



Wairarapa Cricket
Association
Handbook
2019-20 Season

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TRUST HOUSE

COMMUNITY ENTERPRISE

Chairman's Message

Welcome to the new season.

This is a special year for the WCA as we set out to celebrate our 125th Jubilee. We are extremely excited by this milestone in the Association's history and planning is well underway for significant celebrations in February 2020.

After a season of change last year, two teams will again take the field in the Coastal Challenge hoping to build on results from last season. This opportunity and the local format changes from 2018/19 seem to have renewed interest in the Senior Mens game. Early indications suggest that player registrations are up for this level of cricket, bolstering playing and team numbers, and providing more competition across all formats of the game.

Our women's game continues to flourish with large playing numbers. This year sees the introduction of women's franchise cricket with four teams battling it out each week for supremacy starting from mid to late November.

Underpinning our senior men's and women's competition's is an active and growing junior and secondary school's cricket competitions played over Thursday and Friday evening's as well as Saturday morning's and afternoon's.

The foundation for a strong association is our volunteer base. Without our vast network of supporters giving up their time each week we would not possess the strong Association that we have.

Overseeing everything is Operations Manager, Simon Roseingrave, ably supported by our Female Development Officer, Melissa Hansen. Our day to day operations are in more than capable hands. These two provide an outstanding level of support and engagement to our cricket community throughout the year. Our thanks to you both for the dedication, support and passion that you bring.

Governance has been a major focus since last year's AGM and with a full and committed Board we continue to provide oversight and guidance for our outstanding operations team.

This year will see the implementation of Partnership Agreements with all Senior clubs and schools to enable WCA to better support these organisations. Additionally, there will be a number of KPIs to support potential structural, strategic and funding changes coming out of New Zealand Cricket.

These include but are not limited to:

1. Age and Stage continuation.
2. National Coaching Framework set-up.
3. Diversity around the Board room table.
4. Digital Platform improvement (CricHQ) (Player Database and Scoring).
5. Quarterly reporting to CD
6. Risk Management documentation and mitigation.
7. Governance training for Board members

Both New Zealand Cricket and CD have been right beside us for this journey of change and we thank you for your support and engagement. As always we hope for a long and hot summer so everyone can take to the field to enjoy our game.

Finally, good luck to all of our teams and we look forward to another outstanding year.

Enjoy the season!

David Parke
Chairman
Wairarapa Cricket Association

Wairarapa Cricket Association Mission Statement

Our Vision: Promote Participation and Provide Opportunity as we Progress towards Excellence.

Our Purpose: Engage and support the Wairarapa cricket community through progressive and transparent Governance, promoting a sustainable and enjoyable climate of participation, which will foster development, create opportunities and cultivate excellence.

Our Values: **PROGRESS**

Participant focussed **R**espect for all involved **O**pen-minded approach **G**row the game **R**esponsible to stake holders
Excellence in all that we do **S**upportive environment **S**uccess is celebrated

JCB Cricket General Information

The WCA Development Portfolio aims to promote, develop, and provide opportunities for children up to and including Year 8 at JCB Club level, Secondary School and other School midweek and weekend competitions, and Representative Cricket up to and including under 17 level for Boys & under 18 level for Girls.

The WCA Operations Manager together with a voluntary JCB committee consisting of junior club coordinators and independent attendees assist and co-operate with the Wairarapa Cricket Association, their constituent clubs, primary and secondary schools in the promotion and advancement of the game of cricket in the Wairarapa.

Cancellation Policy

1. Senior Mens Club Competitions

These will be placed on the Wairarapa Cricket website and/or Facebook page by 10.30am on the day of the scheduled start of the match. Otherwise matches will proceed as scheduled.

2. Senior Womens Club Competition

These will be placed on the Wairarapa Cricket website and/or Facebook page by 2.00pm on the day of the scheduled match. The Female Development Officer will also contact affected Clubs and Secondary Schools.

3. Junior Cricket (Club & Secondary School)

The JCB have a policy of only cancelling Junior Club and Secondary School if absolutely necessary. If a blanket cancellation is made, notification will be provided on the Wairarapa Junior Cricket Facebook page and the Wairarapa Cricket Facebook page, as well as the WCA website. On Fridays this call will be made by 2.00pm to allow for country schools, on Saturday mornings this will be made for all JCB Hardball and Secondary School cricket by 7.15am.

If the weather is only doubtful it will be for the coaches of teams to decide whether to proceed closer to the start time. In this instance can coaches please refer to the relevant contacts page for their opposition coach details.



Representative Fixtures 2019/20

1. Senior Men

Chapple Cup Tournament Napier 22 to 24 November 2019

Hawke Cup

vs Horowhenua-Kapiti Levin 2 & 3 November 2019

vs Taranaki New Plymouth 16 & 17 November 2019

vs Whanganui Masterton 7 & 8 December 2019

vs Manawatu Masterton 18 & 19 January 2020

vs Hawkes Bay Masterton 1 & 2 February 2020

2. Senior Women

Mike Shrimpton Trophy

vs Manawatu Palmerston North 10 November 2019

T20 Tournament Levin 23 & 24 November 2019

vs Taranaki Wanganui 15 December 2019

vs Hawkes Bay Napier 12 January 2020

vs Whanganui Masterton 26 January 2020

Lower North Island Challenge Cup

vs Manawatu Palmerston North 2 February 2020

vs Wellington A Masterton 23 February 2020

vs Taranaki New Plymouth 15 March 2020

3. JCB Representative Tournament Dates

Year 7 Boys: Hawkes Bay Cricket Camp 12 to 15 January 2020

Year 8 Boys: Hawkes Bay Representative Tournament 20 to 23 January 2020

U/13 Girls: Masterton – Lower North Island Girls 20 to 22 January 2020

Under 15 Girls Palmerston North 16 to 19 December 2019

Under 18 Girls Whanganui 3 to 6 January 2020

Under 15 Boys Levin 20 to 23 January 2020

Under 17 Boys Napier 16 to 19 December 2019

Wairarapa Cricket Association Contacts

Postal Address: PO Box 287, Masterton

Website: www.wairarapacricket.co.nz

Facebook: Wairarapa Cricket Association

Facebook: "Groups" Wairarapa Age-Group Cricket

Facebook: "Groups" Wairarapa Women & Girls Cricket

Administration:

Patron: Dermot Payton

President: Jason Osborne

jason@osbornegroup.co.nz

Vice Presidents:

Doug Bracewell

John Gray

Ash Peterson

Steve Elliott

Life Members:

Doug Bracewell

Chris Cogdale

Mark Elliott

Steve Elliott

John Gray

Dermot Payton

Tony Short

Wairarapa Cricket Management Board:

David Parke (Chairman)

david.parke@eclgroup.co.nz

021 874 960

Chris Cogdale

coggie@wise.net.nz

027 526 4443

Gillian Flower

Gillian.flower@police.govt.nz

Chris Osborne

chris.osborne@goodmanfielder.co.nz

027 554 7918

Kris Towgood

kris@provincial.co.nz

027 566 5474

Wairarapa Cricket Operations Manager:

Simon Roseingrave

development@wairarapacricket.co.nz

027 495 6884

Female Development Officer:

Melissa Hansen

fdo@wairarapacricket.co.nz

027 344 6285

Wairarapa Cricket Umpire's and Scorer's Association

Johann Fourie

jandsfourie@xtra.co.nz

06 377 7351

Senior Men's Cricket Contacts

Greytown Cricket Club

Club Secretary: Cuong Truong

www.greytowncricket.co.nz
cuong@athandtherapy.co.nz

Lansdowne Cricket Club

Club Secretary:

www.lansdownecc.co.nz
lansdownecricket@gmail.com

Marist Old Boys Cricket Club

Club Captain: Greg Pullman

maristoldboyscricketclub@gmail.com

Red Star Cricket Club

Club Chairman: Mark Elliott

www.redstarcricket.org.nz
mark.sheryn@xtra.co.nz

Rathkeale College

Teacher in charge: Patrick Gluck

www.rathkeale.school.nz
psg@rathkeale.school.nz

Carterton Cricket Club:

Club Captain: Graham Wilkes

graham.higgy@vodafone.co.nz



Schools Competition Contacts

1. <u>Kuranui College</u>			
Sports Coordinator	Donald Yee	yeed@kuranui-college.school.nz	027 444 1604
Junior Blue	Bevan Morland		027 706 9834
2. <u>Makoura College</u>			
Sports Coordinator	Stacey Grant	staceygrant@mc.school.nz	
T20 Thursday	Walt Dickson		
3. <u>Masterton Intermediate School</u>			
Head of Cricket	Colin Mann	colin@mis.school.nz	021 308 017
Red			
Blue			
White			
4. <u>Rathkeale College</u>			
Head of Cricket	Patrick Gluck	psg@rathkeale.school.nz	027 428 4202
1 ST XI Boys	Neil Perry	Coach	021 634 565
	Brian James	Manager	027 334 0763
2 ND XI Boys	Patrick Gluck		027 428 4202
	Shay O’Gorman		021 988 361
Colts Green	Ben Clausen		027 313 9037
	Bryan Taylor		027 688 4116
Colts White	Glen McIntosh		027 274 6686
	Mason Summerfield		027 405 2150
Junior XI	Deon van Deventer		027 355 4763
Red (Thursday)	Johann Fourie		
5. <u>Solway College</u>			
Sports Coordinator	Jane Borren	sports@solwaycollege.school.nz	021 837 849
1 ST XI Girls	Doug Bracewell		027 628 0404
6. <u>St Marys / Hadlow</u>			
Lone Star Girls	Brent Ballantyne	brent@saintmarys.school.nz	027 331 6067
7. <u>St Matthews Collegiate</u>			
Sports Coordinator	Rachel Shearing	sport@stmatts.school.nz	
1 ST XI Girls	Tony Lyford		027 484 1246
2 ND XI Girls	Brian Campbell		
8. <u>Wairarapa College</u>			
Head of Cricket	Alistair Payne	apayne@waicol.nz	027 664 3292
1 ST XI Boys	Justin Herbert		021 653 712
	Alistair Payne		027 664 3292
2 ND XI Boys			
Junior XI	Jaco le Roux		022 074 6645
T20 Boys	Lynton Baird		022 019 3202
1 ST XI Girls	Esther Lanser		021 141 2313
2 ND XI Girls (T20)	Steve Hargood		
3 RD XI Girls	Simon Watts		

9. Wairarapa Womens & Girls

Combined Womens Blue

Gene Bartlett

021 308 810

Combined Secondary Green

Steve Hargood



HOLMES

JCB Club Contacts

1. Wairarapa JCB Contacts

WCA Operations Manager

Simon Roseingrave development@wairarapacricknet.co.nz 027 495 6884

Female Development Officer

Melissa Hansen fdo@wairarapacricknet.co.nz 027 344 6285

2. Carterton

Club Coordinator Nikki Robinson 027 441 7517

SuperSmash Hardball Premiership

Blue Brent Ballantyne 027 331 6067

SuperSmash Eights

Warriors Tania Percy 027 772 5564

Demons Willy Jephson 021 152 0939

SuperSmash Kiwi

Caps Ed Ward 027 621 7063

Jude Jephson 021 0263 6947

3. Eketahuna

Hardball Championship

Tornadoes Brad Anderson 06 375 8101 027 648 2222

Typhoons Hamish Monk 06 375 8554 027 956 1969

4. Greytown

Website: www.greytowncricket.co.nz

Club Coordinator Josh Doherty 021 280 2556

SuperSmash Hardball Premiership

Gray Phil Collins 021 608 775

Blue Andrew Clark 027 742 6585

SuperSmash Hardball Championship

White Duncan Fletcher 027 598 3367

Blue Rod Setford 027 216 8810

SuperSmash Eights

Gray Hamish Edge 027 247 2730

Blue Rachel Gawith 027 829 5130

White Josh Doherty 021 280 2556

Supersmash Kiwi

White Carl Donaldson 027 697 4724

Blue Chopper Truong 022 670 4634

5. Marist Old Boys

Club Coordinator: Kyzen MacDonald kyzenmacdonald@gmail.com 021 519 390

SuperSmash Eights

Pak N Save Panthers Eugene Cribb 027 358 0949

Kyzen MacDonald 021 519 390

SuperSmash Kiwi

Pak N Save Lions Jared van Deventer 027 581 8149

Tim Paton 027 293 7360

Pak N Save Tigers Greg Pullman 027 612 0920

6. Martinborough

Junior Coordinator	Steph Jaspers	stephjaspers@gmail.com	027 424 1225
SuperSmash Hardball Premiership			
Heat	Matt Fenwick		027 226 8132
	James Doyle		027 748 8810
SuperSmash Hardball Championship			
Hawks	Paul Mason		021 457 980
Moas	Scott Madden		021 142 6203
SuperSmash Eights			
Tuis	Tim Martin		021 581 555
Eagles	Malcolm Jaspers		022 306 9669
SuperSmash Kiwi			
Keas	Dave Shepherd		027 606 0062

7. Red Star

Website:		www.redstarcricket.org.nz	
Junior Coordinator	Mark Elliott	mark.sheryn@xtra.co.nz	027 789 0707
SuperSmash Hardball Premiership			
Wizards	Paul Oliver		027 442 2953
Aces	Mark Jonas		
	Fergus Rutherford		
Sixers	Paul Younger		027 523 7295
SuperSmash Hardball Championship			
Renegades	Scott Andrew		027 403 1601
Royals	Charlie Arnesen		027 480 6042
SuperSmash Eights			
Firebirds	Richard Fairbrother		027 493 1993
Jets			
Gladstone Heat	Kristjian Klue		027 487 7382
Gladstone Strikers	Richard Tosswill		027 210 0286
Wainuioru Thunder	Gene Bartlett		021 308 810
Kiwi			
Fellows	Mark Elliott		027 789 0707
Stags	Tim Fairbrother		

8. Wairarapa Girls

SuperSmash Hardball Championship			
Development Green	Brent Register		021 190 9538
Development Blue	Wayne Gillespie		021 425 101

WCA Representative Coach Details

Senior Mens	Neil Perry	021 634 565
Senior Womens (Korus)	Simon Roseingrave	027 495 6884
U17 Boys	Neil Perry	021 634 565
U18 Girls	Gene Bartlett Simon Roseingrave Melissa Hansen (Manager)	021 308 810 027 495 6884 027 344 6285
U15 Boys	Bryan Taylor Regan Fricker	027 688 4116 027 972 6575
U15 Girls	Melissa Hansen Brent Ballantyne	027 344 6285 027 331 6067
Year 8 Boys	Phil Collins Alistair Payne	027 580 6552 027 664 3292
U/13 Girls	Tony Lyford Brent Register	021 240 8814 021 190 9538
Year 7 Boys	Malcolm Jaspers	



Playing Condition Changes from Previous Season

Under 14. Restrictions on Players (Change of Wording)

For the purposes of a Club side in the Coastal Challenge Cup. This side shall have the right to contain players from another WCA Club (which has not entered a Coastal Challenge side for that relevant season) to ensure sustainability of that team, alongside the ability for WCA players to compete at their relevant development / competition level. Players that participate within this team may return and play for their club of affiliation (where they have paid their membership subscription) without restriction and shall be aligned fully to their affiliated Club for the Bidwill Cup competition.

Under 17. Dress and Behaviour. (Additional Penalties for consumption of Alcohol)

c. The consumption of alcohol during a match is prohibited, as are smoking and consumption of alcohol on school and council grounds. Any breach of the consumption of alcohol will result in the player in questions as well as the team captain receiving a code conduct charge. If this is found to be proven, the player and team in question will receive a monetary fine of \$100 in addition to any other sanction by the commissioner.

e. The following etiquette shall be followed for each and every game hosted by the WCA. Umpires shall be first on the field, followed by the fielding team, and finally batsman, in that order.

Under 21. Covers

The Home Team as listed first in the draw (on the CricHQ draw on the Wairarapa Cricket website) is **responsible for covering the pitch** prior to play. Failure to do so may result in loss of points and/or a monetary fine. If the game is played at QE II Park Oval, it is the team that is **listed first** has the responsibility to remove covers, stack them neatly and if necessary put them back on at the end of the day's play.

34. Match Reports

c. It shall be the responsibility of the captain for each side (entered in either Umpires Cup or Bidwill Cup) to submit an Umpires Report via the Whostheumpire online system. Each Captain will receive notification on a weekly basis around Umpires Appointments and a notification to submit this report. Failure to submit in a timely fashion (within 72 hours), on a regular basis, may result in a monetary fine. Warnings will be provided around this.



General Playing Conditions (All Grades) 2019/20

9. Laws of Play

All matches played under the auspices of Wairarapa Cricket shall be played in accordance “With The Laws of Cricket” (2000 code) and subsequent amendments as published by the Marylebone Cricket Club and subject to modifications by the New Zealand Cricket’s first class playing conditions and/or local rules that the Management Board &/or WCA Operations team may agree upon at any time. The Management Board may act on any breach of these conditions.

Any reference to the masculine hereafter shall also include the feminine.

10. Clubs, Schools and Players

No player, team, club or school shall take part in any matches beyond the control of Wairarapa Cricket if in the opinion of the Management Board, such action is prejudicial to Wairarapa Cricket.

11. Captains’ Duties

Captains’ duties can be found on the Wairarapa Cricket website.

12. Code of Conduct

Law 42 of the 2017 Laws of Cricket shall apply to all games played under the control of Wairarapa Cricket, except where no official umpire(s) is standing. If there are no official umpires the New Zealand Cricket (Inc) Code of Conduct shall apply.

Breaches of the Code of Conduct may be reported by any of the following

- (i) Official Umpire
- (ii) Executive Members of the Wairarapa Cricket Association
- (iii) Team managers or team captains
- (iv) Official match referee/observer

Any breach of Law 42 shall be reported by the umpires in writing no later than 4:00 pm the day immediately following the day’s play on which the breach occurred.

If there are no official umpires any breach of the Code of Conduct shall be reported to Wairarapa Cricket in writing no later than 4:00 pm the day immediately following the day’s play on which the breach occurred.

