowler exceeds this limit **in an over**, the umpire must call & signal NO-BALL.
- If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. **Law 42.6**

17 Wides

- a. A penalty of 1 run shall be awarded on the call & signal of WIDE in addition to any runs scored otherwise.
- b. A ball called WIDE is not counted as a ball of the over; it must be re-bowled.
- c. See individual grade rules.

18 Unfair bowling

See clauses 16 & 17 above

19 Penalty runs

- a. In matches without official umpires, 5 Penalty runs shall be awarded to the batting side if the ball touches a helmet or any other item of fielders clothing left on the field-of-play. Law 41.3
 - The ball becomes automatically dead
 - The runs awarded are to be scored as **Penalty runs** and are not to be credited to the striker or to any other extra, nor are they debited against the bowler
 - This is the only occasion where penalty runs may be awarded by player-umpires
 - If a breach of the Spirit of Cricket occurs in a match without official umpires, the aggrieved side may bring the matter to the Board as a Dispute
- b. Official umpire may award Penalty runs for other breaches of the Laws. With the exception in a. above, these offences must be reported to the Board and will involve the Judiciary.
- c. Recording Penalty runs: see Appendix xvii

20 Defaults

- a. **Considerable inconvenience can be caused if a side defaults a match without due notification.**

- b. Clubs must default lower grades in order to fill their highest grade team first.**
- c. A club's most senior team must comprise 11 players, where practicable by bringing up players from lower grades.
- d. The defaulting captain must advise the opposing captain and the Executive Officer **no later than 9:00 pm on the day preceding** a match of an intended default.
- e. Defaulting without due cause or failure to advise the opposing captain and Executive Officer of the default may result in a penalty being imposed by the Board.
- f. The Board has discretion to remit this penalty in exceptional circumstances.
- g. If a captain (and/or side) refuses to play, or abandons the match, it becomes a Default.
- h. If the Board cancels any round, any default provisions are negated.
 - See individual grades for the points allocated in Defaulted matches.

21 Disputes

- a. Captains are reminded that it is their responsibility to endeavour to resolve any dispute with the opposing captain when they happen.
- b. Failure to attempt such a resolution may disqualify any dispute from proceeding.
- c. Any complaint to the Executive Officer must be in writing, over the signature of an Officer of a club or school, and must reach the Executive Officer no later than noon on the next business day.
- d. The Executive Officer may dismiss any frivolous claim or dispute.
- e. The Executive Officer may refer any claim or dispute to the Judiciary for resolution.

22 Host responsibilities

- a. All clubs shall appoint a Ground officer to advise if cancellation is necessary.
- b. All teams are reminded of their obligations to be good hosts, and provide umpires, scorers and their visitors with tea or coffee etc.
- c. Each side must provide a scoreboard.
- d. Each side must ensure the pitch, markings and outfield is of a standard suitable for the grade of cricket.

25 Scoring

- a. Each team must have a scorer, preferable not a player; a person dedicated to that role. Each team must have their own score-book, iPad or score-sheets including pens etc.
- b. Scorers must ensure each participant's name is correctly recorded .i.e. F Brown or Fred Brown.
- c. It is unacceptable to record only his first name or nick-name i.e. Fred or Brownie.

26 Code of Conduct

- a. South Canterbury Cricket has adopted the Spirit of Cricket, published herein and as the Preamble to the Laws.
- b. South Canterbury Cricket has adopted the NZC Code of Conduct in its entirety, with the following modifications.
- c. Players, Coaches, Administrators and all others participating in any competition administered by South Canterbury Cricket, shall be bound by the Spirit of Cricket and the NZC Code of Conduct.
 - Having appealed to the umpire and having that appeal answered, any further questioning of the umpire may be deemed to be a breach of the Code of Conduct.
- d. Only captains may make any public statement about their match. They shall confine their comments to the match only. Any comment, published or not, relating to an umpire will be considered a *prima-facie* breach of the Code of Conduct.
- e. It is the responsibility of captains to uphold the Spirit of Cricket – Preamble to the Laws. See page 8

- f. In a match without official umpires, only those listed below may make complaints.
- g. In a match with official umpire/s or scorer/s, if a breach of Law 42.18 [Player conduct] occurs the umpires may decide to report the offending player/s or captain:
 - Wherever possible the umpires and/or scorers should speak to the offender's captain advising him that a report may be produced and forwarded to the Executive Officer as a breach of the Code of Conduct.
 - Then should they decide to produce a report, the Executive Officer, or his nominee, must be notified verbally at the earliest opportunity, but no later than noon on the next business day following the alleged incident. That notification must be confirmed in writing no later than 48 hours after the verbal report; an extension of this time may be granted in special circumstances.
 - The Executive Officer may dismiss any frivolous complaint. Otherwise he shall refer the matter to the Judiciary for resolution.
- h. Code of Conduct complaints may be lodged by (being participants in the match);
 - Official umpire/s and/or official scorer/s.
 - Captains; the Report must be signed by a club officer.
 - The side's coach or manager.
 - The match or tournament manager.
- i. And any of the following, provided they witnessed the alleged offence:
 - The Patron of the South Canterbury Cricket Association.
 - Directors/Board members of South Canterbury Cricket.
 - Life-members of the South Canterbury Cricket Association.
 - Club officers.
- j. All reports must be in writing.

27 Match Reports

- a. To enable Senior matches to be accurately reported on social media both teams must submit their completed crichq full scorecard online before noon on the day following the match (preferably within 2 hours of match completion). In two-day matches, progress results must be furnished as at the end of day one.
- b. All grades wishing to have their matches recorded fot must submit their score sheets by Monday following the match.
- c. For competition points to be allocated, results must be furnished to the SCCA administration office no later than Tuesday following the completion of a match; if not, penalties will apply.
- d. If a result/claim is not received by Tuesday your side will suffer the forfeiture of all match points.
- e. Points are normally updated on the SCCA website each Wednesday. Any query on any aspect of the match must be submitted to the Executive Officer no later than the Friday midday following the match.

28 Umpires & Umpire Reports

- a. The South Canterbury Cricket Umpires & Scorers Association has the responsibility, wherever possible, to appoint umpires for all club matches under the jurisdiction of the Board. No captain or official may object to any appointment.
- b. Captains and umpires are encouraged to discuss any aspect of the match at the end of each day's play.
- c. Following the requirements of NZC where a match has an official umpire, each captain is required to complete in full a *Report on Umpires*, at the conclusion of each days play.

- The report, similar to that used by **NZC**, must be handed back to an umpire sealed in the envelope provided or posted to reach the **Board office** no later than the following Tuesday.
- Additional forms may be printed off the South Canterbury Cricket web-site.

