



Playing Conditions

NCA | Fifth Grade T/30 Over Competition

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) New Zealand Cricket Playing Conditions – Domestic One Day Competition (Ford Trophy)
- (d) 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 (d) will be of the least priority.

1. THE COMPETITION Applies to NCA | Fifth Grade T/30 Over Competition.

2. COMPETITION NCA | Fifth Grade T/30 Over Competition.

2.1. The 30 Over competition will be a series of round robin matches followed by a Final (1 v 2). (TBC due to team entries)

2.2. If teams entries allow, the grade shall be split into separate 4th & 5th grades.

3. RESERVE DAYS

3.1 Preliminary Rounds: There shall be no reserve day for any of the preliminary round matches.

3.2 Knockout Stages and Finals:

3.2.1 There will be no reserve days for finals days.

4 **START OF PLAY, CESSATION OF PLAY**

4.1 In those matches where the start of play is not delayed or interrupted the hours of play shall be:

4.1.1 Session 1 – 1:30pm – 3:30pm

4.1.2 Interval – 30 Minutes

4.1.3 Session 2 – 4pm – 6pm.

4.2 A drinks break may be taken at the completion of 15 overs.

4.3 Together, coaches may vary the timing and shorten the length of the break between the innings at their discretion.

5 **NAMING OF TEAM AND THE TOSS**

5.1 The toss in every match shall take place not sooner than 30 minutes and not later than 15 minutes before the scheduled starting time or any rescheduled time for the match to start.

5.2 If, between the toss and the commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain/coaches. The umpire (where appointed); shall be Informed of the decision immediately.

5.3 If a sides captain (or stand in) does not show up for a toss in the required time frames, the opposing (available) captain will get to pick.

5.4 **Both sides are to enter their “draft” teams onto PlayHQ via the “My Teams” function, the evening before the match. Edits may be made on PlayHQ in accordance with laws 5.1 – 5.3**

6 **NUMBER OF PLAYERS**

6.1 The regular number of players in a 5th grade game is **ten**. (see rule 6.3)

6.2 The minimum number of players required to constitute a game in Fifth Grade is as follows:

6.2.1 The minimum number required to constitute a match is seven.

6.2.2 Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being award to the opposing team.

6.2.3 Teams have up until 15 minutes after the scheduled start time to have the minimum number required at the ground otherwise the result will be awarded to the opposing team.

6.2.4 If both teams don't have the minimum number required to constitute a match, then the result will be considered a no result.

6.3 For each match, teams may be composed of up to **eleven** players.

6.3.1 Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their **batting ten and their fielding ten**. The player left out of the bowling ten will act as a 11th for the fielding portions of the match (i.e. the player may bat in the batting ten but cannot bowl).

6.3.2 The non batter may be rotated on and off the field acting as substitute fielder, **Players must inform the umpires of leaving / entering the field.**

6.3.2.1 The non-bowler/non batter can field the entire game if need be.

6.3.3 If a player in the bowling ten is off the field for more than 10 overs, they cannot bowl until they have been on the field for that same number of overs.

6.3.4 No player (batter) can only bat in the match and not take part in the field.

6.3.5 The wicket keeper may not be nominated as the non-bowler in the fielding ten.

6.4 Male players must be in schools Years 8 – 11 as of October 1st.

6.5 Female players must be in school Years 9 – 13 as of October 1st.

- 6.6 If a player arrives late to the first innings of a 5th grade afternoon match, the player can fully participate in the match from the moment the player enters the field of play, regardless of whether the player is a batsman or bowler.

7 **LENGTH OF INNINGS & OVERS**

7.1 Matches shall be:

- 7.1.1 30 overs per innings
- 7.1.2 When **9 wickets** are taken
 - 7.1.2.1 If you are short on numbers, when you have one batter left.
 - 7.1.2.1.1 There is no last man stands rule (despite being short)

7.2 The Minimum number of overs per innings is 12.

7.3 Each 30 overs innings will be broken up into six brackets of five overs. The fielding team are to bowl five overs from the same end, before swapping ends and repeating. This is to help speed up the game.

7.4 8 Ball maximum for an over. Wides and no balls are worth one extra run.

