



WAIRARAPA CRICKET HANDBOOK 2021/22

Vision: A Quality Experience for Everyone

Mission: An Agile Approach to Enhance and Drive Positive Experiences, Creating and Supporting Quality People and Performance.



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TRUST HOUSE
COMMUNITY ENTERPRISE

Chairman's Message

When looking back on the 2020/21 season Governance, consolidation, change and progress are some of words that spring to mind with a continuing emphasis on Board diversity and Sport NZ Governance training, and continual review of our existing Risk Register, a document that comprehensively outlines and provides mitigations for many risks that could potentially be faced by our organisation.

A significant milestone this year was the development and release of a new WCA logo. The WCA Board felt it was time for a change and a logo that better reflected our region. A new Wairarapa Cricket strategy and vision (more on that soon) will be released that will see even closer alignment with the New Zealand Cricket Vision of "A Game of All New Zealanders, A Game for Life". The adoption of our new logo aligns with this desire to be a game for all the community.

The rationale and symbolism of the logo reflects Wairarapa Cricket as it is today, and how it should develop in the future, with an emphasis on diversity, inclusivity and innovation. The Green and Blue colour scheme are our association colours with significant alignment to the Wairarapa valley, rivers and coast - Wairarapa Cricket belongs to the region and the community. The darker tones of both colours reflect that our organisation has deep roots, a long history and a wealth of knowledge. The design of the Logo communicates both the movement of the bowlers arm, and the rivers traveling through the valley, all in a rounded shape of a Koru. These symbols express movement and capacity for future progression and growth, as well illustrate an inclusive, supportive, culturally and gender diverse organisation. Our new logo was adopted in July and we are transitioning out the old logo as we retire uniform and equipment.

Underpinning our continued financial performance is careful budget planning and prudent overview of our trading position. Covid did provide its challenges for us in 2021 as we weren't able to hold any fundraising events, or our usual significant awards evening. Covid has also meant sponsorship from business has become more of a challenge to secure, and many grant funders had less available and or delayed their support.

To round out a busy 21/22 off-season the WCA Board fully reviewed our Strategic Plan. The new Strategic Plan features a focus on Sustainability, Quality, Diversity and Opportunity and Participation and Pathway, with a supporting framework to underpin each strategic goal. The Board is confident this provides a modern, fit for purpose strategic direction for our Operations team, to keep progressing WCA to Provide a Quality Experience for Everyone.

We acknowledge the change in role for Simon Roseingrave, moving into a full GM role which is commensurate with his position within WCA and reflects our changing organisation. We also recognise and congratulate Simon on his secondment to NZC to lead the national development plan for junior cricket. This is a fantastic reflection of Simon's abilities and an excellent reflection on the WCA's ability to influence at a national level. To accommodate Simon's secondment, Melissa Hansen has moved into a full-time role of Female Cricket Manager and we welcomed Nathan Elliot to our team as Communities and Pathways Manager to largely fill Simon's day to day operational role. We also acknowledge and thank Della Frew for her continued role in supporting our association on a part time basis in the administration space.

Enjoy the 2021/22 season!

David Parke
Chairman
Wairarapa Cricket Association

Wairarapa Cricket Association Vision & Mission Statement

Our Vision: A Quality Experience for everyone.

Our Mission: An Agile Approach to Enhance and Drive Positive Experiences, Creating and Supporting Quality People and Performance.

Our Pillars:

- **Sustainability**
- **Quality**
- **Diversity and Opportunity**
- **Participation and Pathway**

Age Group Cricket General Information

The Wairarapa Cricket Development Portfolio aims to promote, develop, and provide opportunities for children up to and including Year 8 at Junior Club level, Secondary School and other School midweek and weekend competitions, and Representative Cricket up to and including under 17 level for Boys & Year 13 level for Girls.

The Wairarapa Cricket Operations Team work alongside junior club coordinators 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 Franchise Competition

These will be placed on the Wairarapa Cricket website and/or Facebook page by 3.00pm on the day of the scheduled match.

3. Age Group & Junior Cricket (Club & Secondary School)

Wairarapa Cricket has 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 Cricket Facebook, Wairarapa Age Group Cricket Facebook page as well as the Wairarapa Cricket website. On Weekdays this call will be made by 2.30pm to allow for country schools, on Saturday mornings this will be made for all Junior Hardball and Secondary School cricket by 7.00am.