29 Finals

- a. The Men's Senior Competition Semi-finals & Finals shall be played at Aorangi Oval (or elsewhere as ordered by the Board) on a single day at the conclusion of the scheduled round-robin competition under the advised playing conditions.
- b. If the Final cannot be played, the trophy shall go to the team with the highest points earned in the round-robin. If the points earned are equal, the trophy shall be shared.
- c. Other finals will be played under the playing conditions of the Round-robin competition between two teams with the highest points in the Round-robin competition at Aorangi Oval if available else at the home ground of the higher placed side.
- d. If a result cannot be played in these grades, the appropriate trophy shall go to the team with the highest points earned in the Round-robin. If this is not possible, the trophy shall be shared.

30 Grounds

All Timaru District Council grounds are now SmokeFree. This applies to players and spectators.

5 Senior Competitions

The Tweedy Cup 50/50 One Day Competition

- These playing conditions should be read in conjunction with: Playing conditions – all grades and specific competition clauses below.
- The competition will comprise a scheduled series of Round-robin matches.
- If two teams are equal on points their position shall be decided as in sub-clause e below.
- Semi-finals & Finals may be scheduled at the discretion of the board.
 - The semi-finals will see position one on the table after round robin play, play against position 4. Position 2 will play position 3 with winners progressing to the final.
 - A reserve day is set for the finals only.
- If any teams are equal on points at the completion of the Round-robin, the right to play in the finals will be decided by:
 - The result of their respective Round-robin match.
 - If that match was a Tie or No-result, (or if the results are one win each) the side with the highest net run-rate over the competition. (Runs scored divided by wickets lost)

HOURS OF PLAY

- a) The hours of play shall be 12:00 pm to 6:40 pm.
 - a. A standard 50/50 over match will have an interval of 20 minutes between innings.
- b) Prior to match day, the captains may agree to bring the hours of play for their match forward to 11am, however the Executive Officer must be informed as early as possible to ensure the appointed umpires are informed. On the day of the match the hours of play may be adjusted in consultation with the umpires.
- c) Each side shall bat for 50 (6-ball) overs unless they are All-out sooner.
 - a. A team is all out after losing 10 wickets
 - b. A batsman can only bat once
 - c. In a standard 50 over match each innings shall be limited to 3 hours 10 minutes playing time. In exceptional circumstances, the umpires may extend the time allowed for the innings, but not to permit time wasting.
 - d. In a standard 50/50 over match one drinks break is permitted in each session however, the umpires may order two drinks breaks on particularly hot days.
- d) If a side batting first is All-out before the completion of their allocated overs, the side batting second may use their own full allocation of overs.
- e) In the event of a side failing to bowl first, their own allocation of overs by the scheduled time, or any time extension granted by the umpires, then they will continue to bowl until they have bowled their allocated overs. However, they will face only that number of overs they bowled in their allocated time, and to reach the score their opponents gained in their allocation. Overs shall be calculated at 3.75 (3¾) minutes per over.
- f) The side batting second may not bat for more than the same number of overs as the side batting first, unless that side is All-out before completing their own allocation of overs.
- g) For an interrupted or delayed match, the hours shall be as follows:
 - In those matches where play is delayed or interrupted then play may continue until 7:00 pm, the allowable time, overs, limitation on bowlers, and the interval shall be adjusted as per the table.
 - The object is to ensure that each side has the opportunity to bat for the same time and overs as the other.

BOWLING RESTRICTIONS

- a) No bowler may bowl more than 10 of the allocated 50 overs, or in a delayed or restricted match more than one-fifth (1/5) of the number of overs allowed in the innings.
- b) In a delayed or restricted match, and the overs are not divisible by five, then one more over shall be allowed for a minimum number of bowlers necessary to make up the difference.
- c) A bowler is permitted to bowl one FAST short-pitched delivery above shoulder-height of the striker (when standing upright at the crease) in an over, before NO-BALL is called & signalled.

NO-BALLS

- a) A Free-hit applies for all NO-BALLS, **but only in matches with official umpires.**
 - **A free-hit is not applicable in matches without official umpires.**
 - After the call & signal of NO-BALL, the umpires must inform the batsmen and the bowler that the next delivery is a Free-hit to the facing striker; then re-signal the scorers (right).
 - The field must remain unchanged for the Free-hit delivery unless there is a change of striker.
 - If a Free-hit delivery is a NO-BALL or WIDE, the next delivery becomes a Free-hit delivery.
 - A batsman can only be dismissed off a Free-hit delivery: Run-out; Handled the ball; Hit the ball twice; Obstructing the field; (the bowler cannot be credited for these dismissals).

WIDES

- a) The pitch shall have additional Wide markings.
- b) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling to the striker.
- c) The following criteria should be adopted as a guide to umpires, when he shall call & signal WIDE:
 - If a ball passes outside the Off-side Wide-line the Bowler's end umpire must call & signal WIDE.
 - If the passes down the leg-side outside the line of the Leg-stump without touching the striker, the Bowler's end umpire must call & signal WIDE.

FIELDING RESTRICTIONS – POWER PLAY OVERS

- a) These provisions apply in Senior 50 Over Limited-over matches only.
- b) If an innings is reduced for any reason, see attached 50 Over Chart
- c) In addition to the fielding restrictions provided in Law the following restrictions shall apply, and the field shall be marked as below.
- d) The Outer-circle:
 - Two semi-circles shall be drawn on the field of play. These shall have as their centres the middle-stump at each end of the pitch. Straight lines on the same side and parallel to the pitch shall join the ends of the semi-circles.
 - The radius of the Outer-circles shall be 27.50 metres (30 yards).
 - The circle shall be marked by a continuous white line or with white disc/dots at 4.5 metre intervals.
- e) For the duration of each innings, no more than two fielders are permitted behind Square-leg (Law 41.5) and no more five players may field on the On-side.
 - **Powerplay 1** - For the first 10 Power Play overs at the instant of delivery, no more than two fielders are permitted outside the Outer-circle marking.
 - **Powerplay 2** – For overs 11 – 40 no more than four fielders are permitted outside the Outer-circle marking.

- **Powerplay 3** – For overs 41 – 50 no more than five fielders are permitted outside the Outer-circle marking
- f) In the event of any infringement, the bowler's end umpire shall call & signal NO-BALL.
- g) Where the total overs available have been reduced from the commencement of the days play, the side batting second will have applied to it the same number of overs as the side batting first.
- h) In a delayed or interrupted match, where the overs are reduced for Team 2 (the side batting second), the number of overs that the Power Play overs shall be reduced proportionately.

