WAIRARAPA CRICKET

Handbook 2024-25

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WAIRARAPA CRICKET STRATEGIC PLAN

Wairarapa Cricket Strategic Plan 2021-2025

Vision: Quality Experiences for Our Community

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

Whakaute-Respect | **Tautoko -Support** | **Whanaungatanga - Connected & Belonging** | **Hōnoretia - To Honour**

Sustainability

Through Planning, Systems and Support Wairarapa Cricket will Achieve Social, Financial, and Environmental Sustainability.

Quality

An Emphasis on People (Values, Education, Experiences) and Process (Governance and Policy)

Diversity and Inclusivity

A Forward Thinking Approach which allows for Change and Flexibility.

Participation and Pathway

Provide Play at any Level, Aligned to the Needs of the Community, Removing Barriers and Enhancing Access.

Wairarapa Cricket Strategic Plan 2021-2025

Framework

Sustainability

- Risk Management
- Shared Service
- IT & Database Platforms
- Budgeting / Financial Controls
- Diversification of Income
- Facility Development
- Media & Communication
- Community Support

Quality

- Strategic Alignment
- Governance
- HR, Workforce & Structure
- Professional Development
- Professional Planning & Reporting
- Community Support
- Coach Development

Diversity and Inclusivity

- Board Diversity
- Cross-Code Collaborations
- Community-Wide Approach
- Female-Only Options & Structure
- Open to all ethnicities and abilities
- Leadership Programmes

Participation and Pathway

- Performance-focused Representative Programmes
- Age-Group Pathway aligned to Balance is Better
- Alignment to CD Talent ID Proecess
- Flexible Competition Structures
- Social Opportunities
- Voice of the Participant
- Aligned Programme Delivery
- Play for All

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REPRESENTATIVE & PATHWAY FIXTURES 2024/25

Senior Men - Furlong Cup		
vs Manawatu	Palmerston North	2 & 3 November 2024
vs Hawkes Bay	Napier	16 & 17 November 2024
vs Taranaki	Masterton	30 November & 1 December 2024
vs Whanganui	Whanganui	14 & 15 December 2024
vs Horowhenua-Kapiti	Masterton	18 & 19 January 2025
Senior Men - Chapple Cup		
Palmerston North	21 to 23 February 2025	
Senior Women - Mike Shrimpton Trophy		
vs Hawkes Bay	Masterton	10 November 2024
vs Taranaki	Masterton	23 November 2024
vs Taranaki	New Plymouth	8 December 2024
vs Hawkes Bay	Napier	26 January 2025
vs Manawatu	Masterton	9 February 2025
vs Manawatu	Palmerston North	16 February 2025
T20 Round	Whanganui	28 February to 2 March 2025
Pathway & Growth and Development Tournaments		
Year 11 & 12 Boys	Napier	10 to 12 December 2024
Year 11 to 13 Girls	Whanganui	9 to 11 January 2025
Year 10 Boys	Levin	13 to 16 January 2025
Year 9 Colts	Hastings	8 to 11 January 2025
Year 9 & 10 Girls	Palmerston North	11 to 13 December 2024
Year 8 Boys	Hawkes Bay Cricket Camp	15 to 18 January 2025
Primary Girls	Masterton	13 to 15 January 2025
Year 7 Boys	Hawkes Bay Cricket Camp	15 to 18 January 2025

WAIRARAPA CRICKET ASSOCIATION CONTACTS

Staff

General Manager	Simon Roseingrave	simon@wairarapacricket.co.nz	027 495 6884
Operations Manager	Melissa Hansen	mel@wairarapacricket.co.nz	027 344 6285
Community & Pathways	Dean Goodin	dean@wairarapacricket.co.nz	027 773 3256

Contact Details

Postal Address: 371 Queen Street, Masterton
Website: www.wairarapacricket.co.nz
Facebook: Wairarapa Cricket Association
Instagram: Wairarapa Cricket

Umpires

Coordinator	Mark Elliott	mark.sheryn@xtra.co,nz	027 789 0707

Management Board

Chairperson	Becks Schofield	becks@sosa.co.nz
Board Member	Chris Cogdale	coggie@wise.net.nz
Board Member	Kris Towgood	kris@thrive.kiwi
Board Member	Louise Gibson	gibson.j.louise@gmail.com
Board Member	Andrew Clark	andrewkate@xtra.co.nz
President	Jeff Kay	jeffreykay218@gmail.com

