

Year 8 Cricket Playing Conditions

1. Team Composition

Maximum 9 on the field. Players should be no older than school Year 8 at the beginning of the season (September 2017).

2. Boy/Girls

Mixed teams allowed.

3. Graded

Yes. Grading of teams to be determined by each Club/School.

4. Toss

Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss.

5. Hours of Play & Over Rate

Separate Competitions After Christmas. *Teams can enter multiple competitions.*

- **Thursday Night T20 (Open): 5pm – 7.30pm.** The first innings should conclude by 6.10pm. If not completed by 6.20pm no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings is not concluded by 7.40pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 17th over at 12.40pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday T20 (Open): 8.30am – 11.30am.** The first innings should conclude by 9.55am. If not completed by 10.05am no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings is not concluded by 11.40pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 17th over at 11.40pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Limited Overs (Restricted): 1.30pm – 6pm.** The first innings should conclude by 3.30pm. If not completed by 3.40pm no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings is not concluded by 6.10pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 27th over at 6.10pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

6. Coaches

All Coaches are recommended to have completed the Advanced Foundations Coaching Course.

7. Length of Innings

T20. Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

Limited Overs. Maximum 30 overs. The second innings shall consist of the same number of

overs bowled in the first innings (or 30 overs if the team batting first has been dismissed in less than 30 overs), providing that a result is not reached beforehand.

Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

8. Pitch Length

Full pitch

9. Boundaries

45m from the middle of the pitch and marked by cones or flags.

10. Ball

- **T20:** A 156gm ball is to be used. Recommended Hardball T20 Orange Duke or equivalent. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.
- **Limited Overs:** A 156gm ball is to be used. Hardball Kookaburra Crown Red Ball or equivalent. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.

11. Replacement Players

A max of 2 players can be used as replacements during a game. Batting 9 must be named in the scorebook before the start of play. Replacement players may bowl and field only.

12. Declarations

Not allowed.

13. Weather Affected Matches

Declared a draw if 5 overs for T20 and 15 overs for Limited Overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 20 or 30 depending on the format.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the D/L method.

13. Intervals

Maximum of 10 minutes between innings for T20 and a maximum of 30 minutes for Limited Overs (teams to agree no later than the start of the innings break the length of the break). One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

14. Dismissals

Batter is out when out.

15. Stumpings

Yes.

16. LBWs

The LBW Law applies.

17. Uneven Team Numbers

- team may bat players twice if they have less than 9 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsman (dismissed) must return first and so on.
- A dismissed batsman may only return after any retired batsmen have returned.
- The batting team must provide up to 2 players to assist with fielding. These players

may be rotated as the need arises.

18. No balls / Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.
- Umpires must agree wide-lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 8 deliveries per over.

19. Double Bounce Rule

Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease.

20. Length of Overs

6 Fair deliveries or a maximum of 8 deliveries per over (including wides/no balls).

21. Bowling Restrictions

T20:

Maximum 4 overs per player.

All players must bowl minimum 2 overs.

No player may bowl their third over until all players have bowled two overs.

Where there are more than 9 players, any player who is not named in the batting 9 must bowl 2 overs.

Limited Overs:

Maximum 6 overs per player.

All players must bowl minimum 2 overs.

No player may bowl their third over until all players have bowled two overs.

Where there are more than 9 players, any player who does not bat must bowl 3 overs.

22. Retirement/Batsmen Returning

T20:

Compulsory retirement of batsmen after 18 balls faced. Retired batsmen may only return at the end of the innings in ascending order from lowest score to highest (i.e. retired batsman with lowest runs returns first, next lowest scoring retired batsman returns next and so on). Returning batsman cannot be retired a 2nd time once returned to the crease.

Limited Overs:

Compulsory retirement of batsmen after 30 balls faced. Retired batsmen may only return at the end of the innings in ascending order from lowest score to highest (i.e. retired batsman with lowest runs returns first, next lowest scoring retired batsman returns next and so on). Returning batsman cannot be retired a 2nd time once returned to the crease.

Note: Manipulating batting so that batters deliberately get out (batting side) to bring back "better" batters or deliberately not getting batters out (bowling side) to stop "better" batters coming back, are both against the spirit of cricket.

23. Fielding

- To speed up games in T20 matches, bowling is permitted from one end. This must be agreed before the match starts by both team coaches and cannot be changed again during the match.
- No player may field within 15m of the bat except between 'point' and the wicketkeeper where slip fielders are permitted.

24. Wicketkeeper

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then he/she must also bowl the minimum number of overs. Wicket keepers must wear helmets.