Demerit Points:

In addition to any penalties enforced by the official umpire(s) the player shall receive the following demerit points

- | | |
|-----------------------|-------------------|
| (i) Level 1 Offence | 2 demerit points |
| (ii) Level 2 Offence | 4 demerit points |
| (iii) Level 3 Offence | 8 demerit points |
| (iv) Level 4 Offence | 12 demerit points |

Level 3 and Level 4 Offences shall also be referred to the Code of Conduct Commission with immediate suspension until the commissioner’s ruling is made. Any penalty shall be in addition to any demerit points issued.

Suspension:

A player receiving demerit points shall be subject to the following penalties

- (i) 6 demerit points in one season.....1 day suspension
 - (ii) 10 demerit points..... 2 days suspension
 - (iii) 12 demerit points.....Refer to Code of Conduct Commissioner with immediate suspension until the commissioner’s ruling is made
- (b) Suspensions shall apply from the conclusion of the match and shall be enforced in the next match including club and representative matches.

(c) Demerit points shall have effect only in the season they are given unless decided otherwise by the Management Committee

(d) There is no right of appeal for demerit points issued.

Wairarapa Cricket reserves the right to forward any Report to the Code of Conduct Commissioner and to New Zealand Cricket.

Wairarapa Cricket shall notify the club in writing of any suspension or demerit points before the next day's play.

All Clubs must endeavour to ensure all their members are aware of Law 42 and the Code of Conduct and insist that their members comply with the Code of Conduct while representing the Club.

All hearings shall be dealt with by the Code of Conduct Commissioner as laid out in the New Zealand Cricket Code of Conduct.

13. Registrations

All players must be registered with Wairarapa Cricket by completing the registration process (online CricHQ database) with the respective club or school and overseen by the WCA.

14. Restrictions on players

a. No player shall play for more than one club within the Association in any one season without the consent of the WCA, with the exception of:

- School leavers
- Students attending or a teacher of any educational institution playing for another club during the vacation period
- A player who is a member of a team which has withdrawn from the competitions may be granted a transfer to another club
- For the purposes of a Club side in the Coastal Challenge Cup. This side shall have the right to contain players from another WCA Club (which has not entered a Coastal Challenge side for that relevant season) to ensure sustainability of that team, alongside the ability for WCA players to compete at their relevant development / competition level. Players that participate within this team may return and play for their club of affiliation (where they have paid their membership subscription) without restriction and shall be aligned fully to their affiliated Club for the Bidwill Cup competition.
- If a full Club side is entered into the Coastal Challenge, from a WCA Affiliated Club, then movement between this team and any team (from that same club) playing in a local Wairarapa-organised competition shall similarly be unrestricted

In all other cases, players must complete a transfer form and must be registered by The Club concerned. It is the club's responsibility to ensure any player's eligibility prior to the start of a match.

b. No player shall play in a competitive match unless he resided in the Wairarapa for seven (7) days prior to the date of the start of the match, without the consent of the WCA. This rule does not apply to players who have a parent or parents residing in the Wairarapa or in the case of a player transferred to the district in continuous employment.

c. No player shall play in more than one championship match on the same day.

d. A player shall be permitted to play in more than one T20 match on the same day, provided it is for the same team.

e. Should any club enter two or more teams in any one grade, then movement between teams is allowed, provided extenuating circumstances have created the situation.

Extenuating circumstances can include (but are not limited to):

Players returning from, or being called in to play for, one of the teams entered into the Coastal Challenge Cup.

Representative commitments creating a shortage of players in a team.

For the 2019/20 season the movement of players will be closely monitored, as the WCA wishes to actively discourage the manipulation of finishing positions through the changing of players. If it is felt this has occurred the Club in question will be required to have a valid reason for movement, or the Management Board may consider the deduction of points at its own discretion.

-
- f. Any player transferring from one club to another must complete the transfer form giving him financial clearance from the club he is transferring from and must be approved by the WCA.
The penalty for any team playing a player who does not meet the above requirements shall result in points being deducted from the game the player concerned has taken part in.

15. Finals – Player Eligibility

In Finals and semi-finals any participating player must have played a minimum of three (3) games in that season for that team in order to be able to play. For these three games to be considered valid, a toss must have been made and teams declared. Any default or abandonment of match before a toss is made will not be considered as valid. No negotiation will be entered into and an allowance from the opposition captain for ineligible players to be allowed will not be accepted by the competition organisers.

16. Competitions

- a. Players selected to play in any match representing Wairarapa Cricket, or higher, who are unavailable to fulfil this duty shall seek permission from the Board to play in any other match played at the same time.
- b. The Board shall have the powers to impose a penalty for such breach of this clause.
- c. Nomination of players for each matches teams may be composed of eleven (11) players.
 - Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their XI players.

17. Dress & Behaviour

- a. The preferred dress of players of all grades on the field of play is white or coloured (club provided and approved) clothing as dependent on the playing conditions for each competition.
- b. Coloured Clothing may be worn in limited overs matches, provided it is team uniform. If the relevant ball used for limited overs is Red, then white pads must be worn.
- c. The consumption of alcohol during a match is prohibited, as are smoking and consumption of alcohol on school and council grounds. Any breach of the consumption of alcohol will result in the player in questions as well as the team captain receiving a code conduct charge. If this is found to be proven, the player and team in question will receive a monetary fine of \$100 in addition to any other sanction by the commissioner.
- d. Where players are umpiring they must maintain a reasonable standard of dress, i.e. shoes & shirts to be worn, no singlets.
- e. The following etiquette shall be followed for each and every game hosted by the WCA. Umpires shall be first on the field, followed by the fielding team, and finally batsman, in that order.

18. Umpires

- a. The Wairarapa Cricket Umpires and Scorers Association have the responsibility wherever possible to appoint umpires for all club matches under the jurisdiction of the Management Board.
- b. No captain or official may object to any appointment.
- c. Captains and umpires are encouraged to discuss any aspect of the match at the end of each day's play.
- d. Where a match has an official umpire, the WCUSA would like constructive feedback via team captains.

19. Ground, Weather and Light

- a. Before play has started, the control of the grounds is in the hands of the grounds man (if there is an appointed groundsman).
- b. Notwithstanding the above, 60 minutes before the scheduled start time if an official umpire/s is appointed, then the decision of whether play will start or continue shall be made by him/them. No captain or player involvement is permitted.
- c. Where there are no official umpires or grounds men, the decision of fitness of conditions is in the hands of both captains, who must agree, to either suspend or to abandon play. If no consensus is reached, the **status quo stands**. Captains are required to show common sense. The guidelines for ground and weather shall be – if the rain is persistent and steady, play shall cease or not commence. If bowlers cannot use their full run up without slipping and fielders do not have free power of movement, play shall cease or not commence.

20. Cancellations

These will be placed on the Wairarapa Cricket website and/or Facebook page by 10.30am on weekends and by 4pm for mid-week games. Otherwise matches will proceed as scheduled.

21. Covers

The Home Team as listed first in the draw (on the CricHQ draw on the Wairarapa Cricket website) is **responsible for covering the pitch** prior to play. Failure to do so may result in loss of points and/or a monetary fine. If the game is played at QE II Park Oval, it is the team that is **listed first** has the responsibility to remove covers, stack them neatly and if necessary put them back on at the end of the day's play.

22. Wickets

Where an umpire has not been allocated to a game host clubs shall be responsible for providing a full set of wickets and bails in good condition. Teams in all other matches shall provide with their kits, a set of 3 wickets and 2 bails. Please carry some spares in case of breakage.

23. Helmet Policy

It will be compulsory for all cricketers to wear a helmet whilst batting against a medium pace bowler and highly recommended that a batsman wear a helmet at all times. It is compulsory for a wicket-keeper to wear a helmet standing up (defined as within 5 metres of the wickets) and for close-in fielders (within 7 meters of the batsman) excepting if in the slip cordon area on the off-side.

24. Balls

The fielding side shall supply the ball for the innings and shall be of a type suitable for the grade of cricket played. Sizes & brands approved by New Zealand Cricket & Wairarapa Cricket for this season are:

Umpires Cup / Bidwell Cup

Kookaburra 4-piece (Red)
Regulation 156 grams
Club Match 156 grams

T20 Competitions (Community Shield)

Kookaburra 4-Piece (White)
Senator 156 grams

For T20 Cricket, a new ball is not required for each fixture, but one of good quality. EG, two games can be played with each Ball.

25. No-ball

- a. The call & signal of NO-BALL negates the call & signal of WIDE.
- b. A penalty of 1 run shall be awarded for a NO-BALL in addition to any runs scored otherwise.
- c. A NO-BALL is not counted as a ball of the over; it must be re-bowled.
- d. The umpire shall call & signal NO-BALL if the ball:
 - Is not delivered overarm – NO BALL
 - Is a full-tossed delivery (any pace – accidental or deliberate) that passes, or would have passed above waist-height of the striker (while he is standing up-right at the crease) – the umpire shall then issue a first & final warning to that bowler and inform his captain and the batsmen at the crease
 - If the bowler bowls a second such ball in the innings, in addition to the call & signal of NO BALL; the bowler must be suspended from bowling for the balance of the innings, this becomes a reportable offence. Law 42.6
- e. FAST short pitched deliveries – Law 42.6
 - NZC has lowered the height, from above head-height to above shoulder height, and in doing so has granted some exemptions:

- A bowler is permitted to bowl one FAST short-pitched balls in an over, above shoulder height (while he is standing up-right at the crease) without the ball being called & signalled NO-BALL. It becomes an Exempt ball.
 - In all Limited-over matches this provision is restricted to one ball in the over.
 - If the ball is so high to prevent the striker from playing a normal stroke; (while he is standing up-right at the crease), it shall be called & signalled WIDE.
 - This ball shall count towards the permitted exemptions. If the bowler exceeds this limit in an over, the umpire must call & signal NO-BALL. The bowler must then be suspended from bowling for the balance of that innings, this becomes a reportable offence. Law 42.6
- MCC Law 41.6 Shall Apply around Batsman safety.

