



6th & 7th Grade T/25 Blast

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

And to the extent that there is 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 least priority. In addition, all players, clubs and umpires shall comply with the by-laws of the NCA in force from time to time

In common with all other clubs and teams coming under the jurisdiction of the NCA, players are required to abide by the rules governing acceptable conduct on and off the field of play. Cancellations will be posted on NCA Facebook page and website ASAP.

1 THE COMPETITION Applies to NCA | 6th & 7th Grade T/25 Blast

2 COMPETITION NCA | 6th & 7th Grade T/25 Blast

- 2.1 The 2024-25 will be a series of round robin matches followed by a Semi Final & Final, providing time allows (TBC due to team entries).
- 2.2 If teams are level on points the higher places will go to: -
 - 2.2.1 The team with the most wins in the “round robin” stage of the competition
 - 2.2.2 If wins are the same it then falls to the team with the greatest number of wins over the other team (or teams if more than two teams are equal after applying 2.2).
 - 2.2.3 If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In

a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed. (as per current NZC 1st class rules for full explanation)

- 2.3 The Competition Final will be played at the top qualifiers home ground, if that is unavailable, we will work with the top seeded club to select a ground of preference.
- 2.4 Tied final match or no result on last available reserve day: The team who qualified highest in the round robin will be declared the competition winner.

3 HOURS OF PLAY

- 3.1 Matches shall commence at 8.45am and each team shall have 1.5 hours in which to complete its 25 overs in the field. The Finish time for all matches shall be no later than 12pm
- 3.2 No Drinks break.
- 3.3 Please snack throughout the game where possible if needed – no innings break.

4 NAMING OF TEAM AND THE TOSS

- 4.1 The toss in every match shall take place not sooner than 30 minutes and not later than 15 minutes before the scheduled starting time or any rescheduled time for the match to start.
- 4.2 Both sides are to enter their “draft” teams onto PlayHQ via the “My Teams” function, the evening before the match.
 - 4.2.1 Edits may be made on PlayHQ the morning of the match using MyTeams prior to the match or PlayHQ E-Score if the game has been loaded.

5 THE PLAYERS

- 5.1 The minimum number of players required to constitute a game is as follows:
- 5.2 For grades or rounds that consist of nine players per side, the minimum number required to constitute a match is six.
- 5.3 Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being awarded to the opposing team.
- 5.4 Teams have up until 15 minutes after the scheduled start time to have the minimum number required at the ground otherwise the result will be awarded to the opposing team.

- 5.5 If both teams don't have the minimum number required to constitute a match, then the result will be considered a no result. – Coaches are encouraged to make a “friendly” game happen instead.
- 5.6 For each match teams may be composed of 10 players.
- 5.6.1 Prior to the toss for each match, team coaches must provide the opposing coach and the umpires a list of their batting nine and their fielding nine. The player left out of the fielding nine will act as a tenth for the fielding portions of the match (i.e., the player may bat in the batting nine & field, but may not bowl).
 - 5.6.2 The tenth may be rotated on and off the field acting as substitute fielder. Players must inform the umpires of leaving / entering the field. A player may bowl straight away when re-entering the field.
 - 5.6.3 The wicket keeper may not be nominated as the non-bowler in the fielding eleven.
 - 5.6.4 No player can bat, but not field.
- 5.7 Recommended ages are as below:
- 5.7.1 6th grade players must be in schools Years 7 – 9 as of October 1st. with the target age being year 8.
 - 5.7.2 7th grade players must be in school years 6 – 8 as of October 1st. with the target year being year 7.
- 5.8 Players must exercise self-discipline.
- 5.9 Players must not use inappropriate language.
- 5.10 Players must show respect to their opposition.
- 5.11 Players must accept the decision of the umpire.
- 5.12 If a player arrives late to a 6/7th grade afternoon match, the player can fully participate in the match from the moment the player enters the field of play, regardless of whether the player is a batsman or bowler.
- 5.13 Batters must retire not out, after their 30th ball.
- 5.13.1 Not out batters may return at the end of an innings.
 - 5.13.2 A batter cannot be out during his/her first 6 balls (including the 6th)
 - 5.13.2.1 This does not count when a not out batter returns to the crease
 - 5.13.3 However, if a batter is dismissed, the opposite team will be awarded 6 runs to their score and the batter will remain at the crease but swap ends.

6 **LENGTH OF INNINGS & OVERS**

- 6.1 Matches shall be of one day's duration, 25 overs per innings or when all 8 wickets are taken, one innings per team. (or if you are short on players when there is only one batter left at the crease i.e., it is not last man stands unless otherwise agreed to prior to the match by both parties prior to the match)
- 6.2 No DLS rule applies, if a game is rained off prior to the end of the match it shall be considered a no result.
- 6.3 **8** Ball maximum for an over (2 run for an wide)
- 6.3.1 The final over will be unlimited balls and 1 run per extra.
- 6.4 No drinks or lunch break – Teams are to snack where possible if required.
- 6.5 The latest time a game may commence is 9am
- 6.6 5 overs will be bowled from one end before swapping ends to save time.

7 **FITNESS FOR PLAY**

- 7.1 Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the Coaches.

8 **THE RESULT**

- 8.1 A result may only be achieved where both teams can bat for a minimum of 25 overs, or have been dismissed, or a result has been achieved earlier.

