



6th & 7th Grade T/25 Blast

All matches shall be played in accordance with:

- (a) The playing conditions as specified in this document,
- (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

And 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. In addition, all players, clubs and umpires shall comply with the by-laws of the NCA in force from time to time

1 THE COMPETITION Applies to NCA | 6th & 7th Grade T/25 Blast

2 COMPETITION NCA | 6th & 7th Grade T/25 Blast

- 2.1 The Competition will be a series of round robin matches followed by a Semi Final & Final, providing time allows (TBC due to team entries).
- 2.2 If teams are level on points the higher places will go to:
 - 2.2.1 The team with the most wins in the “round robin” stage of the competition
 - 2.2.2 If wins are the same it then falls to the team with the greatest number of wins over the other team (or teams if more than two teams are equal after applying 2.2).
- 2.3 The Competition Final will be played at the top qualifiers home ground, if that is unavailable, we will work with the top seeded club to select a ground of preference.
- 2.4 Tied final match or no result on last available reserve day: The team who qualified highest in the round robin will be declared the competition winner.

3 START AND CESSATION OF PLAY

- 3.1 Matches shall commence at 8.45am and each team shall have 1.5 hours in which to complete its 25 overs in the field. The Finish time for all matches shall be no later than 12pm
- 3.2 No Drinks break.

- 3.3 Please snack throughout the game where possible if needed – no innings break.
- 3.4 The latest a game may start is 9am.

4 **NAMING OF TEAM AND THE TOSS**

- 4.1 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.
- 4.2 Both sides are to enter their “draft” teams onto PlayHQ via the “My Teams” function, the evening before the match.
 - 4.2.1 Edits may be made on PlayHQ the morning of the match using MyTeams prior to the match or PlayHQ E-Score if the game has been loaded.

5 **THE PLAYERS**

- 5.1 The regular number of players in 6th or 7th grade is **nine**.
- 5.2 The minimum number of players required to constitute a game is six
 - 5.2.1 Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being awarded to the opposing team.
 - 5.2.2 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.
 - 5.2.3 If both teams don't have the minimum number required to constitute a match, then the result will be considered a no result. – Coaches are encouraged to make a “friendly” game happen instead.
- 5.3 For each match teams may be composed of **ten** players.
 - 5.3.1 Prior to the toss for each match, team coaches must provide the opposing coach and the umpires a list of their batting nine and their fielding nine. The player left out of the fielding nine will act as a tenth for the fielding portions of the match (i.e., the player may bat in the batting nine & field, but may not bowl).
 - 5.3.2 The non-batter/non-bowler may be rotated on and off the field acting as substitute fielder.
 - 5.3.3 Players must inform the umpires of leaving / entering the field.
 - 5.3.4 A player may bowl straight away when re-entering the field.
 - 5.3.5 The wicket keeper may not be nominated as the non-bowler in the fielding ten.
 - 5.3.6 All ten players must have a turn fielding at some point in the fielding innings.
 - 5.3.6.1 IE You can't just be a batter who doesn't field.
- 5.4 Recommended ages are as below:
 - 5.4.1 6th grade players must be in schools Years 7 – 9 as of October 1st. with the target age being year 8.
 - 5.4.2 7th grade players must be in school years 6 – 8 as of October 1st. with the target year being year 7.
- 5.5 If a player arrives late to a 6/7th 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.
- 5.6 Batters must retire not out, after their 30th ball.
 - 5.6.1 Not out batters may return to the crease, in the order in which they retire, once all other batters have either gotten out or also retired and if there are overs remaining

- 5.6.2 A new batter cannot be out during his/her first 6 balls (including the 6th)
 - 5.6.2.1 A returning batter has no grace period
- 5.6.3 If a new batter is dismissed in their grace period, the fielding team will be awarded 6 runs to their team score and the batter will swap to the non-strikers end.

