



8th & 9th Grade T/20 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 | 8th & 9th Grade T/20 Blast

2 COMPETITION NCA | 8th & 9th Grade T/20 Blast

- 2.1 The Competition will be a series of round robin matches. There will be no Final
- 2.2 Pools may be created part way through a season if the situation requires it

3 HOURS OF PLAY

- 3.1 Matches shall commence at 9am and each team shall have 1.25 hours in which to complete its 20 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 lunch break.

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. Edits may be made on PlayHQ the morning of the match.

5 THE PLAYERS

- 5.1 The minimum number of players required to constitute a game is as follows:
- 5.2 For grades or rounds that consist of eight players per side, the minimum number required to constitute a match 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 award 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 Teams may use more than 8 players on the day, However, only 8 batters may be used in an innings, only 7 fielders may be on the field at any one time (see rule 12) and it is to be discussed by both coaches prior to the match.
- 5.4 8th grade players must be in schools Years 5 – 7 as of October 1st. With the target year being Year 6
 - 5.4.1 9th grade players must be in school years 4 – 6 as of October 1st. With the target year being year 5.
 - 5.4.2 Clubs must contact NCA to get approval of any players outside of this age range.
 - 5.4.3 NCA have the final call on if a player is unfairly playing outside of their grade and may move a player before or during a season.
- 5.5 If a player arrives late to an 8/9th grade 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 bat in pairs for 5 overs then retire.
- 5.7 A batter cannot be out during their bat.
 - 5.7.1 However, if a batter is dismissed, the opposite team will be awarded 6 runs to their score and the batter will remain at the crease but swap to the non-strikers ends.
 - 5.7.2 There are no LBWs.

6 LENGTH OF INNINGS & OVERS

- 6.1 Matches shall be:
 - 6.1.1 20 overs per innings
 - 6.1.2 one innings per team
- 6.2 No DLS rule applies, if a game is rained off prior to the end of the match it shall be considered a no result
- 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 The latest time a game may commence is 9.30am

7 FITNESS FOR PLAY

- 7.1 Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the Coaches.

8 BOWLING RESTRICTIONS

- 8.1 No bowler shall bowl more than 4 overs. (Please give everyone a go)

9 NO-BALLS & DANGEROUS BOWLING

- 9.1 Short pitched bowling

9.1.1 A bowler shall be allowed to bowl one short pitched deliveries 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. In the event of the bowler bowling more than one short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler.

9.1.2 Dangerous bowling

9.1.2.1 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**

9.1.2.2 If a ball is bowled on the full at the batsmen **and is considered dangerous by the umpire**, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler regarding **dangerous bowling**.

9.1.2.2.1 Factors to take into account

9.1.2.2.1.1 Direction (Was it at the batter)

9.1.2.2.1.2 Speed

9.1.2.3 If a bowler commits two acts of dangerous bowling he/she will be removed from the bowling attack for the remainder of the innings.

9.1.2.3.1 But may still take part in the field.

9.2 No-balls on artificial wickets

9.2.1 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 struck by the batter – see rule **13.2**

9.2.1.1 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

9.2.1.2 A ball may bounce no more than twice, before reaching the batting crease (a third bounce in the crease is fine)

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:

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

10.1.2 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.

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

10.1.4 Coaches are to discuss what is a wide prior to the game.

11 **FIELDING RESTRICTIONS**

11.1 **The fielding team may have only 7 players on the field at any one time, rotating the field so kids only spend one over 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)**

- 11.1.2 Kids should use this time to get a quick drink, while remaining close to the field of play.
- 11.2 There must be at least 2 fielders on both sides of the wicket.
- 11.3 No more than two fielders behind square on the leg side.

12 ARTIFICIAL PITCHES

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

13 TEAM REQUIREMENT

- 13.1 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 The game is scored on PlayHQ
- 13.3 Away teams must bring one set of appropriate wooden stumps. (spring stumps are required for some artificial wickets)
- 13.4 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 142-gram Kookaburra Commando 2-piece cricket ball, but it is not necessary to use a new ball.

15 THE UNIFORM

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

16 Responsibility of the Coaches

- 16.1 Discuss with the opposition Coach the playing conditions of the match.
- 16.2 Check the scorebook between innings to ensure it is accurate, and each side understands the target score.
- 16.3 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.
- 16.4 The Coach is responsible for player and supporter behavior, including the use of alcohol.
- 16.5 The Coach must ensure that all rubbish is removed from their team area and taken away.

17 UMPIRES

- 17.1 Both teams must provide **two** umpires for their own batting innings.
- 17.2 If available and willing, teams may use a coach/spectator from the opposite team at the discretion of the batting side.

18 PITCH

- 18.1 8th Grade Pitch length shall be 16m.

18.2 9th Grade Pitch length shall be 14m

19 **PROTECTIVE EQUIPMENT**

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

19.2 The New Zealand Cricket Helmet Policy is:

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

19.3.1 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).

19.3.2 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

20 **POINTS**

20.1 Points.

20.1.1	Win	4 points
20.1.2	Win by default	4 points
20.1.3	Tie	2 points each
20.1.4	No result	2 points each
20.1.5	Loss	0 points
20.1.6	Loss by default	-4 points

21 **Player Playing Unfairly Out of Grade**

21.1 All players should be in the school years 4 – 7.

21.1.1 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

22 **CANCELLATIONS**

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