LIGHT

Play shall continue regardless of the state of light. Playing conditions – all grades – clause 3

FINALS

- a) Senior 'A' semi-finals shall be played at the Aorangi Oval, else at the home ground of the higher placed side, or elsewhere as directed by the Board;
- b) If two teams are equal on points, the winner of the respective Round-robin match shall apply.
- c) If more than two teams are equal on points, the team with the best Runs-Per-Over shall apply.
- d) The Senior 'A' Final shall be played at Aorangi Oval, or elsewhere as directed by the Board.
- e) The side that wins the Final shall be the winner of the appropriate trophy.
- f) If, because of inclement weather, play cannot start, the Final shall be played on a Reserve day.
- g) The Executive Officer shall provide the match balls for the Major Finals.

THE RESULT

- a) A result can be achieved if both teams have batted, or had available to them at least 20 overs.
- b) If either side has not had the opportunity to face at least 20 overs, the match is a No-result.
- c) In a match where both teams have had the opportunity of facing their own allocation of overs, then the side scoring the highest number of runs shall be the winner.
- d) In a delayed or interrupted match, the runs of the side batting second (Team 2) require, shall be revised.

Points

- | | |
|---|--------------------------------|
| • A Win | 6 points |
| • A Tie | 3 points each |
| • Abandoned Match or Cancelled Round which includes a bye | 3 points each |
| • Abandoned match with or without play | 3 points each |
| • A Loss or Scheduled Bye | 0 points |
| • A Defaulted match | 6 points to the non-defaulters |

Trophies

- The winner of the round robin will win the Daily Freightways Trophy.
- The winner of the Final will win the Tweedy Cup.

SENIOR TWENTY20 COMPETITION

1 The Competition

- a. These playing conditions should be read in conjunction with: Playing conditions – all grades – page 10 and All other grades – page 19
- b. This competition stands alone and is open to players from all clubs & schools; **players can only play for one team in this competition.**
- If two teams are equal on points their position shall be decided as in sub-clause 9a below.
- Semi-finals & Finals may be scheduled at the discretion of the board.
 - The semi-finals will see position one on the table after round robin play, play against position 4. Position 2 will play position 3 with winners progressing to the final.
 - A reserve day is set for the finals only.
- If any teams are equal on points at the completion of the Round-robin, the right to play in the finals will be decided by:
 - The result of their respective Round-robin match.
 - If that match was a Tie or No-result, (or if the results are one win each) the side with the highest net run-rate over the competition. (Runs scored divided by wickets lost)

2 The Draw

- a. The board shall determine the draw and scheduling of matches.
- b. The board may re-schedule any match or competitions whenever necessary.

3 Nomination and Toss

- a. Prior to the toss, each captain shall nominate his playing XII in writing to the umpires, noting his batting XI and his fielding XI. Once nominated, a player cannot be changed for any reason.
- b. The captains shall toss for innings no later than 10 minutes before the start of the match on the field-of-play in the presence of at least one umpire.
- c. The winning captain shall immediately advise the other captain, the umpire/s, scorer/s and the public address announcer of his decision to bat or to bowl. This decision cannot be changed.

4 The Ball

- a. Prior to the toss, each captain shall supply to the umpires one 4 piece 156 grams white Kokaburra cricket ball in good condition for use by their team whilst bowling.
- b. The Board will supply the balls for the final.

5 Playing Conditions

- a. Each team shall have available 20 overs. In an uninterrupted match the last over must start within 75 minutes of the start of the innings.
- b. If the team bowling first fails to bowl the allocated overs by the scheduled time, they will continue to bowl until they have completed the allocation or the batting innings ends; however they will only face the number of overs they bowled (complete overs) in their allocated time and to reach the score their opponents scored in their innings.
- c. A change of innings of 10 minutes shall apply; No drinks breaks are permitted. On exceptionally hot days, the umpires shall permit one drinks break after 10 overs have been bowled in an innings and shall extend the playing time up to a maximum of 5 minutes.
- d. If Team 1 (the team batting first) are All-out before the completion of their allocated overs, Team 2 (the team batting second) may still use their full allocation.
- e. No bowler may bowl more than 4 overs.
- f. If an innings is reduced due to unreasonable or dangerous conditions, the number of overs shall be proportionally reduced. No bowler shall bowl more than $\frac{1}{5}$ of the allocated overs, unless that limit is exceeded before an interruption.

- g. One over may be added to a minimum number of bowlers if the overs are not exactly divisible by 5.
- h. An incoming batsman must be at the crease and ready to play within 90 seconds of a dismissal. If he fails to do so, on Appeal, he may be dismissed; Timed-out.
 - A free-hit applies for any NO-BALL (with official umpires only). See *Daily Freightways* – Limited-over matches – No Balls clause
 - **A free-hit is not applicable in matches without official umpires.**
 - The field must remain unchanged for the Free-hit delivery unless there is a change of striker.
 - A batsman can only be dismissed off a Free-hit delivery: Run-out; Handled the ball; Hit the ball twice; Obstructing the field; (the bowler cannot be credited with these dismissals).

6 Interruptions & Delays

- a) If match times are affected for any reason, the umpires shall adjust the times, overs, bowling restrictions etc in an endeavour to have a full match.
- b) Play must commence within 10 minutes of scheduled start time otherwise team that is late will forfeit match.
- c) A match must comprise a minimum of 5 overs to each team; otherwise it is a No-result.
- d) If the total number of overs in a match are reduced, each team shall have available the same number of overs. Overs lost shall be calculated at 3¾ minutes per over.

7 Fielding Restrictions – Power Play Overs

- a. For the duration of each innings, no more than five players may field on the On-side
- b. During the first 6 overs (Power Play overs) of each innings, no more than 2 fielders are permitted outside the fielding circle. Appendix xiii.
- c. For the remaining overs of each inning, at the instant of delivery, only 5 fielders are permitted outside the circle. These shall be reduced pro-rata if an innings is shortened, as follows:

Innings reduced to:	19 – 17 overs	Power Plays	5 overs
	16 – 14 overs	4 overs
	13 – 10 overs	3 overs
	9 – 7 overs	2 overs
	6 – 5 overs	1 over

8 The Result

- a. If conditions prevent a complete 20-over per team match being played, the 'Simple AVERAGE method' shall be used.
- b. The winner of any match shall be determined by runs scored; no account shall be taken of any wickets lost.
- c. If any match is a No-result or a Tie, the Result shall be determined as in Limited-over matches.
- d. Points shall be allocated as in *Daily Freightways* – Limited-over matches – Points clause

