



# Boys LO Smash Y7 Playing Conditions

**IF ANY TEAM ATTEMPTS TO CONVINC 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	10 players are allowed in a squad with 9 players allowed to bat and 9 players can bowl/wicket keep. One player is allowed to bat only and one can bowl only. The non bowler is permitted to field as a substitute fielder. No player can bat only or bowl only more than once in the season.
Maximum Innings Length	40 overs
Pitch Length	18m stump to stump.
Boundary Size	Maximum 40m circle from the batter's stumps.
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	15m from stumps at bowler's end.
Spin/Slow Bowling Overs	4 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	6 Overs a game, 2 over spells after all minimum overs are bowled, prior to that maximum 2 overs per player.
Minimum Overs Bowling	2 overs unless a designated wicketkeeper. If the wicketkeeper is changed, both wicketkeepers must bowl minimum overs.
Maximum Balls Batting	36 balls including any wides/no balls
Batting Grace Period	6 balls.
Maximum Balls Per Over	7 balls maximum except last over which is unlimited.
No Balls	Yes
LBW, Stumping	Yes
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	Yes, no more than 3 minutes at the midpoint of the innings.
When Result Occurs	The team batting second wins when they score more runs than first innings and all batters have either been dismissed/retired or the overs are completed. 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. Team officials can send messages out with a reserve providing water or can be given to a fielder on the boundary, however, this must not slow the game down. No "yelling" instructions to players from the sidelines should occur.

**CricHQ Match Type:** Age & Stage Boys HB (Year 7 LO) - ACA

## 1. Team Composition

10 allowed to be named in team for the day. Maximum 9 on the field. Only 9 players may bat and only 9 players may bowl. One player is allowed to bat only and one can bowl only. The non bowler is permitted to field as a substitute fielder only. No player can bat only or bowl only more than once in the season without a dispensation.

Players should be in Year 7 at the start of the season. ACA is lenient on granting dispensations to allow players to play at the right level for their developmental age, this includes moving up or down a competition grade to suit a player's current development.

- Players who are in Year 6 do not require a dispensation to play in Year 7 White Grades.
- Players who are in Year 8, who are better suited to learning in Year 7 White Grade do not require a dispensation to play in Year 7 White Grades. ACA reserves the right to ask Year 8 players to move up a grade if they develop significantly during the season and ACA believes they should be playing in Year 8.

*Teams/players can enter multiple competitions; however, players will not be able to play Saturday morning and Saturday afternoon cricket on a regular basis – a Saturday morning team player may get a dispensation to play from ACA on occasion if a Saturday afternoon Pink team is short of players and a formal dispensation is requested – a white grade player will be considered a Pink Ball player once they have played their 5<sup>th</sup> game for a Pink Ball team. No dispensation will be given for Saturday afternoon Pink team players to play for Saturday morning teams – for player welfare no player can play 120 overs in a day.*

## 2. Boy/Girls

Mixed teams allowed.

## 3. Graded

This LO format is a restricted grade.

## 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 to start the game they will be deemed to have lost the match. **All players must be entered into CricHQ prior to toss.**

## 5. Hours of Play & Over Rate

- **Saturday Limited Overs 40 2018/2019 Season Only (Restricted Pink Grade Only):**  
**12.30pm – 6.30pm.** The first innings should conclude by 3.20pm.

**NOTE: This Limited Overs 40 option only being offered for 2018/2019 season.**

## 6. Players, Officials & Spectators Conduct

This competition is played in accordance with the ACA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.

**No supporters shall communicate with any player or players on the field of play.**

Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.

Under no circumstance shall team officials remonstrate with umpires.

Team officials and spectators should recognise that the participation and enjoyment of the players is paramount at all times. Their behaviour around the players should reflect this.

**All Coaches are to have completed the [Advanced Foundations Coaching Course](#).**

## 7. Length of Innings

**Limited Overs.** Maximum 40 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 40 overs if the team batting first has been dismissed in less than 40 overs), providing that a result is not reached beforehand.