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.2 The bowler's end umpire may consider that the bowling of short pitched deliveries, although not dangerous under 41.6.1, is unfair if they repeatedly pass above head height of the striker standing upright at the crease.

41.6.3 As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1, or unfair under 41.6.2, he/she shall call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.4 Should there be any further such delivery by the same bowler in that innings, the umpire shall - call and signal No ball - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

26. Wides

- a. A penalty of 1 run shall be awarded on the call & signal of WIDE in addition to any runs scored otherwise all runs which are run or result from a Wide ball which is not a No ball shall be scored as Wides.
- b. A ball called WIDE is not counted as a ball of the over; it must be re-bowled.
- c. For all cricket any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called wide. The above provisions do not apply if the striker makes contact with the ball.

27. Penalty runs

In Laws 2.6 and 42 where penalty runs can be awarded, any such penalty runs can only be applied by an official umpire.

28. Defaults

- a. Considerable inconvenience can be caused if a side defaults a match without due warning. Any team obliged to default in any competition match is required to notify Wairarapa Crickets Administrator in writing (email) no less than 24 hours prior to the start of the match, defaulting team shall be deducted points and/or a monetary fine will be imposed.
- b. Any club defaulting a team must default their lowest graded team. A club's most senior team must comprise 11 players, where practicable by bringing up players from lower grades.
- c. If a captain (and/or side) refuses to play, or abandons the match, it becomes a default.
- d. If the Board cancels any round/fixture, any default provisions are negated.

e. Any team defaulted to (i.e. non-offenders), shall be awarded maximum points, excluding bonus points. Offenders will lose the points that could have been obtained in that round, excluding bonus points.

29. Walk Offs

If a match result is determined by a 'walk off' the following applies:

- a. Any team that walks off will forfeit the match.
- b. Teams will incur a fine of \$1200.
- c. Fines must be paid before the team is eligible to play again.

30. Late Starts

If there is a delay to the start of day's play, the team not at fault reserves the right to make up time. If the delay is longer than 15 minutes, on written report from the umpires or the club secretary, The Management Board may award the match to the non-offending team.

31. Disputes

- a. Captains are reminded that it is their responsibility to endeavour to resolve any dispute with the opposing captain when they happen.
- b. Failure to attempt such a resolution may disqualify any dispute from proceeding.
- c. For all complaints and disputes refer to Wairarapa Crickets Complaints and Judicial Policy.

32. Host responsibilities

- a. All teams are reminded of their obligations to be good hosts.
- b. The host side must provide a scoreboard and seating for scorers.
- c. Each side must ensure the pitch, markings and outfield is of a standard suitable for the grade of cricket.

33. Scoring

- a. Scoring will be done on a tablet + one scorebook The Home team will be responsible for their use throughout the match. At the end of the days' play these are to be returned to WCA (if they are WCA property). Treat these with care.
- b. Scorers must sit together and constantly compare scores and remain in the same area.
- e. All scoring and statistics are calculated by CricHQ.

34. Match Reports

- a. All results are recorded using CricHQ.
- b. Failure to notify the results may result in the loss of points and/or a monetary fine.
- c. It shall be the responsibility of the captain for each side (entered in either Umpires Cup or Bidwill Cup) to submit an Umpires Report via the Whostheumpire online system. Each Captain will receive notification on a weekly basis around Umpires Appointments and a notification to submit this report. Failure to submit in a timely fashion (within 48 to 72 hours), on a regular basis, may result in a monetary fine. Warnings will be provided around this.

Any queries regarding the above playing conditions should be made to Simon Roseingrave in the first instance by phone on 027 495 6884 or by email on development@wairapacricquet.co.nz

35.UMPIRES' CUP & CHAIRMAN'S TROPHY (40 Overs)

HOURS OF PLAY

- a. 1.00 pm to 6:20 pm.
- b. Each team shall bat for a maximum of 40 overs unless all out earlier.
- c. In the event of a team batting failing to bowl 40 overs before 3:30 pm, or in the event of a late start the time remaining between the start and 6.20pm shall result in a reduction of overs. The number of overs per innings will be determined by the umpires. Should the team bowling first fail to complete the required number of overs within the time limits as determined by the umpires, they shall continue to bowl their remaining overs but be limited to the number of overs they had bowled at the completion of the agreed innings time.

For example, Team A bowling first has completed 38 overs at the agreed interval. Umpires will note the number of completed overs, and Team B will continue to bat out its 40 overs. Team A are now required to bat for the number of overs completed at the agreed interval (38). No reduction in runs required.

If the team bowling second fails to bowl their allocated overs in the time available then that side will be awarded 6 runs for every over that has not been bowled. And the remaining overs will still be bowled.

OVERS

No bowler shall bowl more than 8 overs.

POWER PLAYS

Powerplay 1: (8 overs for an uninterrupted match) shall be at the start of the innings. No more than TWO fielders are permitted, at the instant of delivery, outside the 30 yard circle.

Powerplay 2: (9-32 overs for an uninterrupted match) No more than FOUR fielders are permitted, at the instant of delivery, outside the 30 yard circle.

Powerplay 3: (33-40 overs for an uninterrupted match) No more than FIVE fielders are permitted, at the instant of delivery, outside the 30 yard circle.

Reduction of Powerplay Overs:

Where the number of overs available in an innings is reduced, the number of Powerplay overs shall be reduced proportionately (20%, 60%, 20%)(see appendix).

Interruption of Powerplay Overs:

Each block of Powerplay Overs must commence at the start of an over.

If play is interrupted during a Powerplay block, and, on resumption, the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately.

INTERRUPTED GAME

If play is delayed by weather, light or ground conditions, the time remaining is to be divided equally between the teams with 10 minutes between innings. In this instance the team batting first shall not bat beyond 5:10 pm. (To achieve a minimum of 32 overs thus constituting a match, the team batting first must start its innings no later than 4:10 pm)

DUCKWORTH LEWIS

The Duckworth Lewis system will be used in all matches where available. See CricHQ user guide by clicking [here](#).

If not available, the following formula will be used:

REDUCTION OF OVERS – Interrupted Games

- a. A result is achieved if sixteen (16) overs have been bowled by each team or a team is dismissed or a result is achieved within 16 overs.
- b. If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out or passed the opposition score, the result shall be decided as follows:

The Base Run Rate (Run Rate A) for the team batting first shall be determined by dividing the Total Runs Scored by the number of overs * available to the batting side.

The Overs Lost (Total L) is calculated by subtracting the overs available to the team batting second from the total overs available to the team batting first.

For each Over Lost (Total L), the Base Run Rate is increased by 1% and the Target Score is calculated as follows:

$$\begin{aligned} \text{Target Score} &= \text{Run Rate A} \times (100 + \text{Total L}) \times \text{Overs available to second team} / 100 \\ &= \text{A} \times (100 + \text{L}) \times \text{OVERS} \\ &\quad 100 \end{aligned}$$

*if the team batting first is all out then the total overs are the maximum available.

TIES

The Tie will apply regardless of wickets lost, except in semi-finals and finals where the following criteria will be used to determine a winner:

1. A Super Over play-off will be held.

UMPIRES' CUP FORMAT

One full rounds of games.

In the event of two or more teams finishing the round robin on the same number of points, the following criteria shall be used to determine the finishing order:

1. The winner of the highest number of games.
2. The winner of the game(s) between the two teams
3. The best net run rate.
4. The toss of a coin

POINTS

Win	4 points
Tie	2 points
No result	2 points
Loss	0 points
Loss by default	-4 points

36. BIDWILL CUP (Premier Grade) (1-day format)

The winner of the 2019/20 Bidwell Cup shall be the team that finishes on the most points after a five round, round-robin competition.

Shall two or more teams finish on the same number of points, the following criteria shall be used to determine the winner of the Cup:

- (i) The team with the highest number of outright wins
- (ii) The team that earned the most points in the game between the two teams

Shall teams still be tied based upon this criteria, the Cup shall be shared between those teams.

Hours of play

In a round robin match, hours of play shall be 12pm to 7pm. If the 100 overs are completed prior to 7pm play shall cease at that time. If 100 overs are not completed by 7pm play shall continue until 100 overs have been completed. Note: Over Rate penalties shall apply if an over rate of 16 overs per hour is **NOT** maintained.

Overs

The maximum overs for the side batting first is 55 overs, however they can declare anytime and give the opposition their remaining overs left in the day (100 less the number of overs batted by the team batting 1st).

If the side batting first is bowled out the side batting second gets the overs remaining (100 less the number of overs batted by the team batting 1st).

Bowling Restrictions

No bowler shall bowl more than 15 overs per innings.

