

Boys Social Sixes U11 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	Maximum 7 players are allowed in a squad with 6 players allowed to bat and 6 players can bowl/wicket keep with no more than 6 players on the field. 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 twice in the season.
Maximum Innings Length	12 overs
Pitch Length	16m stump to stump.
Boundary Size	Maximum 30m circle from the batter's stumps.
Exclusion Zone	"Ice Cream Cone" shaped with 20m semi-circle behind stumps and triangle from umpire at bowler's end to the 20m points square both sides of the batter's end stumps.
Bowlers Run Up	5m 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 per game (only if a player short can a bowler bowl a 3 rd over).
Minimum Overs Bowling	2 overs
Maximum Balls Batting	12 balls including any wides/no balls
Batting Grace Period	12 balls.
Maximum Balls Per Over	6 balls maximum except last over which is unlimited.
No Balls	Yes with free hits.
LBW, Stumping	No
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	No official drinks break.
When Result Occurs	The team batting second wins when they score more runs than first innings and all batters have passed their grace period (no batter can be retired early) 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.

CricHQ Match Type: Age & Stage Social Sixes (U11 & U13) – ACA

1. Team Composition

- Maximum 7 players are allowed in a squad with 6 players allowed to bat and 8 players can bowl/wicket keep, with no more than 6 players on the field. 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 twice in the season. Players should be Under 11 on 1 April 2019. 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.
- Mixed teams allowed.

2. Graded

Teams should be based on geographical location, school attending, and friendships.

3. Toss

No toss will be made for this grade and the home team will always field first. 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 the match.**

4. Hours of Play

- **Saturday Morning Grade 8am – 9.15am.** These will be two separate half season competitions lasting 6 weeks each.
- **Friday Night Grade 5pm – 6.15pm. (Games can start earlier or later right up until 6pm with prior agreement from coaches/managers from both sides).** These will be two separate half season competitions lasting 6 weeks each.
- Maximum of 5 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.
- The first innings should conclude no more than 30 minutes from the start time. Should the first innings not be completed in 35 minutes, the second innings will be reduced by 1 over.
- The second innings should conclude no more than 30 minutes from the start time. Should the second innings not be completed in 35 minutes, 6 runs will be added to the score and if possible, the remaining overs will be completed.

5. Coaches

All Coaches are to have completed the free online [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.**

6. Intervals

Maximum of 5 minutes between innings.

7. The Result

The side which has scored the most runs in their complete innings will be deemed the winner.

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.

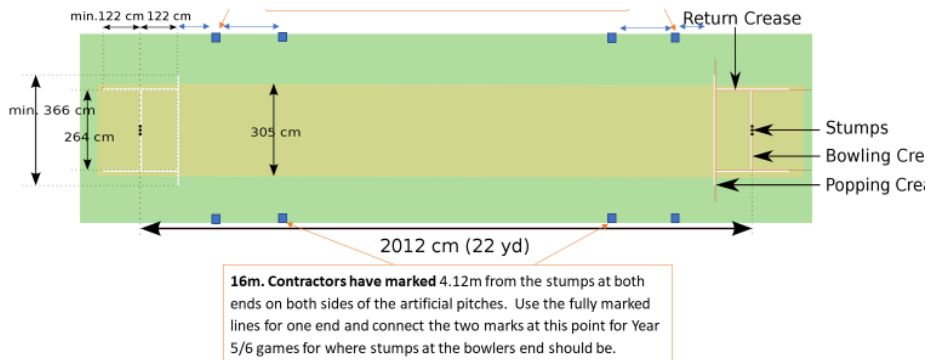
8. Overs

12 overs. All overs to be bowled from one end.

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.

9. Pitch Length

16m. 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.