### Determination of Result:

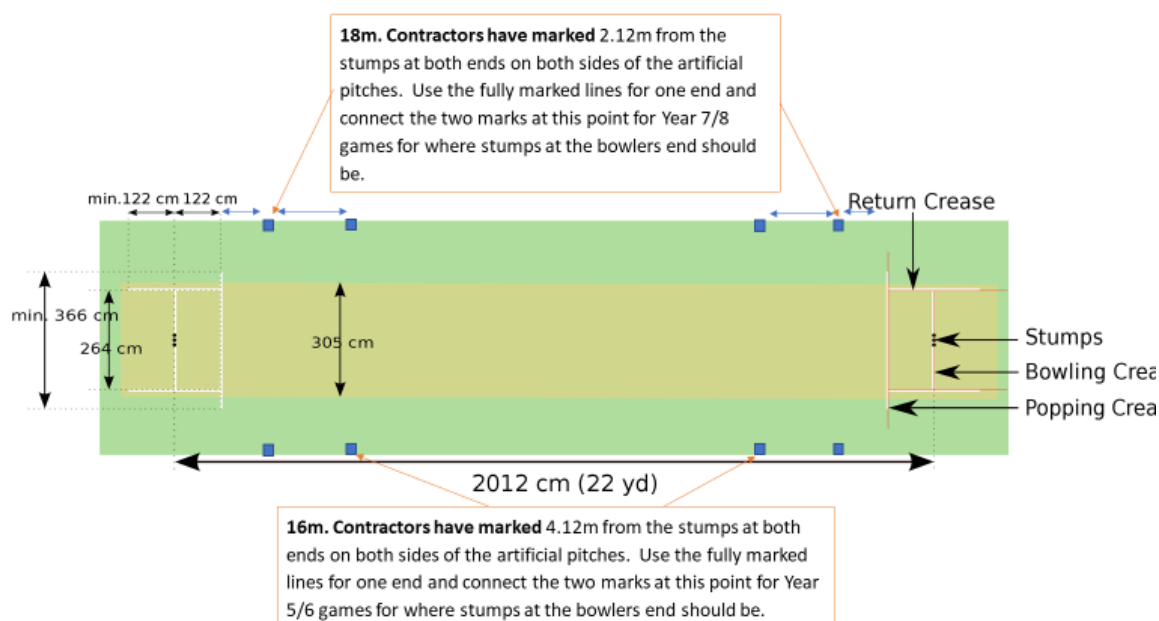
- When the team batting second passes the total of the team that batted first and all batters in the second innings have either been dismissed or retired once or the full allotment of available overs is completed, whichever comes first, the team batting second will at that point be determined to be the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

**CricHQ will say the game is over when the team batting second passes the score of the first team. IGNORE THIS AND CONTINUE AS THE RESULT IS ONLY DETERMINED AS ABOVE.**

*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 connect the two marks provided by contractors at the other end for the bowlers end stumps and a further 1.22m for the popping crease.

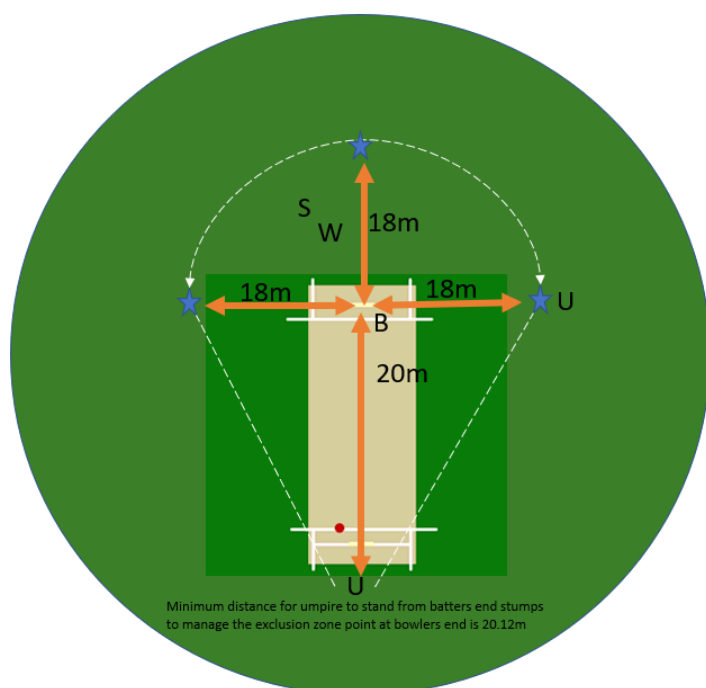


*It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately. The two sides are not permitted under any circumstances to agree to different pitch lengths and boundaries. If these are not followed, the home team is subject to losing the game by default.*

## 9. Boundaries

Maximum 40m circle from the batter's end 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 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

**Pink Grade:** A 142gm ball is to be used. Hardball Kookaburra Crown Water Resistant Pink Ball. A new ball can only be taken at the beginning of each innings.

