

Boys HB Smash U16 Playing Conditions

IF ANY TEAM ATTEMPTS TO CONVINCING ANOTHER TEAM TO NOT PLAY BY THESE PLAYING CONDITIONS, IF REPORTED TO ACA, THAT TEAM WILL AUTOMATICALLY FORFEIT THE GAME. SHOULD BOTH TEAMS COLLUDE TO PLAY THEIR GAME CONTRARY TO THE PLAYING CONDITIONS, BOTH TEAMS WILL FORFEIT THE GAME WITH NO COMPETITION POINTS AWARDED TO EITHER TEAM.

Quick Summary	
Number of Players	9 players can bat and bowl.
Maximum Innings Length	20 overs
Pitch Length	Full Pitch
Boundary Size	Full senior boundaries as marked.
Exclusion Zone	"Ice Cream Cone" shaped with 18m semi-circle behind stumps and triangle from umpire at bowler's end to the 18m points square both sides of the batter's end stumps.
Bowlers Run Up	No limitation.
Spin/Slow Bowling Overs	3 overs of spin/slow - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	4 Overs a game, maximum 2 overs spells per player.
Minimum Overs Bowling	None.
Maximum Balls Batting	30 balls including any wides/no balls
Batting Grace Period	None.
Maximum Balls Per Over	7 balls maximum except last over which is unlimited.
No Balls	Yes
LBW, Stumping	Yes
Bowling from one end	Yes
Drinks Breaks	No official drinks break, however if innings is progressing quickly enough a 3-minute maximum break can be taken.
When Result Occurs	The team batting second wins when they score more runs than first innings. The team fielding second wins when they bowl out the team batting second for less runs than they scored, or the overs are completed with the team batting second scoring less runs.
Who can Umpire	No Coaches allowed to Umpire. Umpires should have completed the free NZC online qualifications. Umpires are not allowed to give game advice to players during the game.
Coaching during games	No supporters shall communicate with any player or players on the field of play. Coaches/Managers are recommended to deliver any messages directly to the captain either with drinks at an appropriate moment, or by substituting a player temporarily to deliver the message, however, this must not slow the game down. No "yelling/delivering" instructions to players from the sidelines should occur.

CricHQ Match Type: Age & Stage Youth Boys HB Pink (U16 T20) - ACA



1. Team Composition

Maximum 9 on the field. Players should be Under 16 on April 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 for the toss they will be deemed to have lost the toss. If a team is not available for the start of the match they will be deemed to have lost the match. All players must be entered into CricHQ prior to the toss.

5. Hours of Play & Over Rate

Separate Half Season Competitions.

- **Wednesday Night T20: 5pm – 7.30pm (Games can start later right up until 6pm with prior agreement from coaches/managers from both sides).** The first innings should conclude by 6.10pm or no more than 1 hour and 10 minutes from the start time.

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.

Determination of Result:

- When the team batting second passes the total of the team that batted first **and** all batters in the second innings have either been dismissed or retired once **or** the full allotment of available overs is completed, whichever comes first, the team batting second will at that point be determined to be the winner of the game.
- Should the team that is bowling in the second innings dismiss the team batting second or the full allotment of available overs is completed and the second innings score is less than the first innings score, whichever comes first, the team bowling second will at that point be determined to be the winner of the game.

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

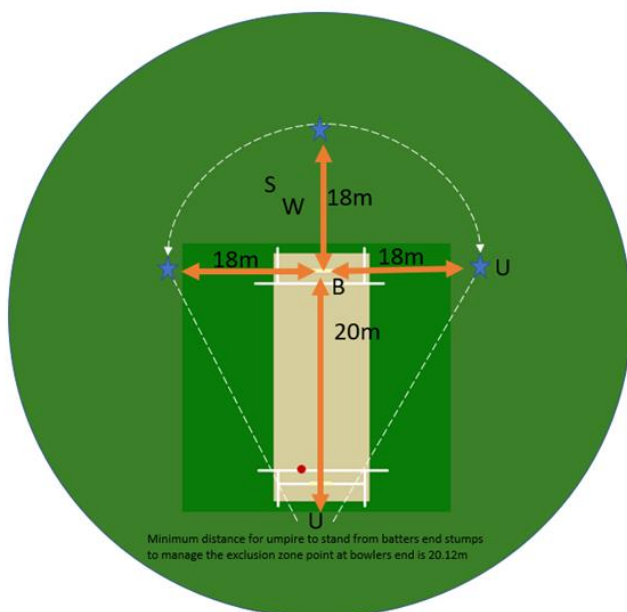
Full pitch.

9. Boundaries

Marked field boundaries.

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 or 20.12m from the batter's end stumps, whichever is further, to the markers either side of the stumps at the batter's end. Further, behind square on either side of the stumps, no fielder can be within 18m except for the wicketkeeper and one slip fielder positioned no closer than in line with the wicketkeeper.



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' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged.**

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 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 20 overs for T20 in each innings is not possible due to weather conditions.

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 7 deliveries per over. **The last over has no maximum deliveries.**
- Wides and no-balls are worth 2 runs.

19. Length of Overs

A maximum of 7 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/slow 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.
- 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.

25. Umpiring

- Coaches are not permitted to umpire unless there are no other alternatives and the opposition team agrees to allow it.
- Umpires are to stay in position at the bowlers end and square leg for a minimum of 5 overs before swapping positions.
- All umpires to have completed minimum free online [Umpiring Coaching Modules](#).
- We encourage the same umpires remain throughout the game to ensure consistency.
- Umpires must not give game specific advice to any players; however, they can provide basic general guidance to both sides to assist with game development.



- **Coaches/Managers are recommended to deliver any messages directly to the captain either with drinks at an appropriate moment, or by substituting a player temporarily to deliver the message, however, this must not slow the game down. No “yelling/delivering” instructions to players from the sidelines should occur.**

26. Music

The batting side is permitted to play music during their innings as batters walk on/off, between overs and during any breaks of play e.g. drinks break, innings break. This should not delay the game.

27. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition in CricHQ. This feature is not active at the start of the 2018/2019 season however we expect it to be live before the end of the season.

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 must 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

ACA will have four competitions for this grade. Note, ACA will try to schedule games to minimise travel and may not be at traditional home grounds for either team. Players cannot play in finals for any team they have not played at least 4 games for previously without ACA dispensation.

Players cannot play for two different teams within the same competition under any circumstances.

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.