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 2021/22

Senior Men

Chapple Cup Tournament	Levin & Palmerston North	18 to 20 February 2022
Furlong Cup		
vs Manawatu	Masterton	30 & 31 October 2021
vs Taranaki	New Plymouth	13 & 14 November 2021
vs Hawkes Bay	Masterton	27 & 28 November 2021
vs Whanganui	Masterton	4 & 5 December 2021
vs Horowhenua-Kapiti	Levin	15 & 16 January 2022

1. Senior Women

Mike Shrimpton Trophy

vs Manawatu	Greytown	31 October 2021
vs Manawatu	Palmerston North	20 November 2021
vs Nelson	Palmerston North	21 November 2021
vs Taranaki	New Plymouth	5 December 2021
vs Nelson	Masterton	15 January 2022
vs Hawkes Bay	Masterton	16 January 2022
vs Hawkes Bay	Napier	29 January 2022
vs Taranaki	Palmerston North	12 February 2022

Age Group Pathway Tournament Dates

Year 7 Boys:	Hawkes Bay Cricket Camp	9 to 12 January 2022
Year 8 Boys:	Hawkes Bay Cricket Camp	5 to 8 January 2022
Year 8 & Below Girls:	Masterton – Lower North Island Girls	17 to 19 January 2022
Year 9 & 10 Girls	Palmerston North	13 to 15 December 2021
Year 11 to 13 Girls	Whanganui	15 to 17 December 2021
Under 15 Boys	Levin	17 to 20 January 2022
Under 17 Boys	Napier	14 to 16 December 2021

Wairarapa Cricket Association Contacts

Postal Address: 371 Queen Street, Masterton

Website: www.wairarapacricknet.co.nz

Facebook: Wairarapa Cricket Association

Facebook: "Groups" Wairarapa Age-Group Cricket

Facebook: "Groups" Wairarapa Female Cricket

Patron: Dermot Payton

President: Trevor Martin

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:

Chris Cogdale

coggie@wise.net.nz

Gillian Flower

Gillian.flower@police.govt.nz

Kris Towgood

kris@provincial.co.nz

Becks Sayer

becks@sosa.co.nz

Wairarapa Cricket General Manager:

Simon Roseingrave

ops@wairarapacricknet.co.nz

027 495 6884

Female Cricket Manager:

Melissa Hansen

fdo@wairarapacricknet.co.nz

027 344 6285

Community and Pathways Manager:

Nathan Elliott

nathan@wairarapacricknet.co.nz

027 832 9431

Administration Officer

Della Frew

admin@wairarapacricknet.co.nz

Wairarapa Cricket Umpires and Scorers 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 Chairman: Terry Inglis

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

Masterton Marist Cricket Club

Club Captain: Kris Towgood

mastertonmarist@gmail.com

Red Star Cricket Club

Club Chairman: Mark Elliott

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

Rathkeale College

Teacher in charge: Daniel Ingham

www.rathkeale.school.nz
daniel.ingham@trinityschools.nz

Carterton Cricket Club:

Club Captain: Jarrod Woods

jwoody62@windowslive.com

Featherston Cricket Club

Club Captain: Jack Sheppard

featherstoncc@gmail.com

Wairarapa College:

Teacher in Charge: Alistair Payne

apayne@waicol.nz

Kuranui College

Teacher in Charge: Petar Grgec

grgecp@kuranui-college.school.nz



Schools Competition Contacts

1. Kuranui College

Sports Coordinator Petar Grgec grgecp@kuranui-college.school.nz
Thursday T20

2. Gladstone School

Midweek Girls Sarah Doyle sarah.donaldson@xtra.co.nz 021 504 0889
James Doyle james@ftf.co.nz 027 748 8810

3. Hadlow

Sports Coordinator Mark Hemi mark.hemi@trinityschools.nz

Midweek Girls

4. Masterton Intermediate School

Head of Cricket Colin Mann colin@mis.school.nz 021 308 017
Red
Blue
White

5. Rathkeale College

Head of Cricket Neil Perry neil.perry@trinityschools.nz 021 634 565
1ST XI Boys Neil Perry Coach 021 634 565
Brian James Manager 027 334 0763
2ND XI Boys Patrick Gluck 027 428 4202
Shay O’Gorman 021 988 361
Green Richie Day 021 190 1522
Andrew Speirs 027 490 0586
White Deon van Deventer 027 355 4763
Red Mason Summerfield 027 405 2150
Patrick Gluck 027 428 4202
Tuesday T20 Roger Boyce 022 677 3978
Johann Fourie

