



Year 7 Cricket Playing Conditions

1. Team Composition

Maximum 9 on the field. Players should be in school Year 7 at the beginning of the season.

2. Boy/Girls

Mixed teams allowed.

3. Graded

Players should be given the option at registration which grade they wish to play in. Within each grade teams should be based on geographical location, school attending, and friendships. ACA recommends having balanced teams within grades i.e. within Pink Grade if you have 2 teams they should be of equal strength rather than an "A" and a "B" side.

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

Teams/players can enter multiple competitions.

- **Tuesday Night T20 (Open Pink Grade Only – separate regional competitions pre and post Christmas):** 5pm – 7.50pm. The first innings should conclude by 6.20pm. If not completed by 6.30pm 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 8pm, 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 8pm, 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 (Restricted Pink and Open White Grades): 10am – 12.50pm.** The first innings should conclude by 11.20am. If not completed by 11.25am 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 12.55pm, 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 12.55pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday Limited Overs (Restricted Pink Grade Only): 1pm – 5.10pm.** The first innings should conclude by 3pm. If not completed by 3.10pm 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 5.20pm, 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 5.20pm, 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 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.

ACA recommends that should the team batting second win the game prior to the completion of the full allowable overs, that both teams continue to play to ensure all batters in the second innings have an opportunity to bat. If teams decide to continue, the result needs to be submitted at that point and any play following will continue without being scored on CricHQ.

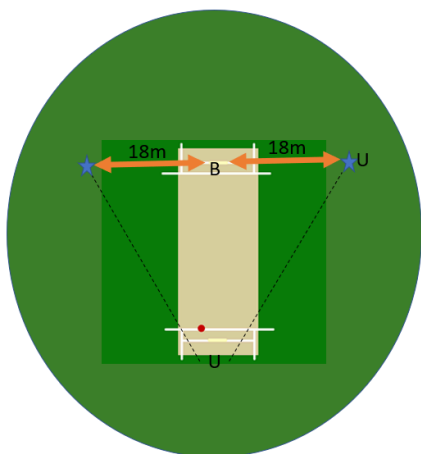
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

8. Pitch Length

18m. Use marked lines at one end and measure 2.12m from the other end and mark line for stumps and a further 1.22m for the popping crease. Spray landscape chalk, available from Bunnings, is ideal to mark lines.

9. Boundaries

40m circle from the middle of the pitch and marked by cones or flags.



Fielding Exclusion Zone

Markers are placed 18m square either side of the stumps at both ends. The square leg umpire is to position at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end, to the markers either side of the stumps at the batter's end. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach early, the umpire will signal and call a 'no ball'.

Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.

10. Ball

- **Pink Grade:** A 142gm ball is to be used. Hardball Kookaburra Crown Water Resistant Pink 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.
- **White Grade:** A 142gm ball is to be used. Kookaburra Commander White Ball or equivalent. The match ball does not have to be new, but umpires must agree that it

is fit for play.

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.

14. Intervals

Maximum of 10 minutes between innings. One drinks break, not exceeding 2 minutes, may be taken midway through each innings.

15. Dismissals

All batters get **ONE** life within the first **6** fair balls (wides or no balls not counted). If a batter is dismissed a 2nd time they are out. Batters swap ends after first dismissal within **6** balls and the delivery is treated as a penalty -5 and the bowler gets credited for the wicket.

16. Stumpings

Yes.

17. LBWs and Mankads

No LBWs or Mankads.

18. Uneven Team Numbers

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

19. No balls / Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- 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.

20. 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.

21. Length of Overs

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

22. Bowling Restrictions

T20

- Maximum 4 overs per player.
- All players must bowl minimum 2 overs.
- A minimum of 5 overs of spin bowling per innings.
- 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.
- A minimum of 7 overs of spin bowling per innings.
- 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 2 overs.

23. Retirement/Batters Returning

T20 Competition

Compulsory retirement of batters after 18 balls faced. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

Limited Overs:

Compulsory retirement of batters after 36 balls faced. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter 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.

24. 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 enter the fielding exclusion zone before the batter has played their shot. Between ‘point’ and the wicketkeeper 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 to have completed minimum free online [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 not delay the game.

28. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition.

29. Separation of Players and Supporters Areas Before and During Games

All supporters are encouraged to attend games, however, to aid with development of players, supporters viewing areas are to be setup at least 20m away from the players area. Before and during games, all supporters, are encouraged to stay away from the players area where only players/coaches/managers/umpires/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.

30. Grades

There will be multiple grades, only Pink for the Tuesday T20, Pink and White for the Saturday T20 competition and only a Pink grade for the Limited Overs competition.

The Tuesday T20 Grade is open to as many teams as clubs would like to enter and doesn't impact on eligibility to play for Saturday sides. This competition will be regionally based to reduce travel, including regional finals only for both the pre and post Christmas competitions.

Only two teams per club can be entered into any Saturday Pink Grade. Should some clubs not enter two teams into any Pink Grade, consideration will be given to allowing extra teams from other clubs to fill the vacant team places. Players from Saturday Pink Grade teams cannot play for Saturday White Grade teams without a dispensation from ACA. There are no limits on club White Grade entries.

ACA will divide entered teams into regional pools for each grade. The top 8 from each Saturday grade will enter into an Auckland wide finals format, all other teams will continue to play matches in a plate competition with a plate final. Players cannot play in finals for any team they have not played at least 4 games for previously without ACA dispensation.

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