

Boys/Tane T20 Smash U10 Playing Conditions

Quick Summary	
Number of Players	Maximum 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.
Maximum Innings Length	20 overs
Pitch Length	16m stump to stump.
Boundary Size	Maximum 30m circle from the batter's stumps.
Exclusion Zone	No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.
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 the stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	3 overs a game.
Minimum Overs Bowling	2 overs per player including wicket-keepers.
Balls Batting	30 balls (5 overs) in pairs including any wides/no balls.
Batting Dismissals	Batters bat in pairs for 5 overs per pair, if dismissed, they change ends.
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, however, if the 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 the 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	Coaches can umpire if there are no other options. Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
Coaching during games	No supporters shall communicate with any player or players on the field of play other than to cheer them on. Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down. No “yelling” instructions to players from the sidelines should occur.

CricHQ Match Type: Age & Stage (Under 10 T20) – ACA



1. Team Composition

Maximum 8 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.

- Players should be Under 10 on 1 April 2021.
- For all dispensation requirements and the application process please visit the Junior and Youth General Playing Conditions via our website.
- If in doubt, please talk to your Club Manager and request that they contact the Junior and Youth Manager (Kaiwhakahaere tamariki me rangatahi) at ACA.

2. 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 and will automatically be batting 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

- **Saturday T20 Grade:**
 - Priority 1 time-slot: 9.30am – 12.00pm (8.30am – 11am depending on location)
 - Priority 2 time-slot: (Friday) 5.00pm – 7.30pm
 - Priority 3 time-slot: 12.30pm – 3.00pm
- This is a full season competition term 4 and term 1.
- ACA plans to schedule all games in their priority 1 time-slot, only if, due to no ground availability or both teams request will ACA action either the 2nd or 3rd time-slot. If this is actioned, ACA endeavor to give the teams as much notice as possible.
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a 3-minute break can be taken.
- The first innings should conclude no more than 1 hour and 5 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
- The second innings should conclude no more than 1 hour and 5 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed.

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 and spectators remonstrate with umpires.
- Team officials and spectators should recognise that the participation and enjoyment of the players is paramount at all times.
- **All Game Managers** are to have registered and completed the online vulnerable persons module including police vetting.
- **All Coaches** are to have registered and completed the [Advanced Foundation Coaching](#)

[Course](#) including police vetting.

5. Length of Innings

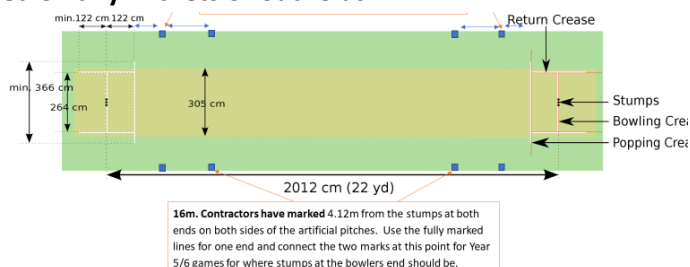
Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

6. 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 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.

7. 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. Only standard chalk or tape can be used to mark crease lines. **No landscapers chalk or spray paint should be used on any wickets or outfield.**

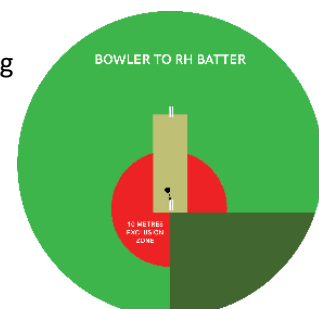


8. Boundaries

Maximum 30m circle from the batter's end and marked by cones or flags. It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

9. Fielding

- **Exclusion Zone:**
No fielder can be within 10m of the batter except when fielding between the wicket-keeper and point.
- At no time can more than 4 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the batter plays 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.

- **To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field at the end of each over. All players, other than the wicket-keeper, move in a clockwise direction. Bowlers will bowl in order of rotation until minimum overs have been completed. Once minimum bowling overs are completed, the bowling order is determined by the Captain.
- Should the designated Captain not be the wicket-keeper, they may stand in one position, and do not have to rotate.

10. Ball

A 142gm Kookaburra Commander White Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play. ACA recommends balls are used for at least 3 innings.

11. Dismissals

Players are placed into four batting pairs. Each pair will bat together for 5 overs. Each partnership is 30 balls and ideally each batter should face an even number of deliveries. Scorers can advise the umpire if batters need to change ends to achieve this. Batters swap ends after each dismissal and at the end of each over. Batters do not leave the field when dismissed within their partnership, however the wicket delivery is treated as plus 3 for the other team and the bowler gets credited.

12. Stumpings, LBWs and Mankads

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

13. 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 upright, 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.



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.*

N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply. The last over of the innings will continue until a legitimate delivery is bowled to the batter.

14. Bowling Restrictions

- Maximum 3 overs per player. Maximum 1 over spells.
- 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.

15. Wicket-keeper

- A minimum of two wicket-keepers are required, however no more than two wicket-keepers are to be used during an innings to ensure that the match is not unduly delayed.
- Both wicket-keepers must also bowl the minimum number of overs.
- Wicket-keepers must wear ACA approved proper helmets.

16. 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. We encourage the same umpires remain throughout the game to ensure consistency.
- All umpires should have completed minimum free online [Umpiring Coaching Modules](#).
- Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
- Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down.
- No “yelling” instructions to players from the sidelines should occur.

17. Sections

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

18. Girls, Weather Cancellations, Defaults, Helmet Policy and Other General Conditions



Girls may play in any boy's grades. Please refer to the ACA Playing Conditions Webpage for information on Weather Cancellations, Defaults, Helmet Policies and other General Conditions.