6 **LENGTH OF INNINGS & OVERS**

- 6.1 Matches shall be:
 - 6.1.1 25 overs per innings
 - 6.1.2 Or, when all 8 wickets are taken
 - 6.1.3 One innings per team.
 - 6.1.4 If you are short on players, when there is only one batter left at the crease
 - 6.1.5 There is no “last man stands” rule
- 6.2 If weather interrupts the match during the:
 - 6.2.1 First innings, the match will be abandoned
 - 6.2.2 Second innings, the team with the higher run rate will be declared the winners.
 - 6.2.2.1 Providing at least 10 overs have been completed in the second innings.
 - 6.2.3 No DLS applies.
- 6.3 8 Ball maximum for an over (2 run for an wide)
 - 6.3.1 The final over will be unlimited balls and 1 run per extra.
- 6.4 No drinks or lunch break – Teams are to snack where possible if required.
- 6.5 5 overs will be bowled from one end before swapping ends to save time

7 **FITNESS FOR PLAY**

- 7.1 Unless a general or specific cancellation has been advised by the NCA. Whether a match can commence or not is the responsibility of the Coaches.

8 **THE RESULT**

- 8.1 A result may only be achieved where both the game has progressed at least the 10th over of the second innings.
 - 8.1.1 With the first team having batted all 25 of their overs.

9 **BOWLING RESTRICTIONS**

- 9.1 No bowler shall bowl more than 5 overs. (Please give everyone a go)

10 **NO-BALLS & DANGEROUS BOWLING**

- 10.1 Short-pitched bowling
 - 10.1.1 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.
- 10.2 Dangerous Bowling
 - 10.2.1 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**.
- 10.3 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.
 - 10.3.1 Factors to take into account
 - 10.3.1.1 Direction (Is it at the batter)
 - 10.3.1.2 Speed

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

10.4 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)

10.5 No-balls

10.5.1 **NO FREE HITS**

10.6 Artificial wickets

10.6.1 If a ball, after delivery by the bowler, pitches on the grass or the edge of the artificial surface it shall be called a "No Ball" - if it has been struck by the batter.

10.6.2 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.

11 **WIDES**

11.1 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:

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

11.1.2 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.

11.1.2.1 For clarity, the actual wide guideline is the inside edge of the painted line that is closest to the batter's wickets. (if available)

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

12 **FIELDING RESTRICTIONS**

12.1 There must be at least 3 fielders on both sides of the wicket.

13 **ARTIFICIAL PITCHES**

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

14 **TEAM REQUIREMENTS**

14.1 The team named first in the draw shall be considered the **home** team.

14.2 The home team shall ensure:

14.2.1 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.

14.2.2 Provide two sets of stumps for the game. One for the game, the second is a backup set in case of breakages

14.2.3 A scoreboard is provided.

14.2.4 Playhq is provided.

14.3 Away teams must bring one set of appropriate wooden stumps. (spring stumps are required for some artificial wickets)

14.3.1 Players are to provide their own food/drink.

15 **THE BALL**

15.1 The grade of ball to be used in all matches shall be a 142-gram Kookaburra Commando 2-piece cricket ball, but it is not necessary to use a new ball.

16 **THE UNIFORM**

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

17 **Responsibility of the Coaches**

- 17.1 Discuss with the opposition Coach the playing conditions of the match.
- 17.2 Check the scorebook between innings to ensure it is accurate and each side understands the target score.
- 17.3 Before leaving the ground both Coaches must agree as to the result of the match, with the home team to enter the result with full scoreboards where applicable.
- 17.4 The Coach is responsible for player and supporter behavior including the use of alcohol.
- 17.5 The Coach 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.
- 18.2 If available and willing, Teams may use a coach/spectator from the opposite team at the discretion of the batting side.

19 **PITCH**

- 19.1 Pitch length shall be 18m
- 19.2 Please do not warm up for bowling on any grass pitches including the “block” – the pitches either side of the one your using on that day.
- 19.3 Its is ok to warm up on an artificial wicket.

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:
- 21.2 Win 4 points
- 21.3 Win by default 4 points
- 21.4 Tie 2 points each
- 21.5 No result 2 points each
- 21.6 Loss 0 points

21.7 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 **PLAYING OUT OF GRADE**

23.1 If any team has any doubts about the eligibility of one of its players, it should seek a ruling from NCA at least 24 hours prior to the start of the match.