

# NORTH HARBOUR JUNIOR CRICKET

## YEAR 5 ACTION CRICKET: PLAYING CONDITIONS

### IMPORTANT POINTS TO REMEMBER

- A. TO THE EXTENT THERE IS ANY CONFLICT BETWEEN THESE RULES AND THE MCC LAWS OF CRICKET THE NHJC RULES WILL TAKE THE HIGHEST PRIORITY AND THE MCC LAWS OF CRICKET WILL TAKE THE LEAST PRIORITY.
- B. THE COACHES AND UMPIRES OF EACH SIDE SHOULD CONSULT WITH EACH OTHER BEFORE THE GAME AND ENSURE THAT THEY BOTH UNDERSTAND THE INTENT OF THE NHSSC RULES, THE MCC LAWS OF CRICKET (INCLUDING THE SPIRIT OF CRICKET), AGREE TO APPLY RULES AND LAWS FAIRLY AND REASONABLY AND INSTIL THESE PRINCIPLES IN THEIR PLAYERS.
- C. COACHES ARE TO ENCOURAGE FAIR PLAY, THE SPIRIT OF CRICKET AND GENERAL SPORTSMANSHIP BETWEEN SIDES AND THEIR SUPPORTERS. TRY TO RESOLVE ANY DISPUTES ON THE DAY.
- D. THIS GRADE IS INTENDED TO BE PARTICIPATION FOCUSED AND TO ASSIST PLAYERS DEVELOP THE SKILLS NECESSARY TO COPE WITH 'HARDBALL' CRICKET. BE FAIR. GIVE ALL YOUR PLAYERS AN EQUAL CHANCE AT BATTING & BOWLING OVER THE SEASON.
- E. ENSURE THAT YOUR TEAMS PARENTS PARK THEIR VEHICLES IN DESIGNATED CARPARKING AREAS AND NOT ON SCHOOL GROUNDS. PICK UP ALL RUBBISH FROM THE FIELD AFTER YOUR GAME. RESPECT COUNCIL & SCHOOL PROPERTY AND SPECIAL REQUIREMENTS.

### FAILURE TO FOLLOW THESE RULES AND OTHER NHJC GUIDELINES MAY RESULT IN LOSS OF COMPETITION POINTS.

#### **1. HOURS OF PLAY**

**All players must be at the ground by 8.15 a.m.** The toss should take place at 8.25 a.m. Play must commence promptly at 8.30 a.m.

There is no set time for completion of the 1<sup>st</sup> innings or for the end of the match, however good cricket practice should be followed at all times (e.g. bowlers to receive a dead ball at their mark: not wait at the stumps, and then walk back).

It is expected each innings should be easily completed within one and a half hours. Please also be aware you ground may be required for afternoon cricket at 12.30PM and the game must be completed by then.

#### **2. TEAM LIMITS**

A team must have a minimum of 6 players in order to start the game. The maximum team size is 8 players.

However teams may be registered with up to 10 players; the extra players may either bat or bowl in their team innings but cannot do both. Coaches and managers of large teams should rotate the extra players every week.

#### **3. Drinks Breaks**

There are no designated drinks breaks allowed however in extremely hot weather umpires may allow one short drinks break at the end of the second batting partnership.

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

The team (minimum of 6 players present) arriving late (after 8.15AM) forfeits the toss. The punctual team chooses whether to bat or bowl first.

If a team is unable or unwilling to commence play more than 30 minutes after the time scheduled for commencement of play the match shall be declared lost by that team. Persistent defaulters may be withdrawn from the competition.

#### **5. INNINGS LIMIT AND BATTING**

- (a) 24 over innings;
- (b) Each batting pair (4 pairs in total) to bat for 6 overs each, regardless of the number of times they are out;
- (c) **5 runs** are to be added to the fielding team's total (counted as 'extras') each time a wicket is taken.
- (d) The Batsman who is 'out' should also be required to change to the non facing end unless facing the last delivery of an over.
- (e) Declarations are not permitted.
- (f) There shall be a 15 minute break between innings.

#### **6. RAIN DELAYS**

When the start of play is delayed by rain, calculate the time between the actual start of play and 12.30PM.

Take off 10 minutes for the innings break, and allow the team batting first a maximum of 50% of the time available. Work out the reduced number of overs and divide by four to establish the revised "overs per batting pair" allowance.

If less than 10 overs have been faced by the side batting second when play is abandoned, a "No Result" shall be declared.

If more than 10 overs have been faced by the side batting second when play is abandoned, the winner of the match is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

#### **7. PITCH LENGTH**

18 Metres. This will require "springback" stumps to be used at one end (one metre in front of the popping crease) and a crease line to be marked with 'pavement chalk'.

#### **8. BOUNDARIES**

It is the responsibility of the team coaches to agree on boundaries before play commences. Boundaries should be marked with cones approximately 30 metres from the wicket.

#### **9. TYPE OF BALL**

A (142 GM) red 2-piece leather cricket ball is used. The recommended ball is Kookaburra Crown (or higher quality). If not new, the balls used for each innings should be of comparable quality and wear (umpires please check before the start of the game).