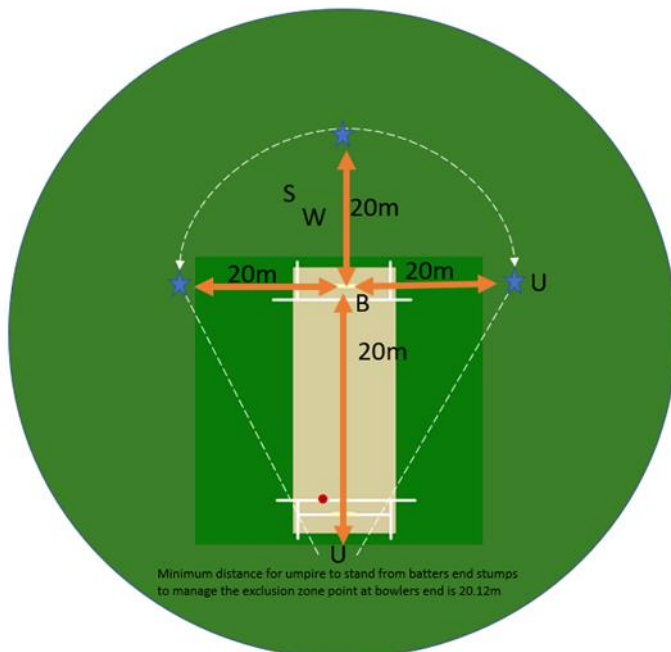


It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately. The two sides are not permitted under any circumstances to agree to different pitch lengths and boundaries. If these are not followed, the home team is subject to losing the game by default.

10. Boundaries

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

Fielding Exclusion Zone



Markers are placed 20m square either side of the stumps at both ends. The square leg umpire is to position at the 20m 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. The next delivery will also be a Free Hit.

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.

11. Ball

Any colour Kookaburra Star Junior soft ball. The match ball does not have to be new, but umpires must agree that it is fit for play.

12. Batting

- The batting 6 must be named prior to the start of play.
- Compulsory retirement of batters after 12 balls faced i.e. wides and no balls are counted.
- Each dismissal 1 run will be deducted from the batting side and batters swap ends.
- Batters will not leave the crease until they have faced 12 balls and retired. If a retired batter returns, they can be dismissed from the first ball upon their return.

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.

13. Modes of Dismissal

Normal cricket rules apply except no LBWs, stumpings, mankads are to be given. **Umpires are to ensure backing up batters do not leave early. Umpires can call dead ball.**

14. Bowling

- One over consists of a maximum of 6 balls including any wides and/or no balls bowled.
- All players must bowl a minimum of 2 overs. No player may bowl their second over until all others have bowled 1.
- A cone should be placed 5m 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.**
- 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.

15. No Balls and 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 when standing in batting stance, 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.**
- No Balls and Wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. This will continue until a legitimate delivery is bowled for the batter, regardless of the bowler i.e. if the over ends the first ball of the next bowlers over will be required to be a Free Hit.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. *There is a change of striker; or*



- b. *The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

16. Fielding

- All overs are to be bowled from the same end.
- To ensure a fast game teams must rotate in the field i.e. each player moves clockwise after each over. Bowlers will bowl in the order of rotation (i.e. player fielding next to bowler on the onside will be the next bowler always and then will move to the next fielding position on the offside).
- No player may field within the marked fielding exclusion zone.

17. Wicket keeping

All fielders should have a turn at wicket keeping as they rotate. Each wicket keeper must bowl two overs.

18. Umpiring

- Umpires are to stay in position at the bowlers end and square leg for a minimum of 6 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.
- **No “yelling/delivering” instructions to players from the sidelines should occur.**

19. 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.

20. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition in CricHQ.

21. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 6 players and the last batter does not have a batting partner, but the returning batter must be the lowest scoring batter (dismissed).
- The batting team if asked must provide up to 1 player to assist with fielding only if the opposition team has less than 6 players who bat.

22. Grades

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

Friday Grades

ACA will divide entered teams into multiple regional competitions for this grade. Note, ACA will try to schedule games to minimise travel and may not be traditional home grounds for either team

Pool Points: Win = 3 points Tie or No Result = 1 point Loss = 0 points

23. Weather Cancellations, Defaults, Helmet Policy and Other General Conditions

Please refer to the ACA Playing Conditions Webpage for information on Weather Cancellations, Defaults, Helmet Policies and other General Conditions.