Scenario 1:

Side A bats 1st and scores 250 all out in 47 overs

Side B therefore has 53 overs to score 251 to win

Scenario 2:

Side A bats 1st and 250/5 decl. after 55 overs

Side B therefore has 45 overs to score 251 to win

If the team batting second does not reach the score set in the first innings BUT is not all out the match is a win/loss DRAW.

Session times

12.00pm to 2.10pm (Lunch)

2.30pm to 4.40pm (tea)

5.00pm to 7.00pm

In the event of an innings finishing within 30 minutes of the end of a session, the break shall be taken immediately. If a team is eight wickets down at the end session play shall continue for a maximum of 30 minutes.

Ground, weather and light

In the event of time being lost, the umpires shall recalculate the number of overs left in the day's play up till 7pm at 3.75 minutes per over.

Abandonments

In the event that the second innings does NOT commence due to ground, weather or light, the match shall be declared abandoned, bonus points are retained.

Over rates

Teams are required to maintain a minimum over rate of sixteen (16) overs per hour. Failure to do so **shall result in loss of points** on report from official umpires. Less than 16 overs per hour but more than 15 = 1 pt, Less than 15 overs per hour but more than 14 = 2 pts. Less than 14 overs per hour = 3 pts. This to be calculated over each innings. Due consideration shall be given to loss of wickets or other factors such as location, condition of ground and any other reasonable factors as determined by the umpires.

The start and finish times of each innings should be clearly identified in score books / CricHQ.

The Wairarapa Cricket Association has the authority to change the hours of play. Matches may commence earlier with approval from the WCA. This notification must be received by the WCA no later than 48 hours prior to the start of the scheduled start time of the match.

Player Eligibility

Counter to the eligibility criteria provided for other competitions, if any club enters two or more teams in the Bidwell Cup, then movement between teams is prohibited. Once a player has participated once for a team in that given club, they shall be restricted to that team for the remainder of the competition.

Points Table

Bonus points will only be awarded for performance in the first innings of the match (ie the first innings contested between the two teams, not the first innings for each team). This means that a team can only achieve either a maximum 3 bonus points for either batting or bowling, not for each. This negates the potential for the 2nd innings contested not allowing a batting team to achieve any bonus points (ie if they are chasing a target of less than 125 runs).

Win	7 points
Winning Draw	4 points
Losing Draw	2 points
Tie	3 points
Win by Default	7 points
Loss	0 points
Loss by Default	-7 points
Abandonment	5 points (each)
Bonus Points	
Batting	
100	1 point
150	2 points
200	3 points
Bowling	
3 wickets	1 point
6 wickets	2 points
9 wickets	3 points

37. Community Shield T20

The Community Shield will consist of one full round-robin of games plus a final.

In the event of a tie on points the highest placed team in Community Shield Pool play will be determined by:

1. The team with the highest number of wins.
2. The winner of the game between the two teams
3. The team with the higher net run rate.
4. The toss of a coin

POINTS

Win	4 points
Tie	2 points
No result	2 points
Loss	0 points
Loss by default	-4 points

PLAYING CONDITIONS

As set down in the New Zealand Cricket (Inc.) Rules and 2019-20 Playing Conditions, except as advised below.

TIE

The tie will apply in all round-robin matches. In the event of a tie in the Final, an OOPSE will be played

INTERRUPTED MATCHES

Duckworth Lewis will be used in all matches where available. If not available the formula for recalculating scores as Umpires Cup matches shall be used, but adjusted to fit the 20 over format.

38. Bidwill Challenge Cup

From the 2019/20 season onwards, The Bidwill Cup Challenge Trophy will be played each time the holder plays an organised Bidwell Cup match.

The holder of the Cup at the end of the preceding season will provide the Cup for the first challenge at the commencement of the following season.

To be eligible to Challenge for the Cup, the team in question must be affiliated for that season in at minimum the Umpires Cup and Chairmans Trophy competition.

Playing Conditions Wairarapa Womens Franchise League 2019/20

Competition

The Wairarapa Womens Franchise League (hereby referred to as the WWFL) is a competition played for by Senior Women's Franchise sides, open to any cricketer college-age and above, on a round-robin basis, between November and February of each season.

The round-robin format will culminate in a Final. Points will be allocated as follows:

Win	3 Points
Tie	1 Point
Loss	0 Points

In the event of two or more teams finishing on the same points, results between those teams will be the first indicator of qualification place. Should this system prove unable to separate the teams then a calculation of net run rate (NRR) will be utilised, using total team runs across the entire season.

The Finals Day game will be hosted at the QE II Oval when available.

Games are spread across a range of evenings, commencing 5.30pm.

Player Eligibility

This is a competition designed to accommodate female players of Secondary School age and above. Exceptional Intermediate aged students may be considered provided this is first discussed with the WCA Development Staff to ensure the team and players will be competitive, and in lieu of player safety.

Eligibility for Final: To be eligible to participate for a team in the Final of this competition, a player must have played (or been selected in the event of a wash-out as part of a playing XI) in at least two WWFL round-robin fixtures. Only fixtures for which a toss has been made (and teams confirmed prior to or at the toss) can be included in this total of two.

Laws

All games shall be played within the bounds of the MCC Laws of Cricket, with local specific rules as follows:

Equipment

Wooden bats

Wooden stumps and bails

Batter's pads, gloves and a helmet are **COMPULSORY** for all secondary students as per NZC guidelines and a thigh pad is strongly **RECOMMENDED**

Wicket keeping pads and gloves and a helmet are **COMPULSORY** for all Secondary students and recommended for senior club players.

142g hard core cricket balls are to be used.

Pitch & Boundary Dimensions

20.12 metres long Pitch (full length) 2.64m wide

50-60 metre Boundary Length

Teams

Squads of 12 or more players will be named from a pool of players at the commencement of each season, and coaches will be sourced via the WCA. This means a player can operate as a non-bowler but still partake in the Batting order and vice versa. The nominated non-bowler cannot keep wicket.

For any given match, a minimum number of 8 players per side is required. If 7 or less players form a team the match may go ahead at the coaches discretion, but points will be forfeited by the team unable to field the minimum requirement.

Dress Code

WCA Club Shirts & Trousers are compulsory. Where games are played on grass wickets, both spiked and rubber soled shoes are allowable. Where games are played on artificial wickets rubber or soft-soled shoes are to be used. The WCA expect a tidy standard of dress at all times as part of their hosting of this competition.

Innings

20 Overs per innings, comprising a standard 6 deliveries and restricted to 8 balls maximum (including wides and no-balls). The 20th over of each innings shall be unlimited deliveries, completing when a legitimate 6 balls have been bowled. Teams should attempt to bowl 16 overs per hour.

Bowling

There is a maximum of 4 overs per Bowler. Where a part over has to be completed due to injury or inability of a bowler to finish their over, this is deemed as a full over for each bowler involved.

Wides

The penalty for a Wide is 1 run.

Any ball that passes a batter so wide that she is prevented from a reasonable opportunity to make contact with the ball is wide. Wides are at the Umpires discretion, but as a rule the marked wide line (return crease) outside the off stump is used as a guide to call a wide. 50% between leg stump and the leg-side return crease can also be used as a general guide to call a wide.

No Balls

The penalty for a No Ball is 1 run.

A No Ball shall constitute:

- a. A ball bouncing at greater than shoulder height of the batter when standing in their normal stance
- b. A ball on the full above batter's waist height when standing in their normal stance and not advancing towards the bowler.

-
- c. A ball bouncing MORE than two times before reaching the popping crease.
 - d. A No Ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery.

Should a bowler deliver a No Ball by any means, their next delivery is designated a "free-hit". In this circumstance the batter can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

LBW

The full MCC LBW law applies in this competition.

Fielding restrictions

NZC playing conditions stipulate that 4 fielders must remain inside the 25 yard inner circle at all times. There are no compulsory catching positions. Teams are reminded that a maximum of 5 fielders can be positioned on the legside at any one time, and no more than two between square leg and the wicket keeper.

Retirement

There are no compulsory retirements in this grade.

Scoring & Results

Each team in this competition is required to provide a scorer along an app-based technological device that will allow games to be scored in full via CricHQ, resulting in full scorecards and statistics being available on line.



39. JCB Philosophy

JCB Junior Cricket Clubs and Coaches must encourage full participation and equal opportunity for all players.

Too many coaches are 'categorising' players as a batter or a bowler too early and subsequently consigning these players to a specific position in the batting order and/or not bowling them, and consequently the player is not being developed to their possible full potential.

Coaches are strongly requested to ensure all players develop their skills and talent during their time in the JCB grades and provided full opportunities to participate.

40. Laws of the Game

All matches played under the auspices of Wairarapa Cricket & the Wairarapa JCB shall be played in accordance "With The Laws of Cricket" (2000 code) and subsequent amendments as published by the Marylebone Cricket Club and subject to modifications by the New Zealand Cricket's first class playing conditions. Exceptions to these will be found in the local rules applicable to specific JCB Club & School competitions as below.

41. General Information

Dress

Team coaches and managers are asked to ensure that all players are dressed in white or in club/school shirts as approved by the Wairarapa Cricket Association. It is desirable for all players to wear hats/caps for protection against the sun.

Stumps

Each team is required to provide 3 stumps, two bails and a ball.

