



Boys T10 Smash Under 13 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 9 players are allowed in a squad with 8 players allowed to bat and 8 players can bowl/wicket keep with no more than 8 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	10 overs
Pitch Length	18m stump to stump.
Boundary Size	Maximum 40m 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	15m from stumps at bowler's end.
Spin/Slow Bowling Overs	1 over 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	2 Overs a game, 2 over spells after all minimum overs are bowled, prior to that maximum 2 overs per player.
Minimum Overs Bowling	1 over unless a designated wicketkeeper. If the wicketkeeper is changed, both wicketkeepers must bowl minimum overs.
Maximum Balls Batting	8 balls including any wides/no balls
Batting Grace Period	4 balls.
Maximum Balls Per Over	6 good balls with 7 balls maximum except last over which is unlimited.
No Balls	Yes
LBW, Stumping	No LBW. Yes Stumping.
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	No.
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	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 Boys HB (Under 13 T10) - ACA

1. Team Composition

Maximum 9 players are allowed in a squad with 8 players allowed to bat and 8 players can bowl/wicket keep, with no more than 8 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 13 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.

- Players who are older, who are better suited to learning in B or lower grades do not require a dispensation to play in this grade. ACA reserves the right to ask older players to move up a grade if they develop significantly during the season and ACA believes they should be playing in a higher grade.

2. 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.**

3. Hours of Play & Over Rate

- **Thursday Night T10: 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.
- **Saturday Morning T10: 8am – 9.15am.** This is a full season competition lasting 14 weeks.
- 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.

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.

4. 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](#).

5. Length of Innings

T10. Maximum 10 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 10 overs if the team batting first has been dismissed in less than 10 overs), providing that a result is not reached beforehand.

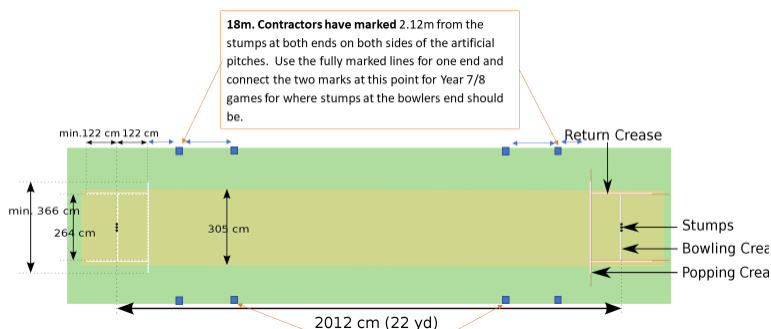
Determination of Result:

- When the team batting second passes the total of the team that batted first and all batters in the second innings passed their grace period (batters cannot be retired early) 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.

If CricHQ says 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.

6. 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.

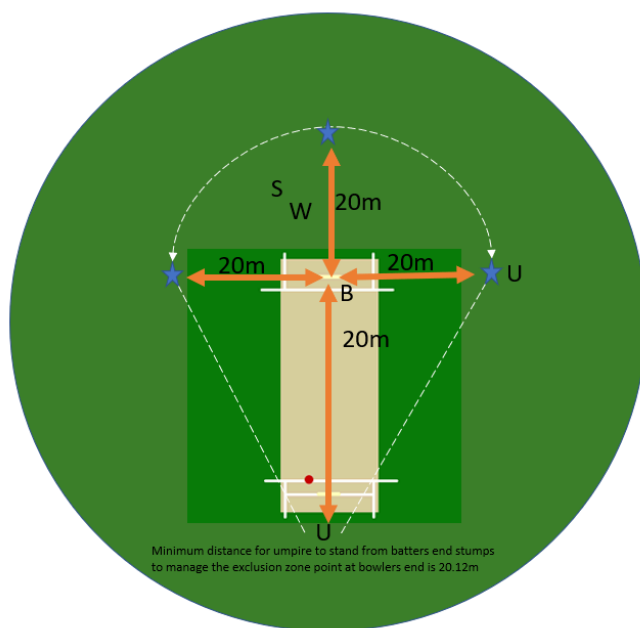


It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately. The two sides are not permitted under any circumstances to agree to different pitch lengths and boundaries. If these are not followed, the home team is subject to losing the game by default.

7. Boundaries

Maximum 40m circle from the batter's end and marked by cones or flags.

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 20m 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 balls 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.

8. **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.

9. **Dismissals**

All batters cannot be dismissed within their first 6 balls. If a batter is dismissed after facing at least 4 deliveries (i.e. the 5th 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 4 balls and the wicket delivery is treated as a penalty -3 and the bowler gets credited for each wicket.

10. **Stumpings, LBWs**

Stumpings yes. LBWs no.

11. **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 if asked must provide 1 player to assist with fielding only if the opposition team has less than 8 players who bat.

12. **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 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.*

13. Length of Overs

6 good balls with a maximum of 6 deliveries per over (including wides/no balls). **The last over has no maximum deliveries.**

14. Bowling Restrictions

- Maximum 2 overs per player. Once the bowler has bowled their over the whole field must rotate.
- All players must bowl minimum 1 over. Any player who bowls minimum or less overs must bat higher than bowlers who bowl additional overs.
- A minimum of 1 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.

15. Retirement/Batters Returning

Compulsory retirement of batters after 8 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.

16. 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. 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 in one position, for example 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.**

17. Wicketkeeper

No more than one wicket keeper is to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers must wear ACA approved proper helmets.

18. 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.**

19. Spirit of Cricket Rating

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

20. 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.

21. Grades

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

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



team. Players cannot play in finals for any team they have not played at least 2 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.

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.

22. 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.

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.