6. Solway College

Director of Sport Scott Collins sports@solwaycollege.school.nz 06 3782219
1ST XI Girls Doug Bracewell 027 628 0404

7. St Marys

Lone Star Girls Brent Ballantyne brent@saintmarys.school.nz 027 331 6067

8. St Matthews Collegiate

Sports Coordinator Rachel Shearing RachelShearing@trinityschools.nz 027 767 7787
1ST XI Girls Tony Lyford 027 484 1246
2ND XI Girls Bryan Taylor 027 688 4116
Junior Girls

9. Wairarapa College

Head of Cricket	Alistair Payne	apayne@waicol.nz	027 664 3292
1st XI Boys	Alistair Payne		027 664 3292
Saturday Boys	Dave Buchanan		022 20944 123
T20 Boys Blue	Aaron Perkins		027 511 7062
	Ryan Wilson		027 940 7046
T20 Boys Gold	Alistair Payne		027 664 3292
1st XI Girls	Esther Lanser		021 141 2313
2nd XI Girls	Karen Bracewell		021 084 11135
Social Blue	Kathryn Houliston		021 264 0516



Junior Club Contacts

Wairarapa Cricket General Manager

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

Female Cricket Manager

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

Community and Pathways Manager

Nathan Elliott nathan@wairarapacricknet.co.nz 027 832 9431

1. Carterton

Club Coordinator Edward Ward 027 441 7517

SuperSmash Hardball Premiership

Demons Tom Conwell 0210 224 4174

SuperSmash Eights

Titans Ed Ward 022 195 4835

Andre Anderson 021 297 6433

Knights Kleinjan Ferreira 021 955 170

SuperSmash Kiwi

Thunder Hayden Barrett 027 703 8333

Lucy Clearwater 0210 259 3380

Lightning Keiran Johnson 027 872 7830

Abby Scott 021 244 3428

2. Greytown

Website: www.greytowncricket.co.nz

Club Coordinator Anna Truong 0210 237 1589

SuperSmash Hardball Premiership

Blue Duncan Fletcher 027 598 3367

SuperSmash Hardball Championship

Blue Dave Mills 021 114 8391

SuperSmash Eights Premiership

Blue Carl Donaldson 0274056490

Supersmash Eights Championship

White Chopper Truong 022 670 4634

Blue Katie Grimmer 021 072 7075

Supersmash Kiwi

White Jason Carruthers 027 466 2599

Blue Anna Truong 0210 237 1589

3. Masterton Marist CC

Club Coordinator: Greg Pullman 027 612 0920

SuperSmash Eights

Pak N Save Lions Jared van Deventer 027 581 8149

Pak N Save Leopards Ralph Thorogood 027 444 6660

Kristina Thorogood 022 071 0227

SuperSmash Kiwi

Pak N Save Tigers Tim Paton 027 293 7360

Pak N Save Pumas Rob MacDonald 027 652 7247

4. Martinborough

Junior Coordinator	Steph Jaspers	stephjaspers@gmail.com	027 424 1225
SuperSmash Hardball Premiership			
Falcons	Lia Wood		022 153 9931
SuperSmash Hardball Championship			
Hawks	Steph Jaspers		027 424 1225
SuperSmash Eights			
Tuis	Kurt Portas	027 427 6604 or 06 307 7066	
Eagles	Dave Shepherd		027 606 0062
Keas	Mike Sleyer		021 866 280
SuperSmash Kiwi			
Wekas	Glen Schofer		021 067 9521

5. Red Star

Website:		https://www.facebook.com/RedStarCricket.mstn	
Junior Coordinator	Mark Elliott	mark.sheryn@xtra.co.nz	027 789 0707
SuperSmash Hardball Premiership			
Wizards	Paul Oliver		027 442 2953
Royals	Peter Gardner		021 845 539
SuperSmash Hardball Championship			
Strikers	Kristjian Klue		027 487 7382
SuperSmash Eights			
Firebirds	Mark Elliott		027 789 0707
Gladstone Heat	Georgie Butler		021 023 56192
Fellows	Willie / Abbey Schaefer		027 335 5062
Stags	Tim Fairbrother		021 904 320
Rebels	Mark Elliott		027 789 0707
SuperSmash Kiwi			
Scorchers	Mark Elliott		027 789 0707

