

# General Playing Conditions

All games shall be played in accordance with:

- a) The Playing Conditions specified in this booklet;
- b) The Conditions specified in the Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is any conflict between those conditions, the conditions shall be applied in the order of priority set out above. In addition, all players, clubs and umpires shall comply with the bylaws of the Auckland Cricket Association in force from time to time.

## PLAYER ELIGIBILITY & DISPENSATIONS

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Dispensation needs to be granted from the Community Cricket Manager for junior players to play in:

- Lower grades than they originally played in the given season (eg: A Year 7 Premier player requires dispensation to play in Year 7A grade).
- A lower year group (eg: A Year 7 player to play in a Year 6 grade).

Dispensations will be assessed on a case-by-case basis. Players are allowed to play in higher grades without dispensation.

## RULE 5 – HOURS OF PLAY

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It is imperative that all morning games conclude by 12noon as there will be afternoon games scheduled on the same wickets which need to start on time. Coaches are to ensure that the required over-rate is maintained during the 2nd innings so that the match finishes no later than 12noon. Playing time can only extend beyond 12noon in exceptional circumstances, and even then only with the agreement of both captains of the teams scheduled on the wicket for the afternoon.

## RULE 7 – PITCH LENGTH

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All Year 7 and 8 games will be played on full-length wickets.

Y6 games will be played on shorter wickets – 18 metres.

If the game is scheduled on a full-length wicket, then its length **must** be shortened and marked before the start of play. **At both ends:**

1. position the stumps on the popping crease instead of the bowling crease
2. mark new popping creases with chalk - 4 feet (1.22 metres) from the centre of the stumps.

This will result in a pitch length of 17.71 metres, which is acceptable under these Rules.

(**Note** – this means that all Y6 teams must carry a set of freestanding stumps, some chalk, and something to measure 4 feet.)

## RULE 17 – UNEVEN TEAM NUMBERS

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This rule is in place to ensure that the batsmen who have had the “least cricket” get the opportunity for some more. A team may bat players twice if they have less than 11 players, but returning batsmen must be returned in ascending order i.e. the lowest scoring batsman, dismissed or retired, must return first and so on. (Where there are two players on the same lowest score, the batsman who has faced the least number of deliveries returns first.)

## RULE 18 – NO BALLS/WIDES

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For bouncers and full tosses, the “height” of the batsman’s shoulder and waist is taken when he is standing **upright** on the popping crease. If the batsman hits it, it is still to be called a No ball. No ball overrides Wide.

In respect of the bowler’s feet:

### **Law 24.5: Fair delivery – the feet**

For a delivery to be fair in respect of the feet, in the delivery stride:

- (i) the bowler’s back foot must land within and not touching the return crease;
- (ii) the bowler’s front foot must land with some part of the foot, whether grounded or raised, behind the popping crease;

If the umpire at the bowler’s end is not satisfied that both these conditions have been met, he shall call and signal No ball.

A batsman can only be dismissed from a No ball as follows:

### **Law 24.15: Out from a No ball**

When No ball has been called, neither batsman shall be out under any of the Laws except 33 (handled the ball), 34 (hit the ball twice), 37 (obstructing the field) or 38 (run out).

**Wides** – the wide-lines must be agreed before the start of the game and preferably marked with chalk on the popping crease. The calling must be consistent throughout the game. As a guideline, the wide-lines should be no closer to the stumps than:

- off-side - one stump-length (including the ferrule) from the outside of the off-stump;
- leg-side - one stump-length (including the ferrule) from the inside of the off-stump.

## **RULE 21 – BOWLING RESTRICTIONS**

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**Grades 7 Premier and 8A** – note that the rule does **not** mean: “no more than 8 players can bowl”.

## **RULE 26 – EXCHANGE OF UMPIRES**

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Permitted, but should be avoided if possible in the interest of consistency for the players – particularly in the calling of wides and “over-height” deliveries.

## **RULE 27 - COACHING ON THE FIELD**

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The Rule is quite specific:

Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. At no stage during the match should the coach be on the field, unless he/she is umpiring. In the interests of player development, coaches should direct their advice to the captain.

This is in place not only to avoid holding up the game, but also to allow the players to develop and learn the strategies and tactics of the game – and learn from their own mistakes.

Having said that, situations will arise where this rule is perhaps too strict – for example where an inexperienced captain is setting the field or perhaps a fielder is larking about or not following the directions of his captain. Clearly the coach will have to intervene in these and similar situations but it would be prudent to talk to the opposition coach either before the game starts or as the need arises – no reasonable coach would have a problem in unusual circumstances.

## **EQUAL POINTS**

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Should two or more teams in any grade be on equal points at the end of any competition round, the higher finishing team will be the team that achieved the most victories during the entire season over the team(s) with which it is tied. Where this method does not produce a result, the team with the higher Net Run Rate (NRR) at the end of the competition round in which the teams are tied shall be the higher finishing team.

NRR shall be calculated as: (Runs for/Overs faced) – (Runs against/Over bowled). If a team is dismissed in less than the total number of available overs, the overs faced shall be deemed to be the total number of available overs (not the number of overs in which they were dismissed) when calculating NRR.

## **THE LBW LAW (Applies to Boys Year 7 & 8 and Girls U14 Grades)**

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There are a number of questions the umpire must ask themselves when considering an LBW appeal – the main thing to do is to take your time. Replay the delivery in your mind and consider the questions in the order that things happened.

The LBW Rule as it applies in these Grades is modified slightly from Law 36.

Before answering an appeal, the bowler’s end umpire must be satisfied that the delivery was “fair” – i.e. it was not a No ball.

The first question to answer applies only to these Grades:

**Did the batsman step forward in a positive manner (i.e. not a shuffle or a ‘lean’)?** If he did, then he

is not 'playing back' and must therefore be given **NOT OUT**.

(The umpire should check with his mate at the striker's end to ensure mutual agreement that the player was playing back. Where there is disagreement on this issue between the umpires, the player must be given **NOT OUT**.)

If it is agreed that the player was 'playing back', then ask yourself the questions from Law 36 – these must all be answered "YES" for the batsman to be given OUT-LBW.

**1. Did the ball pitch on the line of the stumps (i.e. wicket to wicket) or outside off-stump?**

If "YES" (or if it hit the batsman on the full) go on to question 2.

If "NO" then NOT OUT.

**2. Was the first point of impact the striker's person or equipment, and not his bat?**

If "YES" go on to question 3.

If "NO" then NOT OUT.

**3. Was the first point of impact between wicket and wicket? (This is amended from Law 36 for these Grades).**

If "YES", go on to question 4.

If "NO" then NOT OUT.

**4. Had the ball not been intercepted, would it have gone on to hit the stumps?**

If "YES" then OUT.

If "NO" then NOT OUT.

If any of these questions are answered in the negative, the umpire must call – NOT OUT. And if there is any doubt whatsoever, the benefit of the doubt goes to the batsman – so NOT OUT.