For all games on artificial pitches, each team should provide one set of stumps for artificial pitches.

Grounds

Coaches and managers are requested to ensure that all players are well behaved during matches and show respect for the grounds. We are grateful to the Schools who provide us with grounds to use, they are not obliged to do so. Please ensure that all rubbish is removed.

Defaults

Where a team cannot be fielded, the opposing team must be notified, through the WCA Operations Manager, of the default.

Complaints

These should be addressed initially to the JCB committee.

Draw / Points Tables

Are available via the CricHQ link on the WCA website www.wairarapacricknet.co.nz/crichq/

Junior Club Cricket

42. SuperSmash Kiwi Cricket

These rules have been designed by the Wairarapa JCB and are aligned to the Age and Stage approach as utilised nationally by New Zealand Cricket. The WCA and NZC aim is to ensure player safety and that the game is as 'action packed' as possible. These rules are also consistent with those in the development programmes being offered in our schools.

Each team will use two batting tees for each innings. One tee will be placed on the off-side, one on the leg-side adjacent to the batter, both with balls already mounted. When a wide is bowled, the ball off the respective tee for the wide (off-side or leg-side wide) will be hit on that side of the wicket (the bowled ball will be held by the wicket-keeper and placed on the respective tee from which the other ball has just been struck).

Duration and Innings

Super Star Kiwi Cricket games are played on Friday evenings starting at 5.30 pm and should finish no later than 6.30pm (the maximum number of overs allowed per innings is 8).

Equipment

Kiwi Cricket plastic bats x 2 – no wooden bats

Kiwi Cricket plastic wickets and bases x 2

Small Kiwi Ball

2 x Plastic batting tees

Recommended Age

School Year 1 to 3.

Teams

8 players per team maximum.

Pitch

Pitch length of 13 metres. It may be necessary to move wickets closer but not further apart to accommodate player ability.

Boundaries

Coaches can agree on a suitable boundary and mark with cones, boundary should be no longer than 30 metres.

Batters

Bat in pairs, 2 overs per pair. Each time a batter is out, batsmen change ends but do not leave the wicket until they have faced two overs between them.

LBW

Does not apply.

Bowling

- a. Each player to bowl 1 six ball over
- b. All bowlers to bowl from the same end

c. A 'good' ball is one that is within the reach of the batsman when attempting to strike the ball and reaches the batsman with no more than two bounces.

NB: An underarm delivery is acceptable as long as it meets these requirements.

Free Hits

In the case of a ball that does not meet the 'good' ball criteria, the batsman is given a free hit off one of the adjacent two hitting tees.. This free hit must be played **forward of the batting crease**.

Extras

Should no runs be scored from the tee, an extra is credited to the batting team's score.

Fielding

At the end of each over, fielders rotate one position.

Scoring

The total number of runs is divided by the total number of dismissals to get the team score.

43. SuperSmash "Eights" Championship

Equipment

Wooden bats
Wooden stumps
Keeper's gloves
Incrediball Ball

Recommended Age

School Year 3 - 6

Pitch

16 metres long, 2.64m wide with a 30m boundary.

Teams

8 Players per side. Each side must have a minimum of 6 players at the commencement of the game. If the match start time passes and a team has less than 6 players this constitutes a default. The game may still proceed (including the loaning of players) but the runs result will not count towards the points table.

Dress Code

Team shirts are to be worn with either shorts or longs in line with your club requirements. Solid toe shoes are essential.

Duration and Innings

Each innings shall be of 16 overs in length, with players batting in pairs for 4 overs per pair. These games must finish by 7.15 pm. Available playing time is to be divided between the two teams.

Batsmen

Batsmen shall not be dismissed and leave the batting crease. If the batsman loses his wicket then 3 runs are deducted from the total and the batters will change ends. Batsmen can be out caught, bowled, stumped, run out, hit wicket, handling the ball, hitting the ball twice or obstructing the fieldsman. LBW's do not apply.

Bowling

Each player is to bowl a maximum of two overs. Each over is of 6 balls total. All bowling shall be delivered from the same end, with rotation of fielders moving between positions.

Wides

Any ball that passes a batsman so wide that he is prevented from a reasonable opportunity to make contact with the ball is wide. **Any contact by bat with ball is NOT a wide.** Two runs are scored for each wide delivery plus any completed run by the batsmen.

No Balls

- a) A ball bouncing at greater than shoulder height of the batsman when standing in normal stance
- b) A ball on the full above batsman's waist height
- c) A ball which bounces more than two times before reaching the popping crease

Two runs are scored for each no-ball delivery plus any completed run by the batsmen.

Fielding restrictions:

No fielder may stand closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side until the ball has been played by the batsman.

Scoring

A generic scoring sheet template is provided for all matches and all games will be loaded on the CricHQ system for use.

44. SuperSmash Hardball Cricket

Hardball cricket is currently the highest grade available to primary schools and is coached on the principles of the total game, in alignment with New Zealand Cricket's National Age & Stage approach. These rules have been put together by the Wairarapa JCB with the aim of ensuring both player safety and that we meet the requirements of the local Association as regards playing deadlines.

Super Smash Hardball objectives are to accelerate skill development, foster maximum involvement and ensure games are fast paced and action packed.

Super Smash Hardball Cricket will be played via two distinct grades each season. These divisions will be known as:
Super Smash Championship (Development)
Super Smash Premiership (Progressive)

Innings & Duration

Hardball Grade games are played on Saturday mornings starting at 9.00 am with a 12 noon finish deadline. The last over must commence to complete prior to 12.00pm to ensure no overlap between JCB and Senior Cricket match commencement.

Equipment

Wooden bats

Wooden stumps and bails

Batter's pads, gloves, box and helmet are **COMPULSORY**

Wicket keeping pads, gloves and helmet are **COMPULSORY**

142g hard core cricket ball (Kookaburra Crown is the recommended).

It is COMPULSORY to wear a helmet when batting and wicket keeping

Recommended Age

School Year 7 & 8 with dispensation for Year 6s under a development stage approach.

Pitch

- a) Championship 18 metres long 2.64m wide, with a maximum 40 metre boundary
- b) Premiership 18 metres long 2.64 m wide with a maximum 40 metre boundary

Teams

9 per side maximum.

Dress Code

Whites and or School/Club shirts are compulsory.

Innings

Premiership: Maximum of 25 overs, or overs adjusted to ensure a finish by noon.

Championship: Maximum of 22 overs, or overs adjusted to ensure a finish by noon.

Result

At the point where the team batting second achieves surpasses the run target, regardless of the ongoing potential for penalty runs via dismissals, this shall be deemed to be the completion of the match, and the batting team will be the winner.

Batting

Batsmen must face a minimum of 6 balls (after the 6 balls all dismissals apply). The 6 balls will include all deliveries including wides and no balls. If a batsmen is dismissed within their first six deliveries 3 runs shall be added to the team total of the fielding side. Upon a dismissal within the first six deliveries, batsmen must change ends.

Any dismissals shall be noted as a wicket within the bowlers statistics (aside from run-outs) within this 6 ball period.

Batsmen must compulsorily retire after a maximum of 30 deliveries or 50 runs (premiership) / 30 runs (championship) whichever is achieved first. A Batsmen can return to bat once all other players in the team have batted, and in the order in which retirement occurred.

Bowling

Maximum of 5 overs per Bowler if of intermediate age (Year 7 & 8) with a maximum 4 over spell.

Maximum of 3 overs per Bowler if of primary age (6) with a maximum 2 over spell.

Overs of 6 balls maximum with 1 penalty runs for a wide or no ball.

Run-Ups shall not exceed 15 metres in length.

Bowling will take place in 5 over groups from one end, then 5 overs from the other, swapping until the innings is complete.

Wides

Any ball that passes a batsman so wide that he is prevented from a reasonable opportunity to make contact with the ball is wide. As a rule, for the Championship Grade the return creases are used as the guide. For the Premiership Grade 70% of the distance between the off stump and the return crease and 50% of the distance between the leg stump and the return crease is called a wide. **Any contact by bat with ball is NOT a wide.**

No Balls

- a. A ball bouncing at greater than shoulder height of the batsman when standing in normal stance
- b. A ball on the full above batsman's waist height
- c. A ball which bounces more than two times before reaching the batsman
- d. A no ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery stride.

Should a bowler deliver a No Ball by any means, their next delivery is designated a "free-hit". In this circumstance the batter can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

LBW

The batsman **cannot be given out on the front foot or if the ball pitches outside leg stump**

Fielding restrictions

No fielder may stand closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side until the ball has been played by the batsman.

Scoring

Teams at this level must utilise the CricHQ scoring system to ensure a full scorecard is available on line. Use of a paper scorebook alongside CricHQ is voluntary.

Secondary School & Midweek School Cricket

1. Trevor Martin Trophy (Saturday Morning Colts)

Competition

The Trevor Martin Trophy is a competition played for by junior secondary school teams on a round-robin basis as part of an annual season. The competition will commence each year in February and will involve two full round-robin matches on a home & away basis, ending with a finals weekend, November / December of the same year.