- 7.4.1 The last over has no max number of balls.

7.5 If weather interrupts the match after play has commenced the above formula is to be applied.

- 7.5.1 Where weather interrupts the match while the second team is batting the number of overs shall be reduced by one over for every 3.5 minutes of playing time lost. If less than 14 overs are possible for the second team the match shall be declared a **no result** and points awarded accordingly.

7.6 **FITNESS FOR PLAY**

- 7.6.1 Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the captains/coaches
- 7.6.2 Where the captains do not agree with each other, the status quo will apply. However, if conditions worsen after the time of disagreement the fielding captain shall have the right to decide on matter of ground and weather, and the captain of the batting side on light.

7.7 **DELAYED START OVER CALCULATION**

- 7.7.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by reducing two overs for every 8 minutes of playing time remaining until the scheduled closing time for the game.
- 7.7.2 **Bowling restrictions:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.
- 7.7.3 The latest time a game may commence is 4pm.

7.8 **THE RESULT**

- 7.8.1 A result may only be achieved where both teams can bat for a minimum of 12 overs, or have been dismissed, or a result has been achieved earlier.
- 7.8.2 If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 12 overs unless the team batting first was all out sooner), then a

revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Stern Method which is inbuilt into the PlayHQ application.

8 **BOWLING RESTRICTIONS**

8.1 Number of overs

8.1.1 No bowler shall bowl more than 6 overs.

8.1.2 If overs have been reduced, no bowler shall bowl more than one fifth of the available overs.

8.2 Short-pitched bowling

8.2.1 A bowler shall be allowed to bowl one short-pitched delivery per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease but not over the top of their helmet.

8.3 Dangerous Bowling

8.3.1 In the event of the bowler bowling more than one short-pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler regarding **dangerous bowling**.

8.4 If a ball is bowled on the full at the batsmen **and is considered dangerous by the umpire**, the bowler will receive an official warning. Note the fielding captain must be made aware of this.

8.4.1 Factors to take into account

8.4.1.1 Direction (Is it at the batter)

8.4.1.2 Speed

8.4.1.2.1 It doesn't consider intent – It doesn't matter if he/she didn't mean to do it.

8.5 If a bowler has two cases of dangerous bowling, he/she will be removed from the bowling attack for the remainder of the innings (but may continue as a fielder)

9 **NO BALL**

9.1 If a ball, after delivery by the bowler, pitches off of the marked pitch, or the edge of the artificial surface, it shall be called a ``No Ball `` **(if struck by the batter)**

9.2 If a bowler does not have at least one foot on the artificial pitch at the moment of delivery, a ``no ball`` shall be called

9.3 **NO FREE HITS**

10 **WIDES**

10.1 A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the striker's bat or person (including pads etc) that, provided the striker was in his normal guard position:

10.2 Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with his bat.

10.3 Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his bat by means of a normal cricket stroke. In cases where an "off-side" wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.

10.3.1 For clarity, the actual wide guideline is the inside edge of the painted off-side and leg-side wide guideline that is closest to the batter's wickets.

10.3.1.1 If there are no such guidelines, use 10.3.

10.3.1.2 Coaches/Captains are to discuss what is a wide prior to the game.

11 FIELDING RESTRICTIONS

- 11.1 **The fielding team may have only 9 players on the field at any one time**, rotating the subs so players only spend one or two overs off the field at a time, is recommended.
 - 11.1.1 This is to create an odd number on the field to help with match awareness for batting & bowling (bowling to a field) – teams may not play with 11 fielders even if both side have 11.
 - 11.1.1.1 This is to create gaps in the field.
 - 11.1.2 Players should use this time to get a quick drink, while remaining close to the field of play.
- 11.2 First 7 overs only two players may field outside the 30-yard circle. For the remainder of the match up to 4 fielders can be outside the circle.
- 11.3 If grounds do not have a 30-yard circle marked, captains to work together and use common sense when applying the rules.
- 11.4 No more than 5 fielder may be on the leg side.
- 11.5 No more than two fielders may be behind square on the leg side. (Or a “NO BALL” will be called by the square leg umpire)

12 ARTIFICIAL PITCHES

- 12.1 Spikes must not be worn while batting or bowling on artificial pitches.

