

Boys T20 Smash Y5 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	8 players can bat and bowl.
Maximum Innings Length	20 overs
Pitch Length	16m stump to stump.
Boundary Size	Maximum 30m 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	10m from stumps at bowler's end.
Spin/Slow Bowling Overs	2 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	3 Overs a game, maximum 2 over spells.
Minimum Overs Bowling	2 overs unless a designated wicketkeeper. If the wicketkeeper is changed, both wicketkeepers must bowl minimum overs.
Maximum Balls Batting	15 balls including any wides/no balls
Batting Grace Period	15 balls.
Maximum Balls Per Over	7 balls maximum except last over which is unlimited.
No Balls	Yes
LBW, Stumping	No
Bowling from one end	Yes, with compulsory fielders rotating.
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 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	Umpires ideally should have completed basic 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 (Year 5 T20) – ACA



1. Team Composition

Maximum 8 on the field. Players should be in Year 5 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 4 do not require a dispensation to play in Year 6 White and Pink Grades.
- Players who are in Year 6, who are better suited to learning in Year 5 White Grade do not require a dispensation to play in Year 5 White Grades. ACA reserves the right to ask Year 6 players to move up a grade if they develop significantly during the season and ACA believes they should be playing in Year 6.

2. Boy/Girls

Mixed teams allowed.

3. Graded

ACA recommends having balanced teams within grades i.e. teams they should be of equal strength rather than an "A" and a "B" side.

4. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss. If a team is not available to start a match on time 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

9.30am – 12.00pm Saturday Morning (Games may be scheduled for 12.30pm starts if there are ground availability issues). The first innings should conclude no more than 1 hour from the start time. Should the first innings not be completed in 1 hour and 10 minutes, the second innings will be reduced by 1 over for every full over not bowled at that point. The second innings should conclude no more than 1 hour from the start time. Should the first innings not be completed in 1 hour and 10 minutes, each full over not bowled at that point will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 1 hour 10 minutes, 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. 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

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:

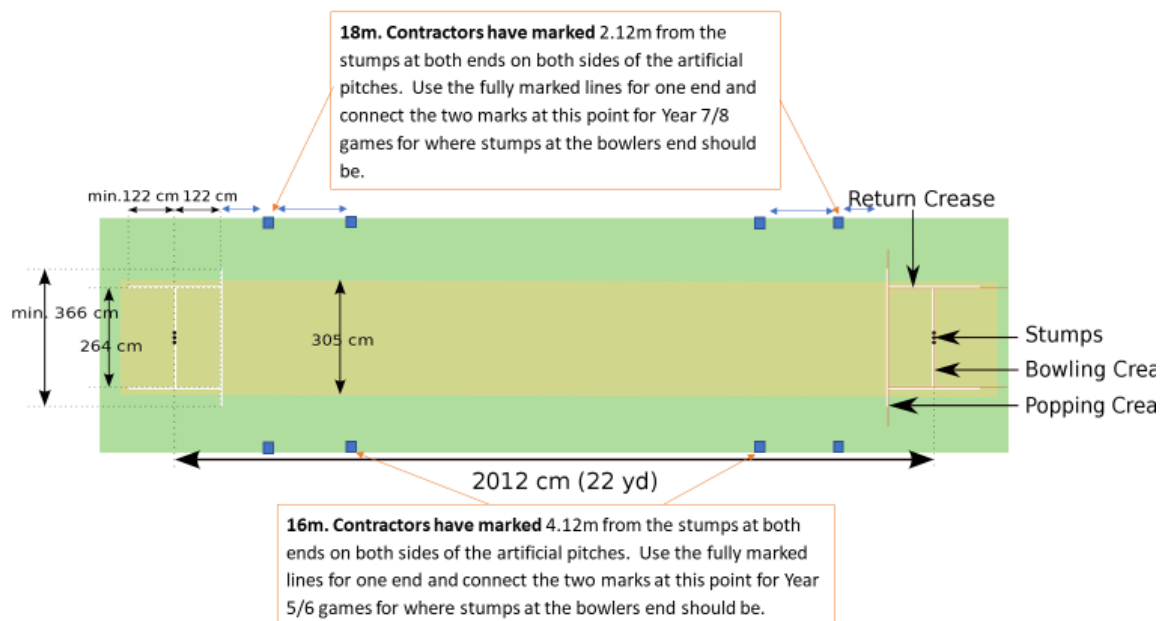
- When the team batting second passes the total of the team that batted first **and** all batters in the second innings have either been dismissed or retired once or the full allotment of available overs is completed, whichever comes first, the team batting second will at that point be determined to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

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.