6. Wairarapa Girls

SuperSmash Hardball Championship			
Development Girls	Rachel Holden		021 543 898



Holmes
Construction NZ
EST 1957

Wairarapa Cricket Representative Coach Details

Senior Mens	Neil Perry	021 634 565
Senior Womens (Korus)	Simon Roseingrave	027 495 6884
U17 Boys	Stefan Hook Regan Fricker	027 206 5466 027 972 6575
Year 11 to 13 Girls	Sinead Barrell Olivia Roseingrave	027 864 1895 027 524 0354
U15 Boys	Regan Fricker Nathan Elliott	027 972 6575 027 832 9431
Year 9/10 Girls	Brent Register Wayne Gillespie	021 190 9538 021 425 101
Year 8 Boys	Richard Fairbrother Charlie Arnesen	027 493 1993 027 480 6042
Primary Girls	Hattie Vincent Ocean Bartlett	020 4021 6790 021 069 2729
Year 7 Boys	Duncan Fletcher Phillip Collins	027 598 3367 027 580 6552



Level 1 Return to Play Guidelines

HEALTH AND SAFETY CONSIDERATIONS	POTENTIAL HEALTH AND SAFETY ACTIONS
<p>Who is responsible? Each club should have a designated person who will implement and maintain their COVID-19 plan</p>	<p>Consider a committee member or relevant volunteer. Check in regularly with coaches and/or managers, ensuring plans are running smoothly</p>
<p>Managing Illness Participants need to know they shouldn't be attending venues</p>	<p>Appropriate messaging relating to symptoms displayed around the clubroom/ changing rooms. Ensure you have up to date information on all players, coaches and managers, ie. in relevant membership database platforms.</p>
<p>Managing Equipment Ensuring all equipment has been thoroughly cleaned.</p>	<p>It is recommended that shared equipment e.g. stumps, balls etc. has been thoroughly cleaned prior to game play.</p>
<p>Hand Hygiene There must be a hand hygiene process implemented before and after training.</p>	<p>Ensure access to soap and water/hand sanitiser before and after training/ games. Individuals are encouraged to sanitise their hands at every break in drills/play</p>
<p>Contact Tracing Following the contact guidelines for all participants.</p>	<p>Ensure contact tracing is available at the grounds and create an area which can be used for this purpose. Appointment of a person in charge of facilitating this (keeping manual tracking data in a secure location alongside the government COVID poster and App)</p>
<p>Club Communication It is important that your club regularly communicates COVID-19 plans to participants/parents.</p>	<p>Keep members informed through regular updates. Stay updated with NZC and government COVID-19 guidelines. Keep in close contact with your relevant DA/MA.</p>
<p>Hand Sanitisation</p>	<p>NZC recommends at every break in play, players should sanitise their hands (at least every 40 minutes).</p>
<p>Balls</p>	<p>Do not use saliva to polish or clean the ball.</p>
<p>Umpires</p>	<p>Umpires to ensure they are assisting with social distancing regulations. Umpires should not hold items for the bowler (i.e. cap, sunglasses etc.). Items can be left outside the boundary or given to teammates. At every break in play or every 40 minutes, umpires should consider sanitising their hands and clean the ball using antimicrobial alcohol-based wipes. If a wicket falls within this time, the time resets. It is recommended that umpires keep a bottle of hand sanitiser on their person throughout the game</p>

General Playing Conditions (All Grades) 2021/22

2. 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 Wairarapa Cricket Board of Governance &/or Wairarapa Cricket Operations team may agree upon at any time. The Wairarapa Cricket Board of Governance may act on any breach of these conditions.

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

3. 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 Wairarapa Cricket Board of Governance, such action is prejudicial to Wairarapa Cricket.

4. Captains’ Duties

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

5. 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 Board of Wairarapa Cricket.
- (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.

6. Registrations & Transfers

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

This process shall take into account the relevant Transfer criteria as itemised below:

Off-Season Transfers:

- Within the period considered the off-season (1 April to 15 October each calendar year) a player is free to transfer between Wairarapa Cricket affiliated clubs. Completion of an online "Transfer" form is required to acknowledge the player movement.
- No sign-off from the previous club of affiliation is required within this process.
- Wairarapa Cricket will establish a system for identification of non-financial participants, with time frames for clubs to provide requisite player information either via CricHQ or email. It is the responsibility of the clubs to acknowledge any out-standing debt from any player through this process.
- Inability to action this shall deem the player to be financial and able to transfer freely.
- If the player is identified as unfinancial via this system the transfer shall not be approved by Wairarapa Cricket until outstanding affiliation debt is cleared.

