



# Boys HB Smash Under 14 Playing Conditions

## 1. Team Composition

Maximum 9 on the field. Players MUST be Under 14 on September 1.

## 2. Boy/Girls

Mixed teams allowed.

## 3. Graded

Grading of teams to be determined by each Club when they enter teams in various competition formats.

## 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

**Half Season Post Christmas Competitions Only (Pre Christmas is Year 8).** *Teams/players can enter multiple competitions; however, players will not be able to play Saturday morning school and Saturday afternoon combined club and school cricket (Saturday afternoon combined club and school playing conditions published separately). Any exceptions will require a dispensation from ACA.*

**Thursday Night T20: 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 full over not bowled at 6.20pm. If the second innings is not concluded by 7.30pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 7.30pm, 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](#). All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

## 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.

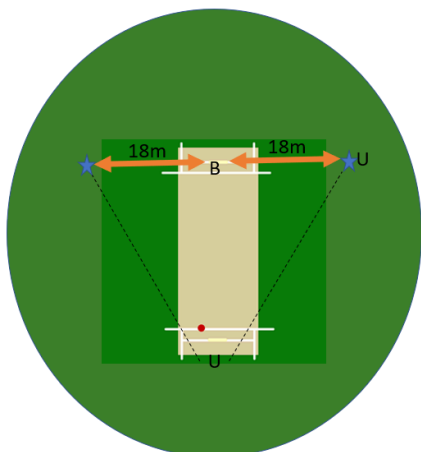
*Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.*

## 8. Pitch Length

Full Pitch.

## 9. Boundaries

40m 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**

A 142gm 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 for T20 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. One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

#### **14. Dismissals**

All batters get **ONE** life within the first **6** balls (wides or no balls counted). If a batter is dismissed a 2<sup>nd</sup> time they are out. Batters swap ends after first dismissal within **6** balls and the delivery is treated as a penalty -6 and the bowler gets credited for the wicket. If a batter gets out for the first time on the 7<sup>th</sup> ball, they are 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 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 3 overs of spin bowling per innings.
- A cone should be placed 15m behind the wickets at the bowler's end, which is the longest run up permitted.
- No player may bowl their third over until all players have bowled two overs.

**22. Retirement/Batters Returning**

**T20:**

Compulsory retirement of batters after 24 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 from one end.**
- No player may enter the fielding exclusion zone before the batter has played their shot.

**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 [Umpiring Course](#). 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 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 umpires, coaches or managers should provide any before or during game advice.

**30. Grades**

ACA will divide entered teams into regional pools for the Thursday T20 grade. 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 at 7am or later, 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.