Officers

Patron	Dermot Payton	
Vice-Presidents	Doug Bracewell	John Gray
	Ash Peterson	Steve Elliott

Life Members

Dermot Payton	Steve Elliott	Doug Bracewell
Mark Elliott	Chris Cogdale	Tony Short
John Gray	Brian Campbell	Johann Fourie
Jason Osborne		

SENIOR MEN'S CLUB CONTACTS			
Greytown Cricket Club	Secretary	Cuong (Chopper) Truong	cuong@athandtherapy.co.nz
Lansdowne Cricket Club	Secretary	Hope Sexton	hope.sexton@outlook.com
Masterton Marist Cricket Club	Chairman	Kris Towgood	ktinsurance@gmail.com maristcricketmasterton@gmail.com
Red Star Cricket Club	Chairman	Mark Elliott	mark.sheryn@xtra.co.nz
Kuranui College	Coordinator	Kim Whiteman	whitemank@kuranui-college.school.nz
Rathkeale College	HOC	Neil Perry	neil.perry@trinityschools.nz
Wairarapa College	HOC	Alistair Payne	apayne@waicol.nz
Carterton Men	Chairman	Wayne Gillespie	gillespie.wayne@briggsandstratton.co.nz
Featherston Cricket Club	Captain	Scott Young	scwob222@gmail.com

SCHOOLS COMPETITION CONTACTS

Hadlow School			
Sport Coordinator	Mark Hemi	mark.hemi@trinityschools.nz	
Kuranui College			
Coordinator	Kim Whiteman	whitemank@kuranuicollege.school.nz	
Masterton Intermediate			
Sport Coordinator	Nathan Robinson	nathan@mis.school.nz	021 034 4887
Rathkeale College			
Head of Cricket	Neil Perry	neil.perry@trinityschools.nz	021 634 565
1st XI Boys	Shay O'Gorman		021 988 361
1st XI Boys - Manager	Brian James		027 334 0763
2nd XI Boys	Neil Perry		021 308 017
Green			
White			
Red			
Tuesday T20			
Solway College			
Director of Sport	Annelise Scott		0274 277 332
St Marys			
Head of Cricket	Brent Ballantyne	brent@saintsmarys.school.nz	027 331 6067
St Matthews Collegiate			
Sports Coordinator	Rachel Shearing	rachelshearing@trinityschools.nz	027 767 7787
1st XI	Brent Register		021 190 9538
2nd XI			
Year 9/10			
Year 7/8			
Wairarapa College			
Head of Cricket	Alistair Payne	apayne@waicol.nz	027 664 3292
1st XI Boys	Alistair Payne		027 664 3292
Trevor Martin Trophy	Phillip Collins		027 382 7333

1st XI Girls	Patrick Wootton		027 977 8016
2nd XI Girls			

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JUNIOR CLUB CONTACTS

Carterton Junior Cricket		
Junior Coordinator	Edward Ward	022 195 4835
Super Smash Hardball Championship		
Carterton Titans	Edwrard Ward	022 1954835
Super Smash Eights		
Carterton Thunder	Simon Smith	021 835 992
Carterton Lightning	Abby Scott	021 240 3470
Smash Play Sixes		
Carterton Blizzards	Tash Micheletti	021 0322 049
Smash Play Hubs		
Carterton Crickets	Nic Rogers	020 4095 1747
Greytown Cricket Club		
Junior Coordinator	Debs Donaldson	027 697 4724
Super Smash Hardball Premiership		
Greytown Blue	Carl Donaldson	027 405 6490
Super Smash Hardball Championship		
Greytown Red	Seth Rance	027 461 6391
Greytown White	Cuong Truong	022 670 4634
Super Smash Eights		
Super 8 Black	Cuong Truong	022 670 4634
Super 8 Yellow	David Lewis	021 102 7958
Smash Play Sixes		
Super 6	Debs Donaldson	027 697 4724
Smash Play Hub		
	Debs Donaldson	027 697 4724
Masterton Marist Cricket Club		
Junior Coordinator	Kristina Thorogood	022 071 0227
Smash Play Hubs		
Smash Play Sixes		