From the round-robin either a series of semi-finals will culminate in a Final, or a finals weekend will be held, where qualifier 1 will play qualifier 2 in a Final, and qualifier 3 will play qualifier 4 (and so on) for final finishing places. Points will be allocated as follows:

Win 3 Points

Tie 1 Point

Loss 0 Points

In the event of two or more teams finishing on the same points, results between those teams will be the first indicator of qualification place. Should this system prove unable to separate the teams then a calculation of net run rate (NRR) will be utilised, using total team runs across the entire season.

The Final will be hosted in the first instance at the QE II Oval, Masterton, when it is available. If this venue is in use then the 1st Qualifier will have first right of refusal to host the Final.

The Winner of the Final will be deemed to be the holder of the Trevor Martin Trophy.

Games are to be played on Saturday mornings starting at 9.00 am with a 1.00pm completion deadline. Teams should attempt to bowl 17 overs per hour. If the fielding team do not start to bowl their 30th over within 2 hours, the batting side are credited an extra six runs for every whole over bowled after the 2 hour mark.

Player Eligibility

Year Group: This is a Junior Secondary School competition and is designed to accommodate Year 9 & 10 boys, and girls up to and including Year 13. If players outside of these year groups are required to be included in a team then details of these players **MUST** be made available to other participating schools and the Development Officer. This information is to be provided either at the beginning of the season or by the Thursday of match-day for acceptance.

Wairarapa Senior A Grade or 1st XI Inter-School Equivalent Players: As the Trevor Martin Trophy is a development Colts grade, movement between higher grades is discouraged. If any player is eligible through year group but is a “consistent” member of a college 1st XI or Senior A Grade side then it is strongly recommended that they do not participate in this competition. If for reasons of lack of numbers a team is unable to be fielded without the presence of higher grade players, then those players will be required to Bat at number 8 or below in the order, and only bowl where absolutely necessary.

Eligibility for Semi-Finals & Final: To be eligible to participate for a team in the semi-finals and / or final of this grade, a player must have played (been selected as part of a playing XI) in at least three Trevor Martin Trophy round-robin fixtures in the annual season for which the finals are being held. Only fixtures for which a toss has been made (and teams confirmed prior to or at the toss) can be included in this total of three.

Equipment

Wooden bats; Wooden stumps and bails; Batter’s pads, gloves and box (Boys) and a helmet are **COMPULSORY** Wicket keeping pads and gloves and helmet are **COMPULSORY**. Use of a helmet for all secondary students is as per NZC guidelines:

“For all players U19 years of age a Helmet must be worn whilst batting, wicket-keeping (within 5 metres of the stumps) or fielding in close (with 7 metres of the stumps, excluding behind the wicket on the off-side).”

156gm hard core cricket ball are to be used*.

156g hard core cricket ball (Boys teams) and 142g hard core cricket ball (Girls teams) are to be used*.

* (As of 2019/20 the WCA has a sponsorship agreement meaning all competition balls are to be Kookaburra. Regarding playability and maintenance the balls to be used are either a Kookaburra Crown or Kookaburra Red King).

Pitch & Boundary Dimensions

20.12 metres long Pitch (full length) 2.64m wide, 45-65 metre Boundary Length

Teams

12–13 players but only 11 take the field at any one time and only the first eleven batsmen’s scores count.

Dress Code

Whites and or School/Club shirts are compulsory, and footwear appropriate for cricket. Where games are played on grass wickets, both spiked and rubber soled shoes are allowable. Where games are played on artificial wickets rubber or soft-soled shoes are to be used. The WCA expect a tidy standard of dress at all times as part of their hosting of this competition.

Innings

30 Overs per innings, comprising a standard 6 legitimate deliveries but restricted to 8 balls maximum (including wides and no-balls).

Teams should attempt to bowl 17 overs per hour. If the fielding team do not start to bowl their 30th over within 2 hours, the batting side are credited an extra six runs for every whole over bowled after the 2 hour mark.

Bowling

There is a maximum of 6 overs per Bowler. Where a part over has to be completed due to injury or inability of a bowler to finish their over, this is deemed as a full over for each bowler involved.

Wides

The penalty for a Wide is 1 run and re-delivery of the ball up to the maximum of 8 per over. Any ball that passes a batsman so wide that he is prevented from a reasonable opportunity to make contact with the ball is wide. Wides are at the Umpires discretion, but as a rule the marked wide line outside of the off stump and 30% of the distance between the leg stump and the return crease can be used as a guide to call a wide. **Any contact by bat with ball is NOT a wide.**

No Balls

The penalty for a No Ball is 1 run and re-delivery of the ball up to the maximum of 8 per over.

A No Ball shall constitute:

- a. A ball bouncing at greater than shoulder height of the batsman when standing in their normal stance
- b. A ball on the full above batsman's waist height when standing in their normal stance and not advancing towards the bowler.
- c. A ball bouncing MORE than two times before reaching the popping crease.
- d. A No Ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery.

Should a bowler deliver a No Ball by any means, their next delivery is designated a "free-hit". In this circumstance the batter can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

LBW

MCC LBW rules apply to this competition.

Fielding restrictions

There are no fielding restrictions that apply in this competition.

Batsmen

No compulsory retirements apply in this competition.

Scoring

Each team in this competition is required to provide a scorer along with an app-based scoring device so that the match is scored and uploaded via CricHQ , allowing full scorecards and statistics to be available online.

2. Saturday Afternoon Secondary Grade

Competition

The Saturday Afternoon Secondary School Grade (hereafter referred to as the Secondary Grade) is a competition played for by Secondary School sides on a round-robin basis, over an annual season (February to March plus October to November). The Grade will be competed for and a Trophy awarded after finals in November of each year.

The round-robin format will culminate in a play-offs day, where qualifier 1 will play qualifier 2 in a Final, and qualifier 3 will play qualifier 4 (and so on) for final finishing places. Points will be allocated as follows:

Win	3 Points
Tie	1 Point
Loss	0 Points

In the event of two or more teams finishing on the same points, results between those teams will be the first indicator of qualification place. Should this system prove unable to separate the teams then a calculation of net run rate (NRR) will be utilised, using total team runs across the entire season.

The Finals Day games will be hosted at the home ground of the highest qualifier for each play-off game, where this team has first right of refusal to host. The Winner of the Final will be deemed to be the holder of the Secondary School Grade Trophy.

Games are to be played on Saturday afternoons with a start time of 1.00pm and a finish time of 6.00pm.

Player Eligibility

This is a competition designed to accommodate players of Secondary School age for the applicable year of the competition. In exceptional circumstances players outside of this age-band may be considered to ensure full participation of teams. Acceptance of such players must first be obtained from the WCA Development Manager and will also require concurrence of other participating teams.

Eligibility for Semi-Finals & Final: To be eligible to participate for a specific team in the finals day of this grade, a player must have played (or been selected in the event of a wash-out as part of a playing XI) in at least three Secondary Grade round-robin fixtures for that same team. Only fixtures for which a toss has been made (and teams confirmed prior to or at the toss) can be included in this total of three.

Equipment

Use of a helmet for all secondary students is as per NZC guidelines:

“For all players U19 years of age a Helmet must be worn whilst batting, wicket-keeping (within 5 metres of the stumps) or fielding in close (with 7 metres of the stumps, excluding behind the wicket on the off-side).”

156gm hard core cricket ball are to be used*.

*(As of 2016/17 the WCA has a sponsorship agreement meaning all competition balls are to be Kookaburra. The recommended ball for use shall be a 2 piece Red King).

Pitch & Boundary Dimensions

20.13 metres long Pitch (full length) 2.64m wide

A minimum of 55 metre Boundary Length

Teams

Squads of 12 can be utilised, and coaches can nominate a batting XI and bowling XI for each match. This means a player can operate as a non-bowler but still partake in the Batting order and vice versa. The nominated non-bowler cannot keep wicket.

For any given match, a minimum number of 8 players per side is required. If 7 or less players form a team the match may go ahead at the coaches discretion, but points will be forfeited by the team unable to field the minimum requirement.

Dress Code

School/Club shirts and cricket whites are compulsory. Where games are played on grass wickets, both spiked and rubber soled shoes are allowable. Where games are played on artificial wickets rubber or soft-soled shoes are to be used. The WCA expect a tidy standard of dress at all times as part of their hosting of this competition.

Innings

40 Overs per innings, comprising a standard 6 deliveries and restricted to 8 balls maximum (including wides and no-balls). The 40th over of each innings shall be unlimited deliveries, completing when a legitimate 6 balls have been bowled. Teams should attempt to bowl a minimum of 16 overs per hour.

In the event of a rain-affected match, a minimum of 16 overs per inning shall constitute a game. As per the WCA Men's second grade the result is calculated by comparing run rates at the last of the completed overs as shown in the scorebook(s).

Bowling

There is a maximum of 8 overs per Bowler. Where a part over has to be completed due to injury or inability of a bowler to finish their over, this is deemed as a full over for each bowler involved.

Wides

The penalty for a Wide is 1 run.

Any ball that passes a batter so wide that they are prevented from a reasonable opportunity to make contact with the ball is wide. Wides are at the Umpires discretion, and leniency is strongly encouraged, particularly with relation to leg-side calls. As a rule the marked wide line (inner-return crease) on either side of the stumps can also be used as a general guide to call a wide.

No Balls

The penalty for a No Ball is 1 run.