In-Season Transfer:

- If a player wishes to transfer between Wairarapa Cricket affiliated clubs or teams within the period of the "season", as defined by the first organised Wairarapa Cricket fixture and the last, this request must be emailed to the Wairarapa Cricket Operations team from an official (committee member) representative of the Club being transferred to.
- The Wairarapa Cricket Operations Team shall email a representative of the affiliated Club being transferred from, providing a period of no more than 24 hours for a requested response around the financial status of the player.
- If communication is provided within this period noting player status as unfinancial, the transfer shall be delayed (and no representation for the new club allowed) until the player debt is cleared and confirmed with Wairarapa Cricket.
- If a response is not forthcoming within this period, the player shall be deemed financial and the transfer approved.
- Any player transferring within the season, excluding movement allowed for the Community Shield T20 competition, will face a stand-down period of two weeks within the local 40 over competition (the player will not be available for their new club until the third week after the transfer, 21 full days). Weeks solely set aside for the T20 competition will not be included in this stand-down period.

Statute of Limitations - No Requirement for Transfer Forms:

- A statute of limitations of two full playing seasons shall apply to any requirement to transfer between clubs.
- If a player was registered and participated for a specific affiliated club more than two full seasons previously, without representing that same club within the ensuing period of time, they are deemed to no longer be a member of that club.
- Any failure to have paid out-standing affiliation fees shall be deemed the responsibility of the original club and not a barrier to representing the new.
- No transfer forms shall be required to be completed and the player can be registered via the CricHQ registration process with the new club.

No Transfer / No Play List:

- If a player has out-standing fees owing to a Wairarapa Cricket affiliated club of a period of multiple seasons (two or more), the Club is entitled to submit their name to a “no transfer allowed” list and this will be noted under their player profile (for administration access).
- This is at the discretion of the club in question and must be actioned by the same via email to the Wairarapa Cricket Operations team.
- The Club must supply valid evidence to a level acceptable by Wairarapa Cricket to support this process.

T20 Community Shield

- The T20 Community Shield competition shall be treated as a franchise competition with regards to player movement.
- Players are free to move to a different organised affiliated entity (club or individual affiliated team) prior to the competition commencing. Such movement shall not impact on the player returning to the original organised affiliated entity for continuation of that or commencement of a new competition.
- Once the competition has commenced, no player shall be allowed to move between affiliated Clubs or Teams unless catered for within the playing conditions with regards to movement between teams under a club umbrella.

7. Restrictions on players

- a. Unless allowed for under the processes established in Playing Condition 8 (Registration & Transfers) no player shall play for more than one club within the Association in any one season without the consent of Wairarapa Cricket, with the exception of:
- School leavers
 - Students attending, or a teacher of any educational institution playing for another club during the vacation period
 - For the purposes of a combined “Club” side in the Coastal Challenge Cup, this side shall not be deemed to be a “Club” entity in its own right. Players that participate within this combined team may return and play for their club of affiliation (where they have paid their membership subscription) without restriction.
 - If a full Club side is entered into the Coastal Challenge, from a Wairarapa Cricket 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 follow the transfer process. 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 Wairarapa Cricket. 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 or an additional team under the same club banner in the interests of ensuring a default is avoided.
- 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 2021/22 season the movement of players will be closely monitored, as Wairarapa Cricket 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 Wairarapa Cricket may consider the deduction of points at its own discretion.

-
- f. The penalty for any team playing a player who does not meet the above requirements, or where a club has not followed the transfer process as required, shall result in points being deducted from the game the player concerned has taken part in.

8. Finals – Player Eligibility

In Finals, Semi-Finals or Promotion-Relegation Fixtures any participating player must have played a minimum of two (2) games (Umpires Cup / Chairmans Trophy / Times-Age Trophy) or three (3) games (Community Shield T20 incorporating Plumbing World T20) in that season for that team in order to be able to play. For these games to be considered valid, a toss must have been made and teams declared. Any default or abandonment of a match before a toss is made will not be considered as valid. Dispensation must be requested via Wairarapa Cricket for any player who does not fit this criteria and an eligibility committee consisting of the Wairarapa Cricket General Manager and two Board of Governance Members will cast a full and binding decision on the ability of this player to participate in the fixture. A dispensation request must be made no less than 48 hours prior to the scheduled start time of the fixture in question.