9 The Final

- a. If two or more teams are **Tied** at the end of the competition, the eligibility to play in the Final shall be decided by the outcome of the respective matches between the tied teams.
- b. If not applicable the finalists shall be decided on the total runs scored throughout the competition, divided by their number of innings played.
 - If two or teams are still equal on points, the team with the best Runs-Per-Over shall apply.
- c. The Final shall be played at Aorangi Oval or elsewhere as scheduled by the Board.
 - The Board shall supply two white balls for the **Final**.
 - If the **Final** match is a No-result or a Tie, the Result shall be determined as in **Sections 8 & 9**

6 ALL OTHER AFTERNOON GRADE LIMITED-OVER MATCHES

1 The Competitions

- a. These playing conditions should be read in conjunction with Section 4 for the following grades:
 - Men's grades; 2nd, 3rd, Colts, (Junior), Inter-firm
 - Women's grades
- b. The competitions for the respective trophy will comprise of a scheduled series of Round-robin matches.
- c. Special conditions for various grades are listed in **Clause 8** below.
- d. If a fielder leaves the field and fails to return within 8 minutes he shall not be permitted to bowl until he has used up all of his 'away' time.
- e. On the completion of the Round-robin, all teams will be placed from First to Last place according to the points obtained. If the points earned in that match are equal, or that match was a Tie or No-result, the right to play in the Final shall be decided by net run-rate (runs scored divided by wickets lost) over the entire Round-robin.
- f. Final matches will be scheduled in all grades. These will be played at the highest point's winner home ground; the appropriate trophy shall be awarded to the side that wins that final. If, because of inclement weather, the Final cannot be played, the trophy will go to the highest point's winner as above.
- g. Once play has started, if the **Final** is a **Tie** or **No-result**, the trophy will be shared.

2 Hours of Play

- a. The hours of play shall be 1:00 pm to 6:00 pm with an interval of 20 minutes between innings.
- b. Each side shall bat for their allocated 40 (6 ball) overs, unless they are all-out sooner.
- c. Each innings shall be limited to 2 hours 20 minutes. Clause 8 below.
- d. One drinks break is permitted in each session.
- e. If a side batting first is All-out before the completion of their own allocated overs, the side batting second may use their own full allocation of overs.
- f. In the event of a side failing to bowl first, their own allocation of overs by the scheduled time, or any time extension granted by the umpires, then they will continue to bowl until they have bowled their allocated overs. However, they will face only that number of overs they bowled in their allocated time, and to reach the score their opponents gained in their allocation.
- g. The side batting second may not bat for more than the same number of overs as the side batting first, unless that side is all-out before their own allocation of overs.
- h. In a delayed or restricted match, and the overs are not divisible, one additional over may be bowled by a minimum number of bowlers necessary to make up the difference. The hours shall be as follows:
 - In those matches where play is delayed or interrupted then play may be extended by 30 minutes and the allowable time, overs, limitation on bowlers, and the interval, shall be adjusted using the table provided in **Appendix xiv**
 - The object is to ensure that one side has the opportunity to bat for the same time and overs as the other.

3 The Result

- a. A result can be achieved if both teams have batted, or had available to them at least 20 overs. Clause 8 below
- b. If either side has not had the opportunity to face at least 20 overs then the outcome is Draw. Clause 8 below
- c. In a match where both teams have had the opportunity of facing their full allocation of overs, then the side scoring the highest number of runs shall be the winner.

- d. In a delayed or interrupted match, the runs of the side batting second require, shall be revised tabled in Appendix xiv

4 **Fielding Restrictions**

There are no fielding restrictions, except for those provided in Law.

5 **Points**

- A Win 6 points
- A Tie or Abandoned match 3 points each
- A Loss 0 points
- Abandoned match with or without play 3 points each
- Scheduled Bye 0 points
- A Defaulted match 6 points to the non-defaulters
- The entire round cancelled by the Board 0 points

6 **Wides**

- a. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling to the striker.
- b. The following criteria should be adopted as a guide to umpires when he shall call & signal WIDE:
 - If a ball passes outside the Off-side Wide-line or outside the line of Leg-stump without touching the striker, the Bowlers end umpire must call & signal WIDE.
- c. Foot-fault No-balls DO NOT attract a Free-hit for the next delivery.

7 **Young players; 15 years of age and under**

- a. In these grades, all batsmen must wear approved helmets.
- b. If standing within 3 paces of the stumps, it is recommended that wicket-keepers also wear helmets.
- c. It is recommended that all close-in fielders should wear helmets. Normal off-side slip fielders and wicket-keepers standing back are exempt.
- d. The Board believes that all players should have the opportunity to bat. Batsmen should retire when they have reached a reasonable score to enable their team-mates to bat.
- e. If a batsman has retired he may resume his innings if his side is All-out before completing their allocated overs. Clause 8 below - 4th grade

8 **Special conditions for individual grades**

a. **2nd Grade Combined T20 Competition**

- Entries for the Second Grade T20 competition may also come from 3rd Grade if they have a team available to play during the T20 schedule if not interrupting their own 3rd grade competition
- Depending on entries, the Second Grade T20 competition may be split into two pools to maximise days available
- Semi-finals may be scheduled with the top Pool A qualifier playing the 2nd top qualifier from Pool B, and vice versa i.e., Pool B top qualifier playing Pool A 2nd top qualifier
- The final will be played between the winners of the two semi-finals. If no pool play then the top two qualifiers from the round robin will play the final.

b. 2nd Grade

- No bowler may bowl more than **8 of the allocated 40 overs**, or in a restricted match more than one-fifth ($\frac{1}{5}$) of the allocated overs.

c. 3rd Grade

- No bowler may bowl more than **8 of the allocated 40 overs**, or in a restricted match more than one-fifth ($\frac{1}{5}$) of the allocated overs.

Colts Grade Rules 2021

The purpose of this competition is to provide a meaningful grade for players transitioning from Primary School through to adult club sides or first XIs.

The principle philosophy in line with NZC expectations is to provide an enjoyable experience where most players (if not all each week) get a good opportunity to develop their skills, play with their mates, and enjoy their cricket so that in an ideal world we retain them in a lifetime of cricket.

Coaches/managers are expected to manage this, and where possible enable play to have like versus like. SCCA understands it is a competition and teams will want to win, but do not want to see 17 year old fast bowlers intimidating 13 year old batsmen. Coaches will know those that are more capable, so we expect them to manage the game so as not to deter young or new players from enjoying it. Make sure they all get a go!

Teams

- Teams shall be 9 aside for this competition. You may play more up to a maximum of 11 players aside by agreement between the coaches/managers.
- Players must be Year 9 minimum age (NZC rules and aged up to 18 years old)
- Two adults maximum are permitted to play for the team. (Proviso: Where possible adults are expected to manage team and only play when insufficient numbers. These players should only bat and/or bowl after all youngsters as a last resort, but their primary input when playing is as a supporting role for the younger players).
- Coaches and managers are expected to keep team numbers even i.e. share players and by agreement with both teams. If both teams are short of players (including adults) then play 7 or 8 aside.