Marist Tigers	Kristina Thorogood	022 071 0227
Super Smash Eights		
Marist Lions	Ben Taylor	021 230 7510
Super Smash Hardball Championship		
	Tim Paton	027 293 7360
Martinborough Junior Cricket		
Junior Coordinator	Steph Jaspers	027 424 1225
Super Smash Hardball Premiership		
Martinborough Falcons	Malcolm Jaspers	022 306 9669
Martinborough Moas	Scott Madden	021 142 6203
SuperSmash Hardball Championship		
Martinborough Eagles	Mike Slayer	021866280
Martinborough Hawks	Rachel Griffiths	0212703621
Super Smash Eights		
Martinborough Keas	Thomas Carmichael	027 2586842
Smash Play Sixes		
Martinborough Wekas	Rachel Griffiths	0212703621
Lansdowne Cricket Club		
Junior Coordinator	Hope Sexton	022 532 1398
Super Play Sixers		
Red Star Cricket Club		
Junior Coordinator	Mark Elliott	027 789 0707
Super Smash Hardball Premiership		
Wizards	Chris Senior	021 106 7934
Hurricanes	Mark Elliott	027 789 0707
Super Smash Hardball Championship		
Aces	Tim Fairbrother	021 904 320
Super Smash Eights		
Rebels	Greg Fowler	021 054 6959

Gladstone Heat	John Strang	021 078 5972
Smash Play Sixers		
Strikers	Mark Elliott	027 789 0707
Smash Play Hub		
Scorchers	Steph Barrett	027 327 8649
Wairarapa Girls		
Super Smash Hardball Premiership		
Girls Premiership	James Shearing	**0272460046**
Smash Play Super 8's		
	Mel Hansen	027 344 6285

REPRESENTATIVE, PATHWAY AND GROWTH & DEVELOPMENT COACH DETAILS		
Senior Representative		
Senior Men	Mark Childs	027 284 2955
Senior Women	Tony Lyford	021 240 8814
Representative and Pathway		
Year 11 to 12 Boys	Regan Fricker Jared van Deventer Dean Goodin	027 972 6575 027 581 8149 027 773 3256
Year 11 to 13 Girls	Brent Register Patrick Wootton	021 190 9538 027 977 8016
Year 10 Boys	Patrick Wootton Duncan Fletcher	027 977 8016 027 598 3367
Year 9/10 Girls	Melissa Hansen	027 344 6285
Year 9 Boys	Dean Goodin Rod Setford	027 773 3256 027 216 8810
Growth & Development		
Year 8 Boys	Peter Gardiner Tom Conwell	021 845 539 0210 224 4174

Primary Girls	Lucy Jurlina	
Year 7 Boys	Kurt Portas Jared van Deventer	027 427 6604 027 581 8149

GENERAL PLAYING CONDITIONS (ALL GRADES) 2024/25	
1. 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.
2. 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.
3. Captains' Duties	Each team captain is required to undertake the following in the requisite timeframes: • Umpire reports - it is compulsory that these are submitted within 72 hours of the completion of a fixture utilising the system as provided. Each Captain will receive notification on a fortnightly basis around Umpires Appointments and a notification to submit this report. Failure to submit on a regular basis, may result in a deduction of points. Warnings will be provided around this. • PlayHQ scoring - it is the home Captains responsibility to ensure that each fixture is scored on the PlayHQ system, and the scorecard submitted with 72 hours of the game completion. • Each captain is to ensure that their team is loaded into PlayHQ before the Toss for their fixture is made, and provide a team list to Umpires at the Toss.
4. Code of Conduct	Refer to the separate adopted NZC Code of Conduct.
5. Player Well-Being	Wairarapa Cricket is committed to promoting greater player wellbeing Coaches and Managers are encouraged to: • Check in with players pre-game to see how they are doing (physically and mentally) • Remind players that it's okay to reach out for support if they need it • Help players to access support services. Details of local services are available at www.whataboutu.co.nz • Encourage players to hydrate with water during and after matches • Talk to their team after a loss and support players as required We also encourage players to 'watch out for their mates' on and off the field. This includes looking after each other at after match functions and on nights out so everyone has a fun and safe time, and supporting teammates, friends and family members to get help if needed.