8. Pitch Length

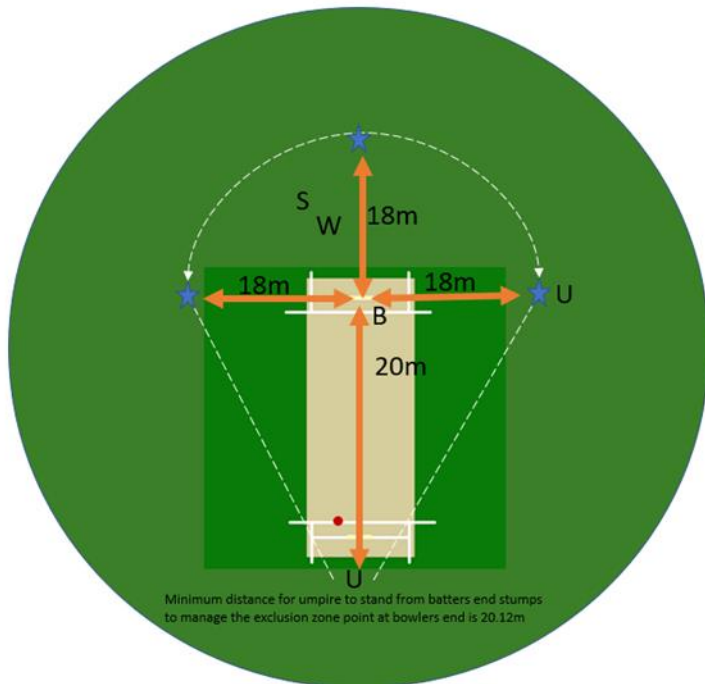
16m. Use marked lines at one end and connect the two marks provided by contractors at the other end for the bowler's end stumps and a further 1.22m for the popping crease.



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 30m circle to be marked by cones. The boundary must be measured from the batter's end.



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 142gm ball is to be used. Kookaburra Commander White Ball. The match ball does not have to be new, but umpires must agree that it is fit for play.

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. No official drinks break during innings, however, if the pace of play is fast enough, a no more than 3-minute break is permitted.

14. Dismissals

All batters cannot be dismissed within their first 15 balls. If a batter is dismissed after facing at least 15 deliveries (i.e. the 16th ball is the first ball that if they get out they leave the field), they are out and the next batter will enter. Batters swap ends after each dismissal within these 15 balls and the wicket delivery is treated as a penalty -1 and the bowler gets credited for each wicket.

15. Stumpings

No.

16. LBWs and Mankads

No LBWs or Mankads. Umpires can insist that batters take stance on middle. **Umpires are to ensure backing up batters do not leave early. Dead ball can be called by umpires.**

17. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 8 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 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.
- 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

An over consists of 6 good deliveries (7 balls max - including any wides and/or no balls bowled).

The last over has no maximum deliveries.

21. Bowling Restrictions

- Maximum 3 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 2 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 10m 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

Compulsory retirement of batters after 15 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 onside 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

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 permitted to umpire, however, it is best practice for coaches not to umpire unless there are no other alternatives.**
- Umpires are to stay in position at the bowlers end and square leg for a minimum of 5 overs before swapping positions.
- All umpires should 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.
- **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.

28. Grading

ACA will divide entered teams into multiple 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.

- Pools will be formed where each team within the pool will play each other in an incomplete round robin prior to Christmas.
- After pool play, the competition will be reconfigured based on a top/bottom half to complete out the season.



Pool Points: Win = 3 points Tie or No Result = 1.5 points Loss = 0 points

Note, for the last playing date of the season teams will play the following years formats i.e. for year 5 teams will be scheduled to play a game using the following year Under 11 format.

29. 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.

30. 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.