The Match

- The match shall be limited to a total of 35 overs each – i.e. a single innings match.
- One ball per team shall be used for the match.
- The winner of the match is the team with the most runs at the conclusion of the match.

- A minimum of 20 overs each is required to constitute a match, unless a side is ALL OUT earlier, or passes the winning score in less overs.
- If a match finishes early, players are encouraged to play a second innings if both teams agree. However, no extra points can be attained, and the first innings result is to be supplied for official results.
- **Matches and Results must be scored on CricHQ.** A full scorecard is required, so players need to be registered and full names used in the book, or ideally on the iPad or App. Results need to be submitted by Tuesday following the match to be recognized as official.
- Matches are scheduled to start at 1.00pm on Saturday afternoon.
- Teams may arrange other starting times e.g. 10.00am or mid-week as suited to other needs, especially if teams may be short. In these cases team managers/coaches should liaise with the opposition to agree a time and / or date, BUT must also contact Mark at the South Canterbury Cricket office to ensure availability of grounds, pitches for the event change. Notification by noon Wednesday at the latest preceding the match has the most likelihood of success.

Batting

- When batting, all players must wear an approved helmet.
- Batsman must retire not out immediately after scoring 50 runs.
 - Retired batsmen may bat again in order of retirement after all other players are out, and if there are overs remaining in the 35 allocated (or the reduced number of overs if weather-affected match).

Bowling

- No bowler may bowl more than **6 of the allocated 35 overs**, or in a restricted match more than one-fifth ($\frac{1}{5}$) of the allocated overs

Fielding

- When standing up close to the wicket, wicket-keepers should wear a helmet.
- A maximum of 9 players on the field at once.
- You may field up to a maximum of 11 players on the field at one time if both the coaches/managers have agreed to a 10 or 11 aside match prior to the start.
- No more than 5 players may field outside the imaginary 30m circle at any time i.e., 4 inner fielders including bowler and wicketkeeper.

The Pitch & Ball

- The pitch shall be 20m long (full length)
- The ball shall be a 156gm Red 2-piece Kookaburra Red King of good quality.

6 Women's grades

- The match shall be played as a Twenty20 match
- Matches start at 1.00pm and must be completed by 4.00pm
- No bowler may bowl more than 4 overs in a match, or in a reduced match more than one-fifth ($\frac{1}{5}$) of the allocated overs.
- Each batsman may only bat once.
- When batting, all players must wear an approved helmet.
- When standing up close to the wicket, wicket-keepers should wear a helmet.
- Each over shall be restricted to 8 deliveries, including No-balls & Wides; which shall be scored.
- There are no fielding restrictions, except for those provided in Law i.e. no more than 2 behind square leg and 5 fielders on the onside.

7 Inter-firm

- No bowler may bowl more than 2 of the allocated 20 overs, or use more than a 3 step run-up.
- Reverse sweep-shot are not permitted; DEAD-BALL; no runs can be scored off that ball except as a NO-BALL if applicable.
- Batsmen cannot be dismissed without scoring and must retire at 35. (Max 35 runs scored).
- LBWs and Wides do not apply. Wides must be re-bowled unless runs are scored otherwise.
- The 2-piece ball used in the first innings shall also be used in the second innings.

8 WEATHER AFFECTED MATCHES; THE SIMPLE AVERAGE METHOD

- a. The following only applies to Limited-over matches shortened by adverse weather conditions
 - i.e. 40/40, 20/20, 50/50 and Twenty20 matches.
- b. If a match is weather affected, the 'Simple AVERAGE method' shall be used, as follows:
 - The runs made by Team 1 (the side batting first) shall be divided by the overs faced in their allocated time. (A part over is counted as a complete over).
 - The full number of allocated overs shall be used in calculations if they are All-out sooner.
 - That number shall then be multiplied by the number of overs available to Team 2 (the side batting second).
- c. The target winning score for Team 2 shall be rounded up to the next full number.
 - i.e. 93.5 becomes 94 to **Win**.
- d. If Team 2 fails to reach the target score it is a Win to Team 1.
- e. A Tie can be achieved if:
 - Both teams' scorers are equal at the end of the match.
 - The side batting second scores the non-rounded up figure required to win – i.e. as above, 93 to **Tie**.
 - The number of wickets lost by either Team in their respective innings' shall be ignored.
- f. If the minimum of overs are unavailable to both Teams, it is a No-Result.

9 DETERMINING THE WINNER OF A LIMITED-OVER FINAL MATCH

- a. The following applies only to a Limited-over **FINAL** match i.e. 50/50, 40/40 & Twenty20 matches.
- b. If a Limited-over match has been delayed or interrupted by adverse conditions, the '**Simple AVERAGE method**' shall be used. See Section 8
- c. If the match has not been so affected and the winner remains undecided (the scores are equal), the match winner shall be decided as follows:
 - In normal circumstances the following shall take place no later than 5 minutes after the conclusion of the match provided conditions permit.
- d. **One Over Per Side Eliminator – A Super-over**
 - Each captain must nominate in writing to one of the umpires, 3 batsmen and 1 bowler.
 - The umpires shall stand at the same end they were at the conclusion of the match and shall decide which end the **Super-overs** shall be bowled. This end shall apply to both teams.
 - The team batting second in the match shall bat first in the **Super-over** innings.
 - The field restrictions shall be as applicable at the last over played in the match.
 - The ball used in the match (or a ball of similar usage if the original is out of shape) shall be used.
 - The loss of two wickets ends that team's innings.
 - In the event of both teams having the same score after the **Super-overs** the team with the most number of sixes scored in both of their innings shall be declared the winner.
 - If still equal, the team whose batsmen HIT the most number of BOUNDARIES (fours & sixes) in both of their innings shall be declared the winner. (This is NOT the number of runs scored from boundaries or any runs scored as extras).
 - If a winner is still not been found, or if for any reason **Super-overs** cannot be played a **Bowl-out** shall be used as follows:
- e. **A Bowl-out**
 - Each captain will nominate 5 bowlers who will bowl 1 ball each alternatively, to the same undefended wicket (3 stumps & bails), using a ball selected by the umpires (preferably one of the match balls).
 - The wicket-keeper shall stand well back from the wicket (no other fielders are involved).
 - A No-ball or a Wide-ball shall be counted as a ball bowled.
 - If a No-ball hits the wickets, it is not counted towards the score.
 - If a winner is not found at the conclusion of the initial **Bowl-out**, 1 ball will be delivered by each team alternatively on a sudden death basis until a result has been achieved.
 - The toss of a coin
 - If for any reason a **Bowl-out** cannot be held, the winner shall be determined on **the toss of a coin** conducted in an open environment in the presence of at least one umpire.