6. Registrations & Transfers

All players must be registered with Wairarapa Cricket by completing the registration process via PlayHQ with the respective club or school. 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 18 October) a player is free to transfer between Wairarapa Cricket affiliated clubs. The transfer shall be provided in writing (email) to the Wairarapa Cricket GM and Community & Pathways Coordinator.
- 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. It is the responsibility of the clubs to acknowledge any outstanding 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 all other local competitions (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 three 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 PlayHQ 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.
- 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	Unless allowed for under the processes established in Playing Condition 6 (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 the Wairarapa Cricket Association entering 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 WCA Affiliated Club, then movement between this team and any team 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. • No player shall play in a competitive match (any Wairarapa Cricket organised fixture excluding T20 competitions) if this same player is also playing in a like for like competition under a separate Association's control. • Any player that does not fit this criteria must be provided dispensation from Wairarapa Cricket. A dispensation request must be made to Wairarapa Cricket at least 72 hours prior to the commencement of a fixture. • No player shall play in more than one championship match on the same day. • 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. • 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 2024/25 season of the T20 Community Shield competition, once a player has played more than two fixtures for one of their club teams, they are deemed to be part of this club side. There is a limitation of a maximum of 2 (two) matches they can play as a fill-in for the other club side. Player movement will also be restricted so that a given player cannot move between teams within 3 fixtures of play-offs commencing.

	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	If a competition includes Semi_Finals or a Final, then any participating player must have played minimum number of games as a ratio of the total potential round robin games player: 4 Potential Round Robin Games - 1 Match 5-6 Potential Round Robin Games - 2 Matches 7 or more Round Robin Games - 3 Matches 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 (unless at the discretion of Wairarapa Cricket). Dispensation must be requested via Wairarapa Cricket for any player who does not fit this criteria and an eligibility committee consisting of two members of the Wairarapa Cricket Operations Team and One Board of Governance Member 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	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. The Association shall have the powers to impose a penalty for such breach of this clause.
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. 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. c. Players aged over 18 years are encouraged to hydrate with water before consuming alcohol after matches, and to consider zero alcohol alternatives. a. Where players are umpiring they must maintain a reasonable standard of dress, i.e. shoes & shirts to be worn. b. 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. c. Umpires have authority to deduct demerit points for individual players if they are determined to have deliberately flaunted a reasonable standard of dress approach.
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 reports.
	a. Before play has started, the control of the grounds is in the hands of the groundsman (if there is an appointed groundsman).

12. Ground, Weather and Light	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 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 freedom 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 is the side listed first in the draw via PlayHQ and is responsible for covering the pitch prior to play. Failure to do so may result in loss of points and/or a monetary fine. **Covers are to be removed, folded and stacked neatly and if necessary put them back on at the end of the day's play.** If rain occurs, it is the responsibility of both teams to put covers on and remove them as required.
15. Wickets	Teams in all 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 is compulsory for all cricketers to wear a helmet whilst batting as well as 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 metres of the batsman) excepting if in the slip cordon area on the off-side.
17. Balls	The fielding side shall supply the ball for that innings and shall be of a type suitable for the grade of cricket played. Sizes & brands approved by Wairarapa Cricket for this season are: ● Bidwill Cup - Kookaburra 4-piece (Red) Club Match 156gm ● Chairmans Trophy / Times-Age Cup - Kookaburra 2-Piece (Red) Crown or Red King ● Community Shield - Kookaburra -4-Piece (White) Senator 156 gms *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	FAST short pitched deliveries – Law 21 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 ball 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. ● No short-pitched bowling permitted in Open Grade play. ● MCC Law 41.6 Shall Apply around Batsman safety.
19. Wides	Players are expected to understand the new interpretation (2022) of the Wide Law as adopted under MCC Law 22.1

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	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 Community and Pathways Coordinator in writing (email) no less than 24 hours prior to the start of the match. The defaulting team shall be deducted points. • 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. • If a captain (and/or side) refuses to play, or abandons the match, it becomes a default. • If Wairarapa Cricket cancels a round or fixture for any reason, any default provisions are negated. • 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. Teams have 7 days from the time of notice submission to complete the investigation. • 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 shall be awarded maximum points as aligned to each competition. Offenders will lose the same number of points. g. If a team defaults 3 times during the course of a competition, they will automatically be disqualified from that competition.
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	It is the Captains responsibility to endeavour to resolve any dispute with the opposing captain when they occur. Failure to attempt such a resolution may disqualify any dispute from proceeding.
25. Host Responsibilities	All teams are reminded of their obligations to be good hosts: a. The host side must provide a scoreboard and seating for scorers. b. Each side must ensure the pitch, markings and outfield is of a standard suitable for the grade of cricket. c.Players aged over 18: host side is encouraged to provide water, zero alcohol alternatives and food if alcohol is served. d.Players aged under 18: a reminder for host sides that it's against the law to supply under 18 year olds with alcohol without supervision or permission from their parent/caregiver.