### 11. Declarations

Not allowed.

### 12. Weather Affected Matches

Refer to Weather Interruptions Policy Document.

### 13. Intervals

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 3 minutes, may be taken midway through each innings.

### 14. Dismissals

**All batters cannot be dismissed within their first 6 balls.** If a batter is dismissed after facing at least 6 deliveries (i.e. the 7<sup>th</sup> ball is the first ball that if they get out on they leave the field), they are out and the next batter will enter. Batters swap ends after each dismissal within these 6 balls and the wicket delivery is treated as a penalty -3 and the bowler gets credited for each wicket.

**15. Stumpings**

Yes.

**16. LBWs**

Yes. Umpires are to always give the batter the benefit of the doubt and only give an LBW if they are completely satisfied the ball would have hit and stumps and pitched correctly. **Any doubt at all should result in a not out decision.**

**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 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.
- 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.**
- No Balls and Wides 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 7 deliveries per over (including wides/no balls). **The last over has no maximum deliveries.**

**21. Bowling Restrictions**

**Limited Overs:**

- Maximum 6 overs per player. Maximum 2 over spells. Bowler A may bowl 1 over, then swap places with Bowler B at Mid On when Bowler B bowls 1 over, then they can swap again for Bowler A to bowl their second over. Once Bowler A and Bowler B have bowled 2 overs the whole field must rotate. This can continue with the remaining bowlers.
- All players must bowl minimum 2 overs.
- A minimum of 4 overs of spin/slow bowling per innings - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.

- A cone should be placed 15m behind the wickets at the bowler's end, which is the longest run up permitted. **Any bowler that starts their run up beyond the cone will be deemed to have bowled a no ball.**
- No player may bowl their third over until all players have bowled two overs.

## 22. Retirement/Batters Returning

### Limited Overs:

Compulsory retirement of batters after 36 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 and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field i.e. each player moves clockwise after each over unless bowlers are bowling in 2 over spells as outlined under bowling rules above. Bowlers will bowl in the order of rotation until minimum overs are bowled by all players other than first wicket keeper (i.e. player fielding next to bowler on the inside will be the next bowler always and then after bowling will move to the next fielding position on the offside). Once minimum bowling overs are completed, rotation/bowling order is determined by the Captain.
- Should the designated Captain not be the wicket keeper or bowling, they may stand at first slip or mid off and not have to rotate other than when bowling.
- No player may enter the fielding exclusion zone before the batter has played their shot.

## 24. Wicketkeeper

A single wicketkeeper can be used in an innings. No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. If a wicket keeper fields then he/she must also bowl the minimum number of overs. Wicket keepers must wear ACA approved proper helmets.

## 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 bowler's 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 advice to players; however, they can provide basic guidance to both sides to assist with game development.
- **No team official shall communicate with any player or players on the field of play other than if a player is on the boundary or messages can be delivered through a**

**reserve taking water to a player, so long as this does not delay the game – instructions should never be yelled out to players from the sidelines.**

**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.

**28. 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/umpires/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.

**29. Grades**

There will be multiple grades, White 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, excluding Auckland finals.

Only two teams per club can be entered into the Saturday T20 Pink Grade and only one team per club can be entered into the Saturday LO 40 Pink Grade. Should some clubs not enter teams into the Saturday LO 40 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. Saturday morning players cannot play for Saturday afternoon teams without a dispensation from ACA. There are no limits on club White Grade entries.

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

ACA will divide entered teams into two pools for this grade. The top 6 after the grading pool play will enter a finals format, all other teams will continue to play in a Plate competition. Players cannot play in finals for any team they have not played at least 4 games for previously without ACA dispensation.

- Two Pools will be formed pre-Christmas and each team within the pool will play each other.
- The top 3 teams from each pool will move into a Top 6 Pool where each team will play each other.
- The top 4 teams from the Top 6 Pool will move into semi finals and then a final to determine the competition winner.
- Teams that did not make the semifinals or are knocked out will continue to play games as scheduled by ACA.

**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.

Note, for the final game for all full season competitions, the final will be scheduled for the second to last playing date, allowing a rain date for the final playing date should it be required. Should both playing dates for the final game be abandoned, the trophy shall be shared between the 2 teams. Should the rain date not be required, the last playing date will have a game scheduled so teams play the following years formats i.e. for year 7 if the final playing date is not used for a final, teams will be scheduled to play a game using the following year 8 format.

**30. 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.

**31. 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.