JUNIOR COMPETITIONS - PLAYING CONDITIONS – ALL GRADES

- a. **Rules:** The Laws of Cricket (2017 Code 2nd Edition 2019) & subsequent amendments together with the Rules and Playing conditions of South Canterbury Cricket shall apply in all South Canterbury junior matches except where amended herein.
 - a. These rules and playing conditions may be downloaded off the South Canterbury Cricket website.
- b. **Exempted players:** Exemptions will only be considered upon written application to the Board.
- c. **Dress:** Players are expected to be dressed in white or team colours 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.
- d. **Stumps:** Each team must provide 3 stumps and 2 bails.
- e. **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.
- f. **Alcohol & Drugs: No alcohol or partaking of recreational drugs is permitted during any matches under South Canterbury Cricket jurisdiction. There are no exceptions!**
- g. **Postponements:** Postponements will be published via the South Canterbury website and Facebook pages.
 - a. About noon for Monday & Friday grade competitions.
 - b. 7:00am – 8:00am on Saturday mornings for Junior morning cricket.
 - c. By 10.30am for Saturday afternoon cricket.
- h. **Draw:** The weekly draw is published on the South Canterbury Cricket website. Ground changes are also notified on the website and/or Social media.
- i. **RESULTS: ALL ADULT & YOUTH GRADES AS WELL AS JAB A & B GRADES MUST FURNISH FULL SCORECARD CRICHQ RESULTS**
- j. **Forms etc:** A selection of scoring forms, run charts and other informative items may be downloaded off the South Canterbury Cricket website. www.southcanterburycricket.co.nz

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 ... <ul style="list-style-type: none">▪ <i>Co-operate with others and treat them with respect</i>▪ <i>Have fun, develop your own skills while accepting your limits</i>▪ <i>Know the rules – don't cheat</i>▪ <i>Accept the umpires decisions even if you don't think they are right</i>▪ <i>Don't use course language</i> Coach ... <ul style="list-style-type: none">▪ <i>Set a positive example</i>▪ <i>Teach the values of sportsmanship to your team</i>▪ <i>Never argue with officials in-front of players or spectators</i>▪ <i>Discourage a 'win at all cost' attitude</i>▪ <i>Encourage all players to participate</i>	Parent ... <ul style="list-style-type: none">▪ <i>Never force children to participate – rather encourage</i>▪ <i>Don't achieve your dreams by pressuring your child</i>▪ <i>Talk to your child. Encourage them. Are they having fun?</i>▪ <i>Are they learning that being fair and learning new skills are important?</i> Spectator ... <ul style="list-style-type: none">▪ <i>Do not ridicule players – remember you are a guest attending their game</i>▪ <i>Applaud fair and skilful play – from your team or from the opposition</i>▪ <i>Maintain a dignified manner</i>
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SOUTH CANTERBURY CRICKET COACHING PHILOSOPHY

South Canterbury Cricket has adopted the attached coaching philosophies as determined by our Major Association, Canterbury Cricket. As such we are requesting that our coaches take the time to read and understand these philosophies.

The essential principle from these documents is for our coaches to understand that for our club junior and youth teams the following maxim is the guiding principle behind these philosophies.

Philosophy

While cricket is inherently competitive, the aim is for all players to have opportunities to develop, learn and perform at their best in a challenging but supportive environment.

This is the primary focus and should not be compromised for the sake of the result.

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

See individual grades for ball type

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 red area right) 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**

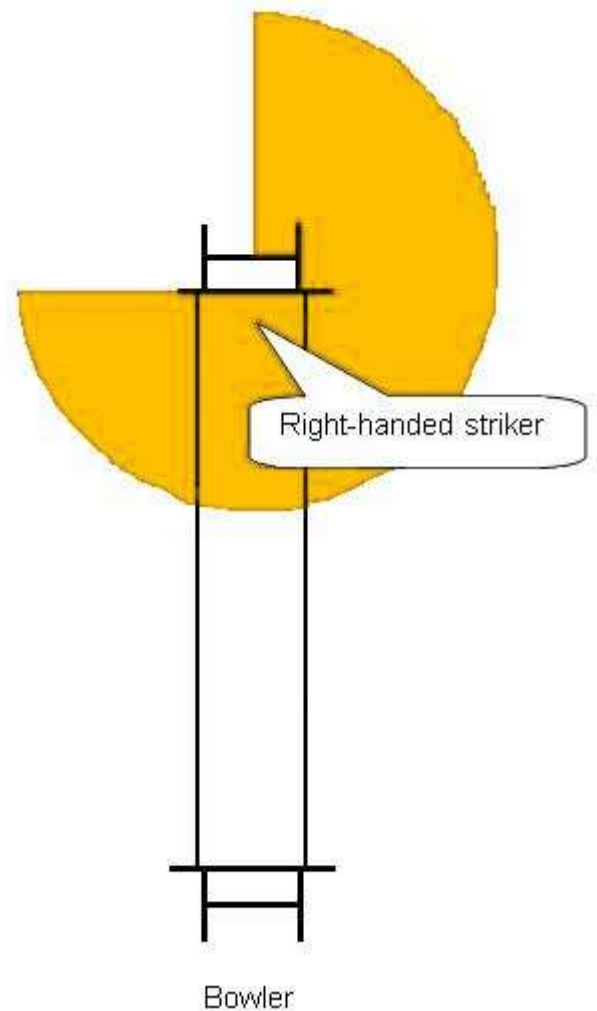
Before play

A few things often overlooked are listed here:

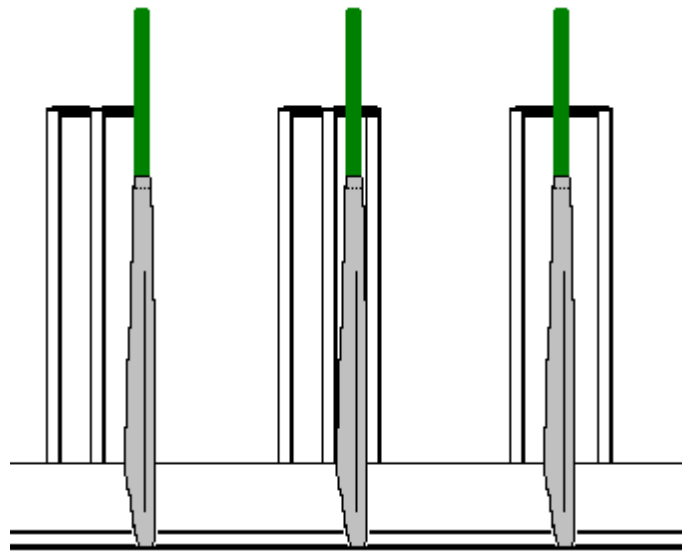
- ARE YOU READY FOR A DAY'S CRICKET? YOUR KIT, NOT JUST YOUR BAT, GLOVES, PADS ETC. BUT YOUR OWN PERSON CLOTHING. ARE YOUR WHITES CLEAN? ENSURE THIS IS DONE THE EVENING BEFORE THE MATCH. A CLEAN, TIDY PLAYER OFTEN HAS A CLEAN TIDY MIND, UNCLUTTERED, READY FOR THE DAY AHEAD.
- DO READ THE SPIRIT OF CRICKET ON PAGE 9. 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.**