26. Scoring	Scoring MUST be done via the PlayHQ scoring system, with a scorer provided by each team (Must have 2x scoring devices or book) Scorers must sit together and constantly compare scores. One will officially score online, one will score with no data connection. It is the responsibility of both teams to ensure scoring on PlayHQ is completed. Scorecards must be submitted online within 72 hours of the fixture commencing. Failure to do so will result in no points awarded for the fixture.
27. Match Reports	It shall be the responsibility of the captain for each side to submit an Umpires Report via the system provided. 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 no points being awarded. Warnings will be provided around this.
Any queries regarding the above playing conditions should be made to: Wairarapa Cricket General Manager Simon Roseingrave on 027 495 6884 or by email at simon@wairarapacricket.co.nz or Wairarapa Community & Pathways Coordinator Dean Goodin on 027 773 3256 or by email dean@wairarapacricket.co.nz	

BIDWILL CUP (ONE DAY - TWO INNINGS)

Hours of play	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.		
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.		
Players	For each match teams may be composed of twelve players. (a) Prior to the toss for each match team captains must provide opposing captains and the umpires a list of their batting XI and their Fielding XI. The player left out of the Fielding XI will act as a 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl)		
Overs	Each fixture shall compromise 100 overs maximum. The maximum overs for the first innings of each batting team is 55, however each can declare at anytime within this allocation.		
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 by the standing Umpires.		
Bowling Restrictions	No bowler shall bowl more than 15 overs per innings (NZC Cricket Age Guidelines will apply)		
Follow-On	As the Bidwill Cup is played on a two innings per team basis, the side that bats first, if leading by at least 75 runs on completion of both first innings, shall have the option of requiring the other side to follow their innings.		
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. If a reduction in overs is required due to a delayed start to a fixture, both teams shall be limited to batting the equivalent of 55% of the total overs remaining in the fixture. Where a "part over" is created through this calculation, this shall be rounded UP in all scenarios.		
Abandonments	In the event that only the first batting innings of one team commences due to ground, weather or light, the match shall be declared abandoned, bonus points are retained.		
Bonus Points	Bonus Points are accrued across each and every innings, batting and bowling.		
Points	Outright Win (including 1st Innings Win)	Outright is achieved only with the dismissal of the same team in two separate innings	12
	1st Innings Win	Both 1st Innings completed - highest team run score or team batting second has passed team batting first without completing their innings (being bowled out or declaring).	8
	1st Innings Tie	Both 1st Innings completed - scores tied	4

	Winning Draw	Both 1st Innings not completed, Batting first team has higher run total than team batting second. Points awarded to batting first team.	6
	Losing Draw	Both 1st Innings not completed, Batting first team has higher run total than team batting second. Points awarded to team batting second.	4
	Abandonment		6
Bonus Points	Batting	80 runs 120 runs 160 runs 200 runs	1 2 3 4
	Bowling	3 wickets 5 wickets 7 wickets 9 wickets	1 2 3 4
Cup Winner	In the event of a tie on points, the winner of the Bidwill Cup will be determined by: 1. The highest number of points awarded in the fixture between the tied teams (combined games), then 2. The highest number of outright wins, then 3. The highest number of 1st Innings wins, then 4. Trophy is shared.		