#### **10. TEAMS SHORT OF PLAYERS**

If one team is short of players and the other team has more than 8 players the extra player(s) should play for the team short of players. In the event there are no extra players the following procedure is to be followed:

**Batting:** The short team shall bat all players and then further batters (up to the same number of players in the opposition team) may bat again (if time permits).

The player(s) who score the lowest positive score in the team innings shall bat first for the second time. Where 2 or more players have the same lowest score the player who batted the lowest in the order shall bat first for the second time.

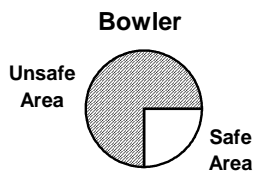
**Fielding & Bowling:** The short team shall field with their players and by mutual consent, the opposition team could

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lend players (rotating to ensure no player is overused) to help field.

### 11. FIELDING RULES

The "**10 Metre Rule**" applies. When the ball is bowled, no fielder may stand any closer than 10 metres from the striker's wicket on the leg side or in front of point on the offside (see 10-metre circle diagram for RH Batsman).



### 12. BALLS PER OVER

Only six balls per over are to be bowled (plus up to a maximum 2 wides or No Balls per over).

### 13. BOWLERS RESTRICTIONS

All players shall bowl a minimum of 2 overs and a maximum of 4 overs each. No bowler may bowl more than 2 overs until all bowlers have bowled 2 overs.

Unless a genuine fast bowler, it is recommended that the bowlers run up be restricted to around 8 paces.

The wicketkeeper does not have to bowl and must field at all times wearing cricket safety equipment.

### 14. NO BALLS

A **one run penalty** (debited to the bowler) shall be awarded to the batting side for all "No Balls" (in addition to any runs scored).

New players struggling to bowl a full length may be allowed to "overstep" at the umpires discretion during November /December. However, bowlers should be advised if they bowl a No Ball and be encouraged to take corrective action.

Any ball, *that would have reached* the batsman (standing in their normal batting stance at the crease) above shoulder height on the bounce, should be called a "No Ball".

Any ball *that would have reached* the batsmen above waist height (standing in their normal batting stance at the crease) on the full (i.e. without bouncing off the pitch) should also be called a "No Ball".

A bowler who bowls short-pitched deliveries at the batsman (i.e. head high full toss or off the pitch *aimed at the head*) shall be removed from further bowling in the match:

- IF CLEARLY DELIBERATE: Off Immediately
- IF NOT DELIBERATE: Off after being given two formal warnings by either umpire.

A "No Ball" should also be called for balls that bounce *more than twice* before reaching the popping crease. (i.e. 2 bounces is ok, 3 or more = No Ball).

A batsman cannot be out off a "No Ball" except for:

- (a) Handled ball;
- (b) Hit ball twice;
- (c) Obstructing the field;
- (d) Run out.

### 15. WIDES

A wide delivery is defined as being so wide of the wicket that in the opinion of the umpire it passes out of reach of the striker and would not have been within his reach when taking guard in the normal position.

If the ball touches the striker's bat or person it shall not be called a Wide. It is recommended that umpires agree the width of wides before the game starts and mark both leg & offside with chalk on the crease line.

A **penalty of one run** shall be awarded for a Wide ball and shall be in addition to any other runs scored, and any boundary allowance. All runs scored (including the wide ball penalty) are to be debited to the bowler.

### 16. STUMPINGS

The rules of cricket apply. However, umpires should use their discretion to give some allowance for new players at the beginning of the season.

### 17. LBW RULE

LBW Rule does not apply in this grade.

However, if it is considered by the bowlers end umpire that a batsman is **deliberately** standing in front of his stumps to avoid being bowled he is firstly to be given one warning, then on each further offence shall be required to change ends (the strike being passed over to his batting partner).

### 18. BATSMAN'S RESTRICTIONS

Each batting pair bats for 6 overs and there are no mandatory individual batting retirements (note however clause 5(b)).

### 19. CAPTAINCY AND ON FIELD COACHING

In addition to designated umpires, coaches are permitted on field during the game to assist the team captain with field placings.

To ensure an acceptable over rate is maintained coaches should avoid constant resetting of fielders and ensure that the fielding side follow good cricket fielding practices.

### 20. MATCH RESULT

On completion of the each sides batting innings calculate their score by adding the total runs scored by each player plus 5 'extra runs' for every wicket taken whilst fielding.

If the team batting second overtakes their opponent's adjusted score play must continue until the full 24 overs have been completed (as it may still be possible to win if the final few overs have no runs and wickets taken).

The winner of the match is the team with the higher adjusted team total. In the event of a tie the team losing the lesser number of wickets shall be the winner. Otherwise a No Result shall be declared.

### 21. SAFETY EQUIPMENT

It is the personal responsibility of players to wear appropriate cricket safety equipment when batting, wicket keeping or fielding in close:

- (a) Leg Guards;
- (b) "Box";
- (c) Batting or wicket keeping gloves;
- (d) Batting helmet with a face visor.

Coaches and umpires are to remind players of the importance of wearing appropriate cricket safety equipment during games. This is particularly important given the shortened pitch length and inexperience of players.

### 22. COMPETITION POINTS

There is no trophy or formal competition points table maintained by NHJC for the Year 5 Action Grade.

However please advise the NHJC Draw Administrator of your game result each week so that teams may be seeded correctly for the post Xmas draw and talented players can be identified for further development.