TAKING GUARD



Leg-stump

Two legs, or
middle and leg

Middle stump

These are the three normal guard positions for a right-handed striker.
They are reversed for a left-handed striker.

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 GRADES PLAYING CONDITIONS 2021-22

THE COMPETITIONS

Below you will find the rules and playing conditions for JAB A Grade, B1 Grade, B2 Grade, C Grade and Friday Bash Grade on separate pages for this season.

A GRADE ONE-DAY MATCHES (RECOMMENDED YR 7/8)

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

- The competition:** The competition comprises a scheduled series of One Day Limited-over matches
- Hours of play:** 8:45 am to 12:30 pm, unless the team managers agree otherwise by before the toss.
- The Team:** 9 players per side
- The Pitch:** The pitch shall be 18m
- The Boundary:** Max size of 40m measured from the centre of pitch
- The Ball:** 142gm Kookaburra Crown cricket ball
- 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 own full allocation (30 overs).
 - No Free Hits in this grade
- Batting:**
- A batsman must face 6 deliveries before being given out.
 - If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
 - After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 36 balls.
 - If a batsman is dismissed in their first 6 balls and they continue on to retire, they must retire out at this point and may not return to bat again. Only players who have not been dismissed can bat again after retiring.
 - Returning retired batsmen must return in the order they retired in.
 - You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
 - All balls including wides and no balls will be added into the batter's ball count.

Bowlers:	<p>The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs from the other end. This is negotiable between coaches.</p> <ul style="list-style-type: none"> • Each side must use a minimum of 6 bowlers who shall be limited to 5 overs each. • Bowlers are limited to 4 overs in one spell (including spinners). • Run ups for bowlers should not exceed more than 15 metres (from the stumps) • Exempted (as above) bowlers shall be limited to a 5-pace run-up. 								
Extras:	<p>All NO-BALLs & WIDEs shall be scored.</p> <ul style="list-style-type: none"> • 1 runs is scored in addition to any runs scored otherwise 								
Overs:	Overs shall be limited to 8 deliveries.								
Over-rate:	A minimum of 18 overs per hour.								
Fielding:	<p>A maximum of 9 players are allowed on the field at one time</p> <ul style="list-style-type: none"> • No fielder is to be within 10 metres of the striking batter or another fielder 								
Unfair bowling:	<p>NO-BALL shall be called & signalled by the bowler's end umpire if:</p> <p>The ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.</p> <ul style="list-style-type: none"> • No bouncers above shoulder height – (No ball & 1 warning) • If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease. • No beamers above waist height – (No ball & 1 warning) • If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease. 								
Points:	<table> <tr> <td>Loss</td><td>0 points</td></tr> <tr> <td>Tie</td><td>3 points each</td></tr> <tr> <td>Win</td><td>6 points</td></tr> <tr> <td>Abandoned match with or without play</td><td>3 points each</td></tr> </table>	Loss	0 points	Tie	3 points each	Win	6 points	Abandoned match with or without play	3 points each
Loss	0 points								
Tie	3 points each								
Win	6 points								
Abandoned match with or without play	3 points each								

The CricHQ scoring system should be used in this grade. All results must be submitted via CricHQ. Results must be the full scorecard and NOT a basic result i.e. all batsmen and bowlers have their figures entered. If you do not use the App you need to fill in the online manual scorecard at completion of the match via CricHQ. Clubs need to make each team's scorer an administrator on CricHQ so that they can fill in the correct game.

Results must be submitted by the Tuesday following the match. South Canterbury Cricket update the tables and results on a Wednesday and teams have until Friday to appeal any results, else the results stand as of the Saturday following the match.

B1 GRADE ONE-DAY MATCHES (RECOMMENDED YR 7/8)

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

- The competition:** The competition comprises a scheduled series of One Day Limited-over matches
- Hours of play:** 9:00 am to 12:30 pm, unless the team managers agree otherwise by before the toss.
- (Games against Twizel Cricket Club teams start at 10am, or by arrangement with Twizel Cricket Club – Phil Brophy 021996361 or phil.twizel@gmail.com.)
- The Team:** 9 players per side
- The Pitch:** The pitch shall be 18m
- The Boundary:** Max size of 40m measured from the centre of the pitch
- The Ball:** 142gm Kookaburra Crown cricket ball
- The innings:** Each innings shall be limited to 24 overs per side
- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (24 overs)
 - No Free Hits in this grade
- Batting:**
- A batsman must face 6 deliveries before being given out.
 - If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
 - After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 24 balls.
 - If a batsman is dismissed in their first 6 balls and they continue on to retire, they must retire out at this point and may not return to bat again. Only players who have not been dismissed can bat again after retiring.
 - Returning retired batsmen must return in the order they retired in.
 - You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
 - All balls including wides and no balls will be added into the batter's ball count.
- Bowlers:** The bowling will take place in 6 over allotments from one end and then swap for the next 6 overs from the other end
- Each side must use a minimum of 6 bowlers who shall be limited to 5 overs each.
 - Bowlers are limited to 4 overs in one spell (including spinners).
 - Run ups for bowlers should not exceed more than 15 metres (from the stumps)

- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras: All NO-BALLS & WIDES shall be scored.

- 1 runs is scored in addition to any runs scored otherwise

Overs: Overs shall be limited to 8 deliveries.

Over-rate: A minimum of 18 overs per hour.

Fielding: A maximum of 9 players are allowed on the field at one time

- No fielder is to be within 10 meters of the striking batter or another fielder

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

- The ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.
- No bouncers above shoulder height – (no ball & 1 warning)
- If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.
- No beamers above waist height – (no ball & 1 warning)
- If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.