A No Ball shall constitute:

- a. A ball bouncing at greater than shoulder height of the batter when standing in their normal stance
- b. A ball on the full above batter's waist height when standing in their normal stance and not advancing towards the bowler.
- c. A ball bouncing MORE than two times before reaching the popping crease.
- d. A No Ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery.

Should a bowler deliver a No Ball by any means, their next delivery is designated a "free-hit". In this circumstance the batter can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

LBW

The full MCC LBW rule applies in this competition.

Fielding restrictions

There are no compulsory catching positions. Teams are reminded that a maximum of 5 fielders can be positioned on the legside at any one time, and no more than two between square leg and the wicket keeper.

Retirement

There are no compulsory retirements in this grade.

Scoring & Results

Each team in this competition is required to provide a scorer along with an app-based scoring device so that the match is scored and uploaded via CricHQ , allowing full scorecards and statistics to be available online.

3. Thursday T20 Girls

Competition

The Thursday T20 Girls competition is played for by Secondary & intermediate Girls school teams on a round-robin basis as part of an annual season. The Trophy will be awarded at the end of the school year.

Points will be allocated as follows:

Win	2 Points
Tie	1 Point
Loss	0 Points

Games are to be played on Thursday evenings starting as close to 3.30pm as possible with a 6.00pm completion deadline. Teams should attempt to bowl 18 overs per hour.

Player Eligibility

Year Group: This is a Hardball competition and is designed to accommodate girls up to and including Year 13 incorporating both Intermediate teams, and Secondary Schools.

This is a development Girls grade and the feeder grade for 1st XI Girls Cricket. Movement between higher grades is discouraged. If any player is eligible through year group but is a "consistent" member of a college 1st XI then it is strongly recommended that they do not participate in this grade. If for reasons of lack of numbers a team is unable to

be fielded without the presence of higher grade players, then those players will be required to Bat at number 8 or below in the order, and be limited to one over of bowling.

Laws

All games shall be played within the bounds of the MCC Laws of Cricket, with local specific rules as follows:

Equipment

Wooden bats

Wooden stumps and bails

Batter's pads, gloves and a helmet are **COMPULSORY** and a thigh pad is strongly **RECOMMENDED**

Wicket keeping pads and gloves and a helmet are **COMPULSORY**.

142g hard core cricket ball are to be used*.

*(As of 2019/20 the WCA has a sponsorship agreement meaning all competition balls are to be Kookaburra).

Pitch & Boundary Dimensions

20.12 metre long Pitch (full length) 2.64m wide

40 metre Boundary Length

Teams

Squads of 12 or more players can be utilised, but only 11 may take the field at any one time. For any given match, a minimum number of 7 players per side is required. If 8 or less players form a team the match may go ahead at the coaches discretion, but points will be forfeited by the team unable to field the minimum requirement.

Dress Code

School/Club shirts are compulsory, and footwear appropriate for cricket. Cricket Whites are optional. Where games are played on grass wickets, both spiked and rubber soled shoes are allowable. Where games are played on artificial wickets rubber or soft-soled shoes are to be used. The WCA expect a tidy standard of dress at all times as part of their hosting of this competition.

Innings

20 Overs per innings, comprising a standard 6 deliveries and restricted to 6 balls maximum (including wides and no-balls). Teams should attempt to bowl at a rate of 18 overs per hour.

Bowling

There is a maximum of 4 overs per Bowler. At least 5 players must bowl one over each.

Where a part over has to be completed due to injury or inability of a bowler to finish their over, this is deemed as a full over for each bowler involved.

Wides

The penalty for a Wide is 1 run.

Any ball that passes a batter so wide that she is prevented from a reasonable opportunity to make contact with the ball is wide. Wides are at the Umpires discretion, but as a rule the marked wide line (return crease) outside both the off and leg stump can be used as a guide to call a wide.

No Balls

The penalty for a No Ball is 1 run.

A No Ball shall constitute:

- a. A ball bouncing at greater than shoulder height of the batter when standing in their normal stance
- b. A ball on the full above batter's waist height when standing in their normal stance and not advancing towards the bowler.

-
- c. A ball bouncing MORE than two times before reaching the popping crease.
 - d. A No Ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery.

Should a bowler deliver a No Ball by any means, their next delivery is designated a "free-hit". In this circumstance the batter can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

LBW

LBW rules do apply in this competition but are at the discretion of the umpire and should be used for learning purposes. It is strongly recommended that a warning for LBW be given in the first instance, and an explanation of why the player would have been given out provided. **No LBW should be given to a player who makes a forward movement towards the ball, or when the ball pitches outside leg stump.**

Fielding restrictions

There are no fielding restrictions that apply in this competition.

Scoring Teams at this level should utilise the CricHQ scoring system to ensure a full scorecard is available on line. Use of a paper scorebook alongside CricHQ is voluntary.

4. Lone Star Girls Trophy

Competition

The Lone Star Girls Hardball Trophy is a competition played for by Primary & intermediate Girls school teams on a round-robin basis as part of a half yearly season. The Trophy will be awarded at the end of the school year.

Points will be allocated as follows:

Win	2 Points
Tie	1 Point
Loss	0 Points

Games are to be played on Thursday evenings starting as close to 3.30pm as possible with a 6.00pm completion deadline. Teams should attempt to bowl 18 overs per hour.

Player Eligibility

Year Group: This is a Hardball competition and is designed to accommodate girls up to and including Year 9.

This is a development Girls grade. Movement between higher grades is discouraged. If for reasons of lack of numbers a team is unable to be fielded without the presence of higher grade players, then those players will be required to Bat at number 8 or below in the order, and be limited to one over of bowling.

Laws

All games shall be played within the bounds of the MCC Laws of Cricket, with local specific rules as follows:

Equipment

Wooden bats

Wooden stumps and bails

Batter's pads, gloves and a helmet are **COMPULSORY** and a thigh pad is strongly **RECOMMENDED**

Wicket keeping pads and gloves and a helmet are **COMPULSORY**.

142g hard core cricket ball are to be used*.

*(As of 2016/17 the WCA has a sponsorship agreement meaning all competition balls are to be Kookaburra).

Pitch & Boundary Dimensions

18 metre long Pitch (full length) 2.64m wide

40 metre Boundary Length

Teams

Squads of 10 or more players can be utilised, but only 9 may take the field at any one time and only the first nine batter's scores count. For any given match, a minimum number of 7 players per side is required. If 6 or less players form a team the match may go ahead at the coaches discretion, but points will be forfeited by the team unable to field the minimum requirement.

Dress Code

School/Club shirts are compulsory, and footwear appropriate for cricket. Cricket Whites are optional. Where games are played on grass wickets, both spiked and rubber soled shoes are allowable. Where games are played on artificial wickets rubber or soft-soled shoes are to be used. The WCA expect a tidy standard of dress at all times as part of their hosting of this competition.

Innings

16 Overs per innings, comprising a standard 6 deliveries and restricted to 6 balls maximum (including wides and no-balls). Teams should attempt to bowl at a rate of 18 overs per hour.

Bowling

There is a maximum of 3 overs per Bowler. At least 8 players must bowl one over each.

Where a part over has to be completed due to injury or inability of a bowler to finish their over, this is deemed as a full over for each bowler involved.

Wides

The penalty for a Wide is 1 run.

Any ball that passes a batter so wide that she is prevented from a reasonable opportunity to make contact with the ball is wide. Wides are at the Umpires discretion, but as a rule the marked wide line (return crease) outside both the off and leg stump can be used as a guide to call a wide.

No Balls

The penalty for a No Ball is 1 run.

A No Ball shall constitute:

- e. A ball bouncing at greater than shoulder height of the batter when standing in their normal stance
- f. A ball on the full above batter's waist height when standing in their normal stance and not advancing towards the bowler.
- g. A ball bouncing MORE than two times before reaching the popping crease.
- h. A No Ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery.

Should a bowler deliver a No Ball by any means, their next delivery is designated a "free-hit". In this circumstance the batter can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

LBW

LBW rules do apply in this competition, but are at the discretion of the umpire and should be used for learning purposes. It is strongly recommended that a warning for LBW be given in the first instance, and an explanation of why the player would have been given out provided. **No LBW should be given to a player who makes a forward movement towards the ball, or when the ball pitches outside leg stump.**

Fielding restrictions

There are no fielding restrictions that apply in this competition.

Batsmen

Batsmen must face a minimum of 6 balls (after the 6 balls all dismissals apply). The 6 balls will include all deliveries including wides and no balls. If a batsmen is dismissed within their first six deliveries a penalty of 3 runs shall be deducted from both his/her score and the teams overall score. Upon a dismissal within the first six deliveries, batsmen must change ends.

Any dismissals shall be noted as a wicket within the bowlers statistics (aside from run-outs) within this 6 ball period.

Batsmen must compulsorily retire after a maximum of 30 deliveries. A Batsmen can return to bat once all other players in the team have batted, and in the order in which retirement occurred.

Retirement

Compulsory retirement applies once a batter has faced 30 legitimate deliveries. Once all other batters are legitimately dismissed (not retired), the retired player may return to the crease and continue batting until the overs are completed or the team is dismissed.

Scoring

Teams at this level should utilise the CricHQ scoring system to ensure a full scorecard is available on line. Use of a paper scorebook alongside CricHQ is voluntary.

