



NCA – Dual Pitch Cricket

Dual Pitch Cricket is a fast, fun format with 100% involvement from all players at all times.

All matches shall be played in accordance with:

- (a) The playing conditions as specified in this section,
- (b) Nelson Cricket Association General Playing Conditions
- (c) The conditions specified in the Laws of Cricket (2017 Code 3rd Edition 2022) of the Marylebone Cricket Club. www.lords.org/mcc/the-laws-of-cricket

Should there be a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the lowest priority.

Hours of Play

- Games shall take place at 9am on Aerial Field, in the Saxton complex.
- All fixtures shall be named in advance on PlayHQ.
- Each game should take 1 hour in total.
- Where possible, NCA shall have someone on the ground coordinating the morning
- Coaches/Scorers are responsible for ensuring the smooth running of each individual game.

The Team

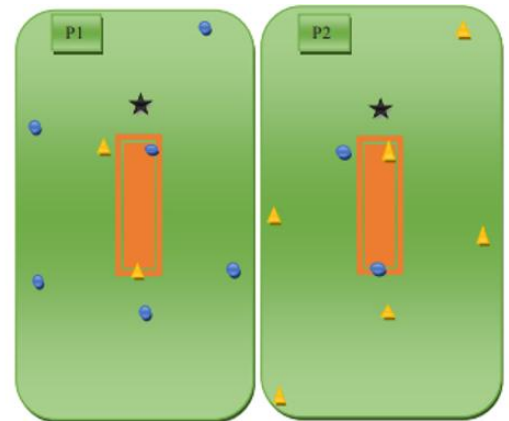
- Each side shall consist of 8 players & one coach/umpire & one scorer.
- Games shall be scored using a team scoreboard only.

The Game

- Both Innings are played at the same time on adjacent “pitches”
- Each team is to provide one set of stumps, bats & a ball.
- Game consists of 24 overs per side.
- Two players from Team 1 will go to Pitch 2 and bat, while the rest of team 1 field on Pitch 1. At the same time two players from team 2 will go to Pitch 1 and bat, while the rest of

Team 2 field on Pitch 2.

Team 1 batsmen	P1	
Team 1 fielders	P2	
Team 2 batsmen	P2	
Team 2 fielding	P1	
Umpire/Coach		



- Overs will consist of 6 balls
 - o No-balls & wides will **not** be re-bowled
 - o Wides & no-balls are worth 1 run
- Overs are all to be bowled from the same end
- Each batting pair will face **six** overs.
- Any wides/no-balls bowled the umpire/coach shall underarm a delivery to the batter to hit, & the runs shall be added to the previous ball. (the umpire should have a second ball on them to facilitate this without slowing the game down)
- Fielders must start on the marked out white dots.
- All bowlers must bowl three overs each.
- If the ball passes over the boundary from an overthrow this will not constitute a boundary. Only the runs that the batter complete will be added to the batter's score.

Cancellations will be posted on NCA Facebook page and website ASAP.

