



# Year 8 Cricket Playing Conditions

## 1. Team Composition

Maximum 9 on the field. Players should be in school Year 8 at the beginning of the season.

## 2. Boy/Girls

Mixed teams allowed.

## 3. Graded

Grading of teams to be determined by each Club/School when they enter teams in various competition formats – Thursday T20, Saturday morning T20, Saturday Afternoon Limited Overs.

## 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 Before Christmas, and After Christmas.** *Teams/players can enter multiple competitions.*

- **Thursday Night T20 (Open Pink and White Grades): 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 1 over not bowled at 6.30pm. 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 (Open White Grade Only): 9.30am – 12.00pm.** If 20 overs are not bowled by 10.40am play should continue with time made up by not having a break. Should the first innings not be completed by 10.50am, the second innings will be reduced by 1 over for 1 over not bowled at 10.50am. If the second innings is not concluded by 12pm, 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 12pm, 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 Pink Grade): 1pm – 5.30pm.** 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 1 over not bowled at 3.10pm. If the second innings is not concluded by 5.40pm, 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 27th over at 5.40pm, 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.

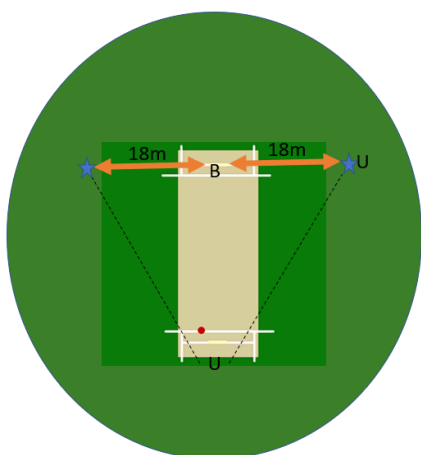
*Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.*

## 8. Pitch Length

- Before Christmas: 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.
- After Christmas: Full pitch.

## 9. Boundaries

45m 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

- **White Grade T20:** 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.
- **Pink Grade All Formats Before Christmas:** 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.
- **Pink Grade After Christmas:** A 156gm ball is to be used. Recommended 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.

## 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. Umpires should always give the benefit of doubt to batters.

**17. Uneven Team Numbers**

- 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 8 players who bat. 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 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 6 deliveries per over. The last over has no maximum deliveries.
- Wides and no-balls are worth 2 runs.

**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**

A maximum of 6 deliveries per over (including wides/no balls). The last over has no maximum deliveries.

## 21. 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.

## 22. Retirement/Batters Returning

### T20:

Compulsory retirement of batters after 24 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 42 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.

## 23. Fielding

- To speed up games in T20 Saturday matches, bowling is required from one end – it is optional on Thursday night.
- 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 they 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/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.

**30. Grades**

There will be multiple grades, Pink and White for the Tuesday T20, 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



## ACA Club and College Year 9 Options Term 1 2019

This information is based on 2018 and is subject to change prior to the 2018/2019 season.

### ACA 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 2019 competition.

- **Thursday Night T20 (Open): 5pm - 7.30pm.**
- **Saturday T20 (Open): 9.30am – 12pm.**
- **Limited Overs (Restricted): 1pm – 5.30pm. 30 Overs.**
- Teams can enter multiple competitions; however, the Limited Overs competition is restricted to two sides per club.
- Teams are 9 players not 11 players.
- Players who are playing College Cricket are encouraged to 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.
- Colleges at the time of this being written are allowed to enter teams into these grades, however, College Trial dates and team entry dates are being negotiated prior to the start of the 2018/2019. Colleges will need to be able to commit to entering teams earlier and having trials earlier if they are to compete in 2019 in these competitions.

### College Sport Secondary School Competitions

Term 1 2019 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, for Term 4 2018 should be Year 9 and Year 10 players, who after Christmas will carry on as Year 10 and Year 11 players.
- All of the secondary school competitions are 11-aside.