

Boys HB Smash U16

Formats Overview for Boys Under 16				
Conditions	Tennis Ball Carnival	Hard Ball Smash	Hard Ball Summer Holiday	
	Under 16	U16 Wed T20 Pink Grade	U16 Sat T20 Pink Grade	U16 Sat LO Pink Grade
Players	6	9	9	9
Day Games Played	Sundays	Thursday 5pm	Saturday PM	Saturday PM
Season Length	2 Days Term 4 (approx 6 games)	Term 4 and Term 1 Separate Competitions (approx 8 games each)	Summer Holidays (approx 5 games)	Summer Holidays (approx 5 games)
Time (Approx)	1.5 Hours	2.5 Hours	2.5 Hours	6 Hours
Pitch	18m	20m	20m	20m
Boundaries	45m	45m	45m	45m
Soft Ball	KookaBall Soft	-	-	-
White Hardball	-	-	-	-
Pink Hardball	-	-	-	-
Adult Hardball	-	Crown	Crown	Crown
Protective Gear Required	No	Yes	Yes	Yes
Overs in Match	12	20	20	40
Minimum Balls Faced Per Player	12	1	1	1
Maximum Balls Faced Per Player	12	30	24	48
LBW	No	No	No	No
Stumpings	No	Yes	Yes	Yes
Minimum Balls Bowled Per Player	12	0	0	0
Maximum Balls Bowled Per Player	12	24	24	48
Coaching Qualifications Required	Foundation	Advanced Foundation	Advanced Foundation	Advanced Foundation

1. Team Composition

Maximum 9 on the field. Players should be under 16 on May 1.

2. Boy/Girls

Mixed teams allowed.

3. Graded

Grading of teams to be determined by each Club when they enter teams.

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 Half Season Competitions.

- **Thursday Night T20 (Open Pink Grade): 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 full 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.

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.

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

Marked field boundaries.

10. Ball

A 156gm Hardball Kookaburra Crown Water Resistant Pink Ball. 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. Declarations

Not allowed.

12. Weather Affected Matches

Declared a draw if 5 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.

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.

14. Dismissals

Batter is out when out.

15. Stumpings

Yes.

16. LBWs

Yes.

17. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 9 players, but the returning batter must be the lowest scoring batter (dismissed).
- 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.

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.

- Any delivery that bounces outside of the pitch will automatically be deemed 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. **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 8 deliveries per over (including wides/no balls). **The last over has no maximum deliveries.**

21. Bowling Restrictions

- Maximum 4 overs per player.
- A minimum of 3 overs of spin bowling per innings.

22. Retirement/Batters Returning

Compulsory retirement of batters after 30 balls faced i.e. wides and no balls are counted. 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 matches, bowling is required from one end.
- Close Fielders: Any fielders within 10 metres of the batsman forward of the wicket must use full protective equipment including helmet and visor, abdominal protector and shin guards.

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 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.

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 in CricHQ.

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 coaches or managers should provide any before or during game advice.

30. Grades

The Thursday T20 Grade is open to as many teams as clubs would like to enter. This competition will be regionally based to reduce travel, excluding Auckland finals for both the pre and post Christmas competitions. 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

Note Regarding Finals Series Games

Please note due to time constraints it is not possible to have a Bowl Off or Super Over for these grades in the event of a tied game. In an elimination match where a winner must be found (Quarter Final or Semi Final) if the game is tied at the end of the match the result will be awarded to the team with the highest seeding from pool/league play going into the match.

E.g. If 3rd is playing 5th and the match is tied the 3rd place team shall progress.

This rule would also take affect if the game was abandoned or washed out.

For the Final game if abandoned or tied the trophy shall be shared between the 2 teams.

31. Weather Cancellations

ACA will cancel all junior and youth morning cricket should there be an Auckland weather advisory from the MetService advising that it is unsafe to travel to games. ACA checks for advisories constantly and will communicate through the ACA website, Facebook and email to all Club Managers. Coaches / managers if you are unsure if the game is on we encourage you to use the contact list your club should have provided you to call the opposition team coach/manager to discuss this. If a mutual agreement cannot be made the home team manager has final say on pitch condition and playability. If a game is abandoned, the home team coach/manager must enter the game as abandoned on CricHQ immediately.

If contact cannot be made with opposition team coach/manager or club manager, contact ACA. If ACA receives a call from an away team advising they cannot contact the home team coach/manager or club manager, ACA has the ability to deem the fixture as abandoned if ACA believes the weather will not allow a fixture to be played.

If in any doubt, please ensure you arrive at the ground on time to avoid a default.



32. Defaults

If a Team defaults a match for any reason the following penalties shall be incurred:

(i) First default: The Team and Club to which the defaulting Team belongs shall receive a warning of the consequences of a further default.

(ii) Second default: The Team defaulting shall forfeit 3 Competition points, will be fined \$100 and its Club shall receive a final warning.

(iii) Third default: The Team defaulting shall be debarred from participating in the remainder of the Competition. The match fees already paid for that Team to the Association shall not be refunded to its Club or, alternatively, if the match fees have not been paid, they shall remain payable by the Club to the Association.