



Backyard 9.90 Cricket Playing Conditions

1. Team Composition

Maximum 9 on the field.

2. Toss

Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss. All players must be entered into CricHQ prior to the toss.

3. Hours of Play & Over Rate

Separate Half Season Competitions.

- **Sunday Afternoon: 3pm – 5.30pm.** The first innings should conclude by 4.10pm.

4. Length of Innings

90 Balls. Maximum 15 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 15 overs if the team batting first has been dismissed in less than 15 overs), providing that a result is not reached beforehand.

- **15 Overs of 6 balls.**

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.

5. Pitch Length

Full pitch.

6. Boundaries

45m circle from batters end not middle of pitch.

7. Ball

A Kookaburra Hard Tennis 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.

8. Safety Equipment

Players are not required to wear safety equipment. A box when batting is recommended.

9. Declarations

Not allowed.

10. Weather Affected Matches

Declared a draw if 5 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 15.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the D/L method.

11. Intervals

Maximum of 10 minutes between innings.

12. Dismissals

Normal cricket rules apply. Additionally, a clean one hand one bounce is a mode of dismissal.

13. Stumpings

Yes.

14. LBWs

No.



15. 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.

16. 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 6 deliveries per over for the first 14 overs. **The last over has no maximum deliveries.**
- Wides and no-balls are worth 2 runs.

17. 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.

18. Length of Overs

A maximum of 6 deliveries per over (including wides/no balls) for the first 14 overs. **The last over has no maximum deliveries.**

19. Bowling Restrictions

- Maximum 2 overs per player.
- A cone should be placed 6m behind the wickets at the bowler's end, which is the longest run up permitted.

20. Retirement/Batters Returning

Compulsory retirement of batters after 12 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.

21. Fielding

- To speed up games bowling is required from one end.
- No player may field within the marked fielding exclusion zone.



22. Wicketkeeper

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed.

23. Music

Music is permitted at all times.

24. Spirit of Cricket Rating

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

25. Weather Cancellations

ACA will cancel 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. Captains / 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 captain/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 captain/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 captain/manager or club manager at 2pm 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.

26. Competition

ACA will divide entered teams into regional pools.

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