Points:

Loss	0 points
Tie	3 points each
Win	6 points
Abandoned match with or without play	3 points each

The CricHQ scoring system should be used in thilf the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be unfair as defined in 41.7.1s grade. All results must be submitted via CricHQ. Results must be the full scorecard and NOT a basic result i.e. all batsmen and bowlers have their figures entered. If you do not use the App you need to fill in the online manual scorecard at completion of the match via CricHQ. Clubs need to make each team's scorer an administrator on CricHQ so that they can fill in the correct game.

Results must be submitted by the Tuesday following the match. South Canterbury Cricket update the tables and results on a Wednesday and teams have until Friday to appeal any results, else the results stand as of the Saturday following the match.

B2 GRADE ONE-DAY MATCHES (RECOMMENDED YR 5 & 6)

Year 5 & 6; recommended as at October 1 & exempted year-7 players

The competition: The competition comprises a scheduled series of One Day Limited-over matches

Hours of play: 9:00 am to 12:00 pm, unless the team managers agree otherwise by before the toss.

- (Games against Twizel start at 10am, or by arrangement with Twizel Cricket Club – Phil Brophy 021996361 or phil.twizel@gmail.com.)

The Team: 8 players per side

The Pitch: The pitch shall be 16m

The Boundary: Max size of 35m measured from the batter's end stumps

The Ball: 142gm Kookaburra cricket ball

The innings: Each innings shall be limited to 20 overs per side

- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (20 overs)
- No Free Hits in this grade

Batting:

- A batsman must face 6 deliveries before being given out.
- If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
- After 6 balls are completed the batsman may continue their innings until dismissed.
- All batsman must retire after facing 20 balls.
- If a batsman is dismissed in their first 6 balls and they continue on to retire, they must retire out at this point and may not return to bat again. Only players who have not been dismissed can bat again after retiring.
- Returning retired batsmen must return in the order they retired in.
- You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
- All balls including wides and no balls will be added into the batter's ball count.

Bowlers:

The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs from the other end

- Each side must use a minimum of 6 bowlers who shall be limited to 4 overs each. Every player should be encouraged to bowl at least 1 over.
- Run ups for bowlers should not exceed more than 15 metres (from the stumps)
- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras:	All NO-BALLs & WIDEs shall be scored. <ul style="list-style-type: none"> • 1 runs is scored in addition to any runs scored otherwise 	
Overs:	Overs shall be limited to 8 deliveries.	
Over-rate:	A minimum of 18 overs per hour.	
Fielding:	A maximum of 8 players are allowed on the field at one time <ul style="list-style-type: none"> • No fielder is to be within 10 meters of the striking batter or another fielder 	
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 once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL. • No bouncers above shoulder height – (no ball & 1 warning) • If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease. • No beamers above waist height – (no ball & 1 warning) • If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease. 	
Points:	Loss	0 points
	Tie	3 points each
	Win	6 points
	Abandoned match with or without play	3 point each

The CricHQ scoring system should be used in this grade. All results must be submitted via CricHQ. Results must be the full scorecard and NOT a basic result i.e. all batsmen and bowlers have their figures entered. If you do not use the App you need to fill in the online manual scorecard at completion of the match via CricHQ. Clubs need to make each team's scorer an administrator on CricHQ so that they can fill in the correct game.

Results must be submitted by the Tuesday following the match. South Canterbury Cricket update the tables and results on a Wednesday and teams have until Friday to appeal any results, else the results stand as of the Saturday following the match.

C GRADE FRIDAY NIGHT ONE DAY MATCHES (RECOMMENDED YR 4 - 6)

Year 4, 5 & 6; recommended as at October 1

The competition:	The competition comprises a scheduled series of One Day Limited-over matches
Hours of play:	3:45 pm to 6:00 pm, unless the team managers agree otherwise by <u>before the toss</u> . (or as close as you can make it. Please contact opposition coach prior to match day if going to be late!) Mackenzie C Grade competition matches are played on Saturday mornings with a 10.00am start.
The Team:	8 players per side
The Pitch:	The pitch shall be 16m
The Boundary:	Max size of 35m measured from the batter's end stumps
The Ball:	Incrediball
The innings:	Each innings shall be limited to 16 overs per side. If both coaches agree before the start of play you can play up to a max of 20 overs per side. Score starts at 100 and goes up/down.
Batting:	<ul style="list-style-type: none">• Each pair bats for 4 overs each• No outs (-5 runs for an out)• If a batter gets out, the batters change ends• Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed. No lbws.• No helmet, pads or gloves required
Bowling:	Bowl from one end only <ul style="list-style-type: none">• All players to bowl a minimum of 2 overs• Bowlers shall be limited to a maximum of 3 overs each.• Bowlers are limited to 2 overs in one spell.• Run ups for bowlers should not exceed more than 10 metres (from the stumps)
Extras:	At discretion of coaches whether wides re-bowled
Overs:	Overs shall be limited to 6 deliveries.
Over-rate:	A maximum of 40 overs shall be bowled in a day; 18 overs per hour.
Fielding:	A maximum of 8 players are allowed on the field at one time !! <ul style="list-style-type: none">• No fielder is to be within 10 meters of the striking batter or another fielder• Players may be subbed onto field. Must never be more than 8 on field at one time

Points Table:

There is no points table in this grade so CricHQ is not needed, but is available. No results need to be sent to South Canterbury Cricket.

Friday Night Bash matches (Recommended Beginners Yr 2-6)

The competition:

The competition comprises a scheduled series of One Day Limited-over matches

Hours of play: 3:45 pm to 6:00 pm, unless the team managers agree otherwise by before the toss.
(or as close as you can make it. Please contact opposition coach prior to match day if going to be late!)

The Team: 6 players per side

The Pitch: The pitch shall be 14m

The Boundary: Max size of 25m measured from the batter's stumps

The Ball: Incrediball

The innings: Each innings shall be limited to 12 overs per side. Score starts at 100 and goes up/down.
It is not necessary to take the score in these matches, the idea is for the players to learn and develop skills. On field coaching is actively encouraged.

Batting:

- Each pair bats for 4 overs each
- No outs (-5 runs for an out)
- If a batter gets out, the batters change ends
- Batters to face approximately the same amount of balls each in their pairs.
- Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed. No lbws.
- No helmet, pads or gloves required

Bowling:

- Bowl from one end only
- All players to bowl a minimum of 2 overs
- Run ups for bowlers should not exceed more than 10 metres (from the stumps)
- Extras: All NO-BALLS & WIDES to be placed on cone and hit by facing batsman
- Runs from cone are scored

Overs: Overs shall be limited to 6 deliveries.

Over-rate: A minimum of 24 overs shall be bowled in a day; 18 overs per hour.

Fielding: A maximum of 6 players are allowed on the field at one time

- No fielder is to be within 10 meters of the striking batter or another fielder

Points:

There is no points table