9. Competitions

- a. Players selected to play in any match representing Wairarapa Cricket, or higher, who are unavailable to fulfil this duty must seek permission from the Association to play in any other match played at the same time.
- b. The Association shall have the powers to impose a penalty for such breach of this clause.
- c. Nomination of players for allmatch 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.

10. 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 question as well as the team captain receiving a code of 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 Wairarapa Cricket. Umpires shall be first on the field, followed by the fielding team, and finally the batsmen, in that order.

11. 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 Wairarapa Cricket Association.
- 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.

12. Ground, Weather and Light

- a. Before play has started, the control of the grounds is in the hands of the groundsman (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.

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- c. Where there are no official umpires or groundsmen, 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.

13. Cancellations

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

14. 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 QEII Park Oval, it is the team that is **listed first** has the responsibility to remove covers, fold and stack them neatly and if necessary put them back on at the end of the day's play.

15. Wickets

Where no umpire has been allocated to a game the host club 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.

16. Helmet Policy

It will be compulsory for all cricketers to wear a helmet whilst batting. 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.

17. 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 / Chairmans Trophy / Times-Age Trophy

Kookaburra 2-piece (Red)
Crown 156 grams

T20 Competitions (Community Shield)

Kookaburra 4-Piece (White)
Crown 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.

18.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

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- 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.

19. 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.

20. 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.

21. Defaults

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- 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 General Manager in writing (email) no less than 24 hours prior to the start of the match. The 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 Wairarapa Cricket cancels a round or fixture for any reason, any default provisions are negated.
 - e. In the case of one team identifying a need to request a change in fixture date due to insufficient playing numbers, notice of more than 21 full calendar days must be provided to the Wairarapa Cricket General Manager to allow both teams to fully investigate (to an expected reasonable level in the opinion of Wairarapa Cricket) alternative playing days within the calendar. This activity must occur and be confirmed within 7 calendar days of the request as provided by Wairarapa Cricket.
 - If this is concluded within this timeframe and no alternative has been provided the onus shall be on the team requesting a change in fixture date to ensure that they have sufficient player numbers to proceed, or the abandonment of the game shall constitute a default.
 - If the time-frame to investigate is not adhered to (or not communicated effectively to Wairarapa Cricket around the reasoning why) the fixture may be deemed (at the discretion of Wairarapa Cricket) a full abandonment and points shared evenly.
 - f. 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.

22. 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.

23. 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, via a written report from the umpires or a club committee representative, the Wairarapa Cricket Association may award the match to the non-offending team.

24. 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.

25. 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.

26. Scoring

- a. Scoring **MUST** be done on a tablet and/or other applicable device utilising the CricHQ database and scoring system. Failure to do so may result in the loss of points for the fixture in question.
- b. Scorers must sit together and constantly compare scores and remain in the same area.
- c. All scoring and statistics are calculated by CricHQ.

27. Match Reports

-
- a. All results are recorded using CricHQ.
 - b. Failure to notify the results may result in the loss of points.
 - c. It shall be the responsibility of the captain for each side to submit an Umpires Report via CricHQ. 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 Wairarapa Cricket Community and Pathways Manager **Nathan Elliott** in the first instance by phone on **027 832 9431** or by email on nathan@wairarapacricknet.co.nz

28.UMPIRES' CUP, TIMES AGE TROPHY & 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 whole 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:

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

*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, TIMES AGE TROPHY & CHAIRMANS TROPHY FORMATS

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; then
2. The winner of the game(s) between the two teams; then
3. The best net run rate; then
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

Community Shield T20

The Community Shield shall consist of two phases of round-robin plus a final for both the Community Shield and Plumbing World Trophy.

Phase One will consist of two pools, split on a seeded basis, with round-robin matches within the pools.

Phase Two will see teams split into a Top 6 (top 3 from each grade) playing for the Community Shield, and bottom 5 (bottom 3 and bottom 2) playing for the Plumbing World T20 Trophy.