25. Umpiring

All umpires are recommended to have completed minimum [Foundations coaching course](#) and have registered and completed [Umpiring Online modules](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

26. Exchange of Umpires

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

27. Music

The batting side is permitted to play music for the batters to walk on and off the field and during any breaks of play e.g. drinks break, innings break. This should be done to not delay the game.

28. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition. This is completed by sending an email rating your opposition from 0 – 3, with 3 being the highest rating, along with any comments to njackson@aucklandcricket.co.nz by 5pm the Monday following your game at the latest.

29. Grades

There will be Thursday and Saturday T20 grades and a Saturday Limited Overs grade. These are separate competitions. Teams can enter into multiple competitions both before and after Christmas. Only four teams per club can be entered into the Limited Overs Grade (two in A and two in B). Should some clubs not enter four teams into Limited Overs Grade, consideration will be given to allowing extra teams from other clubs to fill the vacant team places. There are no limits on clubs on entries into any other grade.

Players cannot play in finals for any team they have not played at least 4 games for previously without ACA dispensation. ACA will divide entered teams into regional pools for each grade, with pool winners and runners up entering a finals format to conclude the season. All eliminated teams will continue to play matches until the season concludes.

Thursday T20

- Five rounds of regional competition play starting February 8 (teams will play other teams as close to each other as possible to limit travel time to games)
- One regional quarterfinal played on Thursday March 15 (other teams that do not make quarterfinals will play in a plate competition if there are sufficient numbers, or they will play a friendly game on this playing date).
- Finals Day (Sunday March 18) where Semi Finals, Playoff for 3rd and Final will be played for the championship and the plate (should there be enough teams for a plate competition). All other sides will play a “friendly” game on this day.

Saturday T20

- Five rounds of regional competition play starting February 10 (teams will play other teams as close to each other as possible to limit travel time to games)
- One regional quarterfinal played on March 17 (other teams that do not make quarterfinal will play in a plate competition if there are sufficient numbers, or they will play a friendly game on this playing date).
- Finals Day Saturday March 24 where Semi Finals, Playoff for 3rd and Final will be played for the championship and the plate (should there be enough teams for a plate competition). All other sides will play a “friendly” game on this day.

Limited Overs

- Five rounds of regional competition play starting February 10 (teams will play other teams as close to each other as possible to limit travel time to games)
- One semifinal (with 4 highest ranked teams based on qualification from regional pools) played on March 17 (other teams that do not make semifinal will play in a plate competition if there are sufficient numbers, or they will play a friendly game on this playing date).
- Finals Day (Saturday March 24) for the championship and the plate (should there be enough teams for a plate competition). All other sides will play a “friendly” game on this day.

Pool Points: Win = 3 points Tie or No Result = 1.5 points Loss = 0 points

ACA Club and College Year 9 Options Term 1 2018

ACA New Club Competitions – Year 8/9

ACA would like to see all players who started this season in year 8 competitions continue in an ACA Year 8/9 Term 1 2018 competition.

- **Thursday Night T20 (Open): 5pm - 7.30pm. 20 overs.**
- **Saturday T20 (Open): 8.30am - 11.30am. 20 Overs.**
- **Limited Overs (Restricted): 1.30pm – 6pm. 30 Overs.**
- Teams can enter multiple competitions; however, the Limited Overs competition is restricted to four sides per club (two each in A and B).
- Teams are 9 players not 11 players. This is aligned to the new junior formats being introduced.
- Competitions dates:
 - Thursday T20 – Thurs Feb 8 and Final Sun Mar 18
 - Saturday T20 and Limited Overs – Sat Feb 10 and Final Sat Mar 24
- Players who are playing College Cricket can play in these competitions with their teams/friends from their current Year 8 teams. The Thursday Night T20 competition has been scheduled to not conflict with training for College Colts teams that usually are scheduled for Mondays and/or Wednesdays.

College Sport Secondary School Competitions

Term 1 2018 options for Year 9 students at Secondary School:

- **Year 9/10 Colts Saturday Afternoon: 12:30pm – 6pm. 45 overs.**
- **Junior Saturday Morning:**
 - **A Grade: 8:30am - 12:30pm. 30 overs.**
 - **B Grade: 9:00am - 12:10pm. 20 overs.**
- **Junior Open Saturday Afternoon: 12:30pm - 6pm. 40 overs.** This is a combined club and school competition. These teams, carrying on from pre-Christmas competition should be club Year 10 and Year 11 players.
- All of the secondary school competitions are 11-a-side.
- Competitions begin February 10 and end March 24.