9 **BOWLING RESTRICTIONS**

- 9.1 No bowler shall bowl more than 5 overs. (Please give everyone a go)

10 **NO BALL**

- 10.1 A bowler shall be allowed to bowl one short pitched deliveries per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than one short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler
- 10.2 If a ball is bowled on the full at the batsmen **and is considered dangerous by the umpire**, the bowler will receive an official warning. Note the fielding captain must be made aware of this.

- 10.2.1 If the same bowler is to bowl another full toss, dangerous deliver, he will be removed from bowling and not be allowed to return for the remainder of the innings.
- 10.2.2 If a ball, after delivery by the bowler, pitches on the grass or the edge of the artificial surface it shall be called a ``No Ball `` - if it has been struck by the batter.
- 10.2.3 If a bowler does not have at least one foot on the artificial pitch at the moment of delivery, a ``no ball`` shall be called.
- 10.2.4 **NO FREE HITS**

11 WIDES

- 11.1 A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the striker's bat or person (including pads etc) that, provided the striker was in his normal guard position:
 - 11.1.1 Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with his bat.
 - 11.1.2 Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his bat by means of a normal cricket stroke. In cases where an "off-side" wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.
 - 11.1.3 For clarity, the actual wide guideline is the inside edge of the painted line that is closest to the batter's wickets.
 - 11.1.4 Coaches/Captains are to discuss what is a wide prior to the game.
- 11.2 For scoring purposes due to the limited balls situation in this grade, any ball that is unplayable because it bounces off the pitch or bowled over the batsmen on the full, will be considered a wide.

12 FIELDING RESTRICTIONS

- 12.1 There must be at least 3 fielders on both sides of the wicket.

13 ARTIFICIAL PITCHES

- 13.1 Spikes must not be worn while batting or bowling on artificial pitches.

14 TEAM REQUIREMENTS

- 14.1 Where matches are played on neutral grounds, the team named first in the draw shall be considered the **home** team.
- 14.2 The home team shall ensure:
 - 14.2.1 At the conclusion of the match, the game result has been submitted to the NCA. – Please check PlayHQ online that the game has been loaded up prior to closing off the game. No points will be awarded until NCA receives this result.
 - 14.2.2 Provide one sets of stumps. A second set is advisable in case of breakages.
 - 14.2.3 A scoreboard is provided.

14.2.4 A scorebook/Playhq is provided.

14.3 Both teams should ensure that:

14.3.1 They bring to the venue their own set of stumps and bails (or swing stumps where appropriate).

14.3.2 Their team are aware they need to provide their own lunch and water.

15 THE BALL

15.1 The grade of ball to be used in all matches shall be a 142-gram Kookaburra Commando 2-piece cricket ball, but it is not necessary to use a new ball.

16 THE UNIFORM

16.1 Teams uniform to be either traditional whites or colours that represent their club. All pads must be white.

17 Responsibility of the Coaches

17.1 Discuss with the opposition Coach the playing conditions of the match.

17.2 Check the scorebook between innings to ensure it is accurate and each side understands the target score.

17.3 Before leaving the ground both Coaches must agree as to the result of the match, with the home team to enter the result with full scoreboards where applicable.

17.4 The Coach is responsible for player and supporter behavior including the use of alcohol.

17.5 The Coach must ensure that all rubbish is removed from their team area and taken away and placed in council bins.

18 UMPIRES

18.1 Both teams must provide **two** umpires for their own batting innings. (you may use a player who has batter or awaiting batting to stand at square leg)

18.2 If available and willing, Teams may use a coach/spectator from the opposite team at the discretion of the batting side.

19 PITCH

19.1 Pitch length shall be 18m,

20 PROTECTIVE EQUIPMENT

20.1 All appropriate hardball gear must be used i.e helmets.

20.2 The New Zealand Cricket Helmet Policy is

20.2.1 **Junior / Youth Hardball (Under 19yrs) boys and girls**

- 20.2.1.1 The following policy will be mandatory for the 2022 - 23 season onward. Helmets, with a face guard, are **mandatory** for junior cricketers (Under 19), including when they are playing senior cricket. They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the offside).
- 20.2.1.2 British Standard helmets (BS7928:2013) are considered “best of breed” helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior / youth cricketers to wear the British Standard helmet.

21 **POINTS**

<u>Points.</u>	Win	4 points
	Win by default	4 points
	Tie	2 points each
	No result	2 points each
	Loss	0 points
	Loss by default	-4 points

Sundries

Player Playing Unfairly Out of Grade

if any team has any doubts about the eligibility of one of its players, it should seek a ruling from NCA at least 24 hours prior to the start of the match.

Fair and Unfair Play

Excessive appealing and gestures are unacceptable.

Umpires are expected to carry on their role in an honest and impartial manner.

There is to be no time-wasting during drinks breaks.

Cricket Etiquette

The umpires should lead the fielding team onto the field followed by the batsmen.

The batsman should be ready to accept the bowler’s delivery as he reaches his bowling mark.

Each team should acknowledge the other team’s or player’s performances during and at the end of an innings/ match.

Spirit of Cricket

Cricket should be played for enjoyment with positive interaction between players and teams throughout the duration of the match.

Treat your opponent as you would wish to be treated.

Maintain high standards of behaviour and dress.

Recognize the importance and value of our volunteers.

Administration

Cancellations will be posted on our face book page as well as nelsoncricket.org.nz, as soon as it comes to hand.