Points will be carried through from Phase One to each of these new “pools”, but only those points accrued in games against sides moving into the same pool. ie if Team A won all 4 matches in Pool 2 and moved into the Community Shield split, only the points accrued in their wins over Team B and Team C, who also qualified for the Community Shield, will be moved through.

This second phase of Pool Play will see cross-play matches against the teams moving through from the opposite pool in Phase One.

The top two teams at the end of Phase Two in each grade will contest the respective finals.

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 2020/21 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.



Wairarapa Womens Franchise League 2021/22

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.

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 Wairarapa Cricket 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 half of the 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

40-60 metre Boundary Length

Teams

Squads of 9 or more players will be named from a pool of players at the commencement of each season, and coaches will be sourced via the Wairarapa Cricket.

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

Dress Code

Wairarapa Cricket Club Shirts & Trousers (black pants/tights/shorts) are compulsory. Where games are played on grass wickets, both spiked and rubber soled shoes are allowable. Where games are played on artificial wicket/flicx

pitch rubber or soft-soled shoes are to be used. The Wairarapa Cricket expects 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 4 fielders can be positioned on the legside at any one time, and no more than two between square leg and the wicket keeper. No more than 3 players outside the inner circle for 9 aside, this increases to 4 for 10+ per side

Retirement

Compulsory retirement after a batter has faced 35 legitimate balls. A batter who has retired may return at the end of the innings (in the order in which they retired) if all other batters have been dismissed. There is no restriction on the number of balls faced when the batter returns.

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.

Junior Club & School Grades 2021/22

Includes all Secondary School, Midweek School and Junior Club Grades

Wairarapa Cricket Junior Philosophy - **Junior Cricket Clubs and Coaches must encourage full participation and equal opportunity for all players** inline with the Sport NZ drive for Balance is Better.

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 Junior grades and provide full opportunities to participate.

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.

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 Wairarapa Cricket Community and Pathways Manager of the default.

Complaints

These should be addressed initially to the Community and Pathways Manager.

Draw / Points Tables

Are available via the CricHQ link on the Wairarapa Cricket website www.wairapacricquet.co.nz/crichq/

Junior Club Cricket

SuperSmash Kiwi Cricket

These rules have been designed by Wairarapa Cricket and are aligned to the Age and Stage approach as utilised nationally by New Zealand Cricket. Wairarapa Cricket 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, this 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.

SuperSmash "Eights"

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.

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.

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 Wairarapa Cricket 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 Junior 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 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 batmans waist height
- c. A ball which bounces more than two times before reaching the batsman

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- 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

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 does 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 Wairarapa Cricket Community

and Pathways Manager. 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 via 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 2021/22 Wairarapa Cricket 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. Wairarapa Cricket expects 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 does 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 batmans 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.

Subway Midweek T20

Competition

The Subway T20 competition is played for by Secondary Boys & 1st XI 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	4 Points
Tie	2 Points
Loss	0 Points
Abandonment	2 Points

Games are to be played on a mixture of Tuesday, Wednesday, Thursday and Friday evenings starting as close to 3.30pm as possible with a 6.15pm completion deadline. Teams should attempt to bowl 18 overs per hour.

Player Eligibility

This is a Secondary School competition and is designed to accommodate any player (Male and Female) up to and including Year 13, excluding Boys participating in Senior Mens or 1st XI level competitions.

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**.

156g hard core cricket ball are to be used* by Boys teams.

142g hard core cricket balls are to be used* by Girls teams.

*(For 2021/22 Wairarapa Cricket 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

45 metre Boundary Length (minimum)

Teams

Squads of 10 or more players can be utilised, but only 9 may take the field at any one time. For any given match, a minimum number of 6 players per side is required. If 5 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 Wairarapa Cricket 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). 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

Full LBW rules apply.

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.

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 via 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 2021/22 Wairarapa Cricket 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 10 or more players can be utilised, but only 9 may take the field at any one time. For any given match, a minimum number of 6 players per side is required. If 5 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. Wairarapa Cricket expects 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:

- 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.

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.

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 2021/22 Wairarapa Cricket 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 6 players per side is required. If 5 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. Wairarapa Cricket 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:

- i. A ball bouncing at greater than shoulder height of the batter when standing in their normal stance
- j. A ball on the full above batter's waist height when standing in their normal stance and not advancing towards the bowler.
- k. A ball bouncing MORE than two times before reaching the popping crease.
- l. 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.