



Machine Ball Cricket

All Grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section.
- (b) Nelson Cricket Association General Playing Conditions.
- (c) The conditions specified in Laws of Cricket (2017 Code – 3rd Edition 2002) of the Marylebone Cricket Club

To the extent that there is 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 least priority.

1. **THE COMPETITION** Applies to NCA | Machine Ball Cricket

2. **COMPETITION NCA Machine Ball Cricket**

2.1. Will be a series of round robin matches

2.2. Clubs are to provide a portable scoreboard for each team

2.2.1. Scores will be kept on the scoreboard only.

2.2.2. All matches shall go down as a tie on PlayHQ

3. **HOURS OF PLAY & VENUE**

3.1. Schedule:

3.1.1. Warm up games 9am – 9:10am (bowling focused)

3.1.2. MBC Games 9:15am – 10am

3.2. No innings break

3.2.1. Please find time for a drink during your teams batting innings if required.

3.3. All matches shall be fixtured on NCA PlayHQ – Junior Competition – Machine Ball Cricket, in advance of the season.

4. THE PLAYERS

- 4.1. The desired number of players for per side for MBC is 8
- 4.2. The minimum number of players required to constitute a side is 5
- 4.3. Failure to meet the minimum number of players will result in the infringing team defaulting the game, and the result being awarded to the opposing team.
- 4.4. Teams have up until 15 minutes after the scheduled start time to have the minimum number required.
- 4.5. If a team(s) don't have the minimum number required, coaches should still try make a friendly game happen instead for the kids who could show up.
- 4.6. Recommended ages:
 - 4.6.1. Boys School years 3-4
 - 4.6.2. Girls School years 3-5

5. LENGTH OF INNINGS

- 5.1. Matches shall consist of two 4 over innings per team
- 5.2. Each over is 10 balls
 - 5.2.1. Batting schedule below:
 - 5.2.1.1. Team 1 1st Innings
 - 5.2.1.2. Pair 1 Overs 1&2
 - 5.2.1.3. Pair 2 Overs 3&4
 - 5.2.1.4. Teams Swap Over
 - 5.2.1.5. Team 2 1st Innings
 - 5.2.1.6. Pair 1 Overs 1&2
 - 5.2.1.7. Pair 2 Overs 3&4
 - 5.2.1.8. Teams Swap Back
 - 5.2.1.9. Team 1 2nd Innings
 - 5.2.1.10. Pair 3 Overs 5&6
 - 5.2.1.11. Pair 4 Overs 7&8
 - 5.2.1.12. Teams Swap one last time
 - 5.2.1.13. Team 2 2nd Innings
 - 5.2.1.14. Pair 3 Overs 5&6
 - 5.2.1.15. Pair 4 Overs 7&8

6. THE MACHINE & COACHES

- 6.1. Two parent helpers/coaches per team are needed at each MBC game.
 - 6.1.1. Batting team coaches:
 - 6.1.1.1. Coach 1 – Operating the machine
 - 6.1.1.2. Coach 2 – Coaching, Batting basics & running between the wickets.
 - 6.1.2. Bowling team coaches:

6.1.3. Coach 1 – Off side

6.1.3.1. Coaching and directing player on the off side.

6.1.4. Coach 2 – Leg side

6.1.4.1. Coaching and directing players on the leg side.

6.2. The Machine:



6.2.1.

6.2.2. Place the ball in the holder

6.2.3. Put your foot on the pedal

6.2.4. Pull back the arm to shoot

6.2.5. Take your foot off the pedal

6.2.6. Pull the catapult arm back to start position while the ball is in play & go again when ready.

7. **THE FORMAT**

7.1. All overs are to be machine bowled from one end.

7.1.1. All overs are 10 deliveries

7.2. There will be a Max Zone setup straight down the ground

7.2.1. All boundaries in the Max Zone will receive double runs

7.3. At the end of each over, the field rotate clockwise one position

7.4. A batter may only face 3 balls in a row.

7.4.1. After the 3rd dot ball and/or boundary in a row the batters will swap ends.

7.5. If dismissed, the dismissed batter will go to the non-strikers end for the next delivery.

7.6. There are no LBWs

8. **SETUP / EQUIPMENT**

8.1. NCA & the MBC team will provide all the equipment

8.2. All stumps & bowling games will be setup prior to the players arrival

8.3. Batters may bring their own bats if preferred.

8.4. Recommended safety options

8.4.1. A box

8.4.2. Gloves – This is so you don't let go of the bat if it's still damp.

8.5. The ball is a soft rubber pvc junior sized ball

9. THE SPIRIT OF CRICKET

9.1. Cricket Coaches/Scorers are responsible for ensuring the game flows smoothly & played in the spirit of cricket.

9.1.1. Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

9.2. THE SPIRIT OF CRICKET.

9.2.1. Respect your captain, team-mates, opponents, and the authority of the umpires.

9.2.2. Play hard and play fair.

9.2.3. Accept the umpire's decision.

9.2.4. Create a positive atmosphere by your own conduct and encourage others to do likewise.

9.2.5. Show self-discipline, even when things go against you.

9.2.6. Congratulate the opposition on their successes and enjoy those of your own team.

9.2.7. Thank the officials and your opposition at the end of the match, whatever the result.

9.2.8. Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

10. Cancellations

10.1. NCA shall post all cancellations on the NCA Facebook page

10.1.1. Typically, we would look to cancel prior to 7am on Saturday

Thank you for being a part of this pilot season of Machine Ball Cricket!

