



NCA – Dual Pitch Smash

Dual Pitch Smash is Nelson’s newest format for tomorrow’s superstars!

Dual Pitch Smash will consist of one warm up Smash Play game & one Dual Pitch game of cricket.

Dual Pitch Cricket is a fast, fun format that maximises time on task, ensuring everyone’s enjoyment.

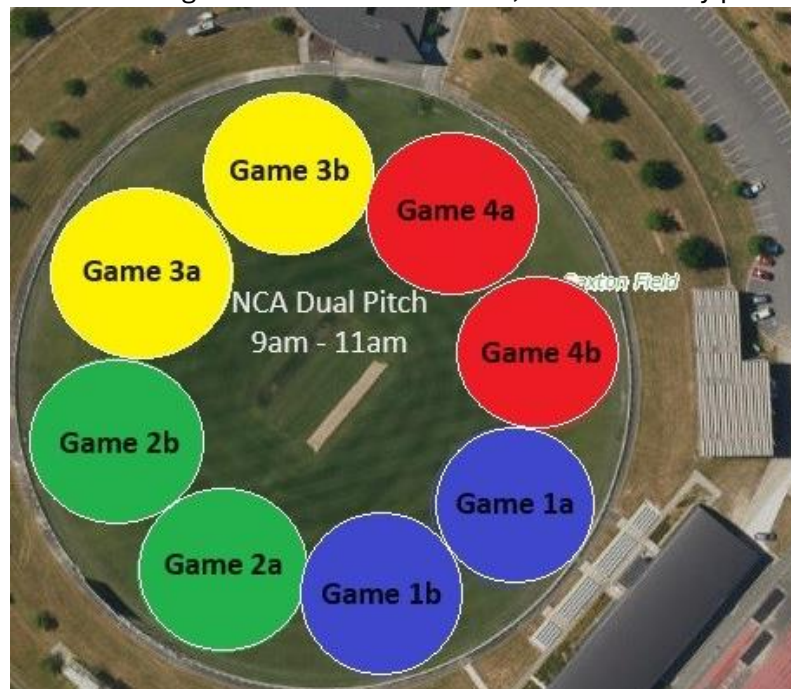
All matches shall be played in accordance with:

- (a) The playing conditions as specified in this document,
- (b) Nelson Cricket Association General Playing Conditions,
- (c) The conditions specified in the Laws of Cricket (2017 Code 3rd Edition 2022) of the Marylebone Cricket Club. www.lords.org/mcc/the-laws-of-cricket.

Should there be a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the lowest priority.

Hours of Play

- Games shall take place at 9am or 10am on Saxton Oval depending on the draw.
- All fixtures shall be named in advance on PlayHQ.
- Each game will take 1 hour in total, including the warmup Smash Play game of the week.
- NCA to communicate the game of the week to clubs, on the Monday prior to their game.



The Team

- Where possible, NCA shall have someone on the ground coordinating the morning.
- Each side shall consist of 8 players, one coach & one scorer.
- Each Coach is responsible for umpiring their sides fielding pitch.
- Games shall be scored using a team scoreboard only.
 - o Clubs to provide portable scoreboards

The Spirit of Cricket

- Coaches/Scorers are responsible for ensuring the game flows smoothly & played in the spirit of cricket.
- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

- o **THE SPIRIT OF CRICKET.**

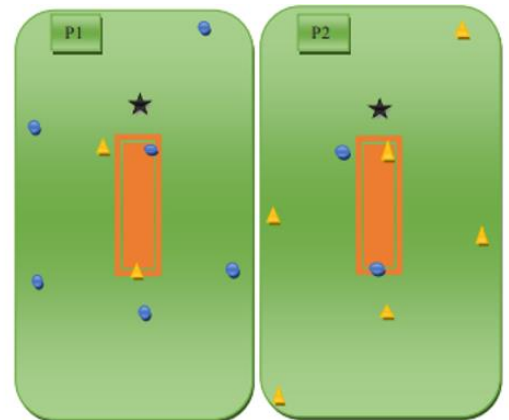
- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

The Game

- The game will consist of two innings of 16 overs.
- Both Innings are played at the same time on adjacent “pitches”
- Playing gear will be provided by Nelson Cricket.
- Two players from Team 1 will go to Pitch 2 and bat, while the rest of Team 1 field on Pitch 1. At the same time two players from Team 2 will go to Pitch 1 and bat, while the rest of Team 2 field on Pitch 2.

Team 1 batsmen	P1	▲
Team 1 fielders	P2	▲
Team 2 batsmen	P2	●
Team 2 fielding	P1	●
Umpire/Coach		★



- Boundary will be 30m **TBC (need to go to Saxton Oval and space it out)**
- All overs are to be bowled from the same end.
- Each pair will face four overs. Overs will consist of 6 balls
 - No-balls & wides will not be re-bowled
 - Wides & no-balls are worth 1 run
 - If a bowler bowls two deliveries in a row which are either a wide and/or a no-ball, then a cone shall be placed for the batter to hit the ball off & the runs shall be added to the second ball.
- Should the score remain unchanged after two deliveries, the umpire will call “Third Ball.” This call must be made prior to the commencement of the next delivery, the score must change, or a dismissal will be recorded against the batting team. Should the score be advanced in any way, or a dismissal occurs, the Third Ball count will restart from the commencement of the next delivery.
- Fielders must be at least 6 meters back from the batter when the ball passes the bat.
- Four bowlers may bowl three overs, and four bowlers may bowl two overs.
- If the ball passes over the boundary from an overthrow this will not constitute a boundary. Only the runs that the batters complete will be added to the batter’s score.
- If there is a wicket in game 1A, the batters of game 1A will swap ends and 6 runs will be added to the scoreboard of game 1B.
 - Scorers are to sit together, to pass on information about when a wicket has fallen in their portion of the game, so the other scorer can add 6 runs.

Cancellations will be posted on NCA Facebook page and website ASAP.