13 TEAM REQUIREMENTS

- 13.1 Where matches are played on neutral grounds, the team named first in the draw shall be considered the home team.
- 13.2 **The home team shall ensure:**
 - 13.2.1 At the conclusion of the match, the game result has been submitted to the NCA. Please check PlayHQ online that it has in fact gone up prior to closes off the game. No points will be awarded until NCA receives this result.
 - 13.2.2 Provide two sets of stumps for the game. One for the game, the second is a backup set in case of breakages
 - 13.2.3 A scoreboard is provided.
 - 13.2.4 Playhq is provided.
- 13.3 Away teams must bring one set of appropriate wooden stumps. (spring stumps are required for some artificial wickets)
 - 13.3.1 Players are to provide their own food/drink.

14 THE BALL

- 14.1 The grade of ball to be used in all matches shall be a 156-gram Kookaburra Crown 2-piece cricket ball, NCA encourage clubs to keep a reasonable standard of ball, preferably a new ball per game, but it is not necessary to use a new ball.
- 14.2 Female teams are allowed to use a 142-gram Kookaburra red ball.

15 THE UNIFORM

- 15.1 Teams uniform to be either traditional whites or colours that represent their club. All pads must be white.

16 HOUSE KEEPING

- 16.1 No alcohol shall be permitted on council grounds as per TDC and NCC by laws.
- 16.2 No alcohol will be consumed during hours of play by cricket teams in any grade of NCA competitions.

16.3 Smoking / Vaping is not allowed on the field of play by any player or umpire.

17 **RESPONSIBILITY OF THE COACHES**

17.1 Check the score with the scorers & opposing coach between innings to ensure it is accurate, and each side understands the target score.

17.2 Before leaving the ground both captains must agree as to the result of the match, with the home team to enter the result with full scoreboards where applicable.

17.3 The coaches are responsible for player and supporter behaviour including the use of alcohol.

17.4 The coaches must ensure that all rubbish is removed from their team area and taken away and placed in council bins.

18 **UMPIRES**

18.1 Both teams must provide **two** umpires for their own batting innings.

18.1.1 If available and willing, you may use a coach/spectator from the opposite team at the discretion of the batting side.

19 **PITCH**

19.1 The match is played on a full-length pitch. 22 yards (one chain) or 20.12m

20 **PROTECTIVE EQUIPMENT**

20.1 All appropriate hardball gear must be used i.e helmets.

20.2 The New Zealand Cricket Helmet Policy is

20.2.1 **Junior / Youth Hardball (Under 19yrs) boys and girls**

20.2.1.1 The following policy will be mandatory for the 2022 - 23 season onward. Helmets, with a face guard, are **mandatory** for junior cricketers (Under 19), including when they are playing senior cricket. They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the offside).

20.2.1.2 British Standard helmets (BS7928:2013) are considered "best of breed" helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior / youth cricketers to wear the British Standard helmet.

21 **POINTS**

21.1 **Points.**

21.1.1	Win	4 points
21.1.2	Win by default	4 points
21.1.3	Tie	2 points each
21.1.4	No result	2 points each
21.1.5	Loss	0 points
21.1.6	Loss by default	-4 points

22 **CANCELLATIONS**

22.1 Cancellations will be posted on our facebook page as soon as it comes to hand.

23 **DEFAULTS**

- 23.1 The deadline for advising the default of Junior and Youth teams will be by 12.00pm on the Friday preceding the day of the match.
- 23.2 In the event of a default after 12.00pm on the Friday preceding the match, the defaulting team will have 4 points deducted (if appropriate) from its competition total. The Club will be fined \$100.
- 23.3 Clause 3.12.1.4. and 3.12.1.5. in Adult Grades apply to Junior and Youth Grades. In the event of a “no show” (that is, a team failing to show up at a game without informing NCA and the opposition), the club of that team will be fined \$200. The opposition will be awarded maximum points from that round and the defaulting team will lose 6 points (if appropriate).
- 23.4 If a team defaults on two or more playing days, that team may be withdrawn from the competition by NCA, at NCA’s sole discretion.