40 Over Cricket	
Hours of Play	1.00 pm to 6:20 pm (including 20 minute innings break).
Overs	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. 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. 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%). 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 via the PlayHQ system.	
Ties	The Tie will apply regardless of wickets lost, except iif semi-finals or finals are played as part of the competition. In these fixtures the following criteria will be used to determine a winner: 1. A Super Over play-off will be held.	
Winner or Round Robin Finishing Order	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 between the tied teams; then 2. The winner of the highest number of games; then 3. The best net run rate; then 4. The toss of a coin.	
Points	Win Tie No Result / Abandonment Loss Loss by Default	4 2 2 0 -4

COMMUNITY SHIELD T20	
Hours of Play	5.15pm - 8.15pm (Evening Games) 12.00pm - 3.00pm and/or 3.30pm till 6.30pm (Saturday fixtures)
Structure	The Community Shield will be split into two seeded groups. Each Pool will play a full round-robin before splitting again (depending on entry numbers) into Top / Middle / Bottom across the two pools, commencing to play for three Trophies. The Top seeded pool will play for the Community Shield, the second seeded pool for the Post Office Hotel Trophy, and the Third for the
Overs	Each Innings shall comprise of 20 overs. Bowlers are limited to 4 overs maximum

	Over deductions will apply as per the Umpires Cup playing conditions, only if an official Umpire is standing for that fixture. All teams are to ensure that they achieve an over-rate of 16 overs per hour. Please ensure the pace of play allows for this. Batters should be crossing on the field following a dismissal, not entering the field of play once the dismissed batter has crossed the boundary. Consistent failure to meet over-rates may result in Umpires ordering an additional player to field inside the circle.l	
Power Plays	*Powerplay 1:* (6 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:* (7-20 overs for an uninterrupted match) No more than FIVE fielders are permitted, at the instant of delivery, outside the 30 yard circle. Regardless of player numbers, 4 fielders must be inside the circle at all times. 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.	
Duckworth Lewis	Duckworth Lewis will be used in all matches utilising the PlayHQ system.	
Ties	The tie will apply in all round-robin matches. In the event of a tie play-offs, a Super Over will be played	
Round Robin Placings	In the event of a tie on points the highest placed team in Community Shield Pool play will be determined by: 1. The Winner of the fixture between the tied teams. 2. The team with the highest number of wins. 3. The team with the higher net run rate. 4. The toss of a coin	
Points	Win Tie No Result Loss Loss by Default	4 2 2 0 -4

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JUNIOR CLUB & SCHOOL GRADES	
Philosophy	Cricket Clubs and Schools (incorporating all Coaches) are encouraged to focus on full participation and equal opportunity for all players aligned 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 and School grades and are provided with full opportunities to participate.
Laws of the Game	All matches played under the auspices of Wairarapa Cricket shall be played in accordance with the ANZ Junior Game Guidelines (Junior Club) as provided by New Zealand Cricket and MCC Laws (Secondary School) except for local playing conditions outlined in the provided competition guidelines.
Cancellations	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.
Dress	Team coaches and managers are asked to ensure that all players are dressed in white or in club/school shirts. 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 suitable 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 PlayHQ

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Chartered Accountants

Smash Play Hubs

For 2023/24 and beyond, Wairarapa Cricket are replacing the historic "Kiwi Cricket" model of 6 vs 6 games with a Smash Play Hubs approach, with each Junior Club hosting one evening of Smash Play per Term.

Friday evenings, 5.30pm till 6.15pm

Recommended Age in School Year: Year 1 to 3

Smash Play is a modern approach to Skill acquisition, using games and game-play to develop the foundation for playing cricket (and broader physical activity). Smash Play is a philosophy that commences at the start of the cricket experience and flows through from junior all the way to senior, even including high performance.

The Smash Play Hubs will provide games for all, with more touches of the ball, player exploration and achievement are to the fore. Incorporated into all Smash Play games is a values-based approach, beginning the journey of developing a whole cricketer.

Wairarapa Cricket staff will facilitate each Hub with support from the hosting Junior Club.

Smash Play junior-tamariki has 40 game resources that are easily accessible by all, which can be found at www.smashplay.nz

KOOKABURRA

Super Smash Sixes

Super Smash Sixes is designed to engage maximum involvement with all players touching (or hitting) the ball more often, using a softer "Incrediball"

Recommended Age
School Year 3 to 5

WAIRARAPA CRICKET

Grade Information

This is a softball grade, with games played on Friday evenings, commencing 5.30pm and finishing by 6.45pm

Pitch: 12-14 metres long 2.64 m wide with a maximum 30 metre boundary

Teams: 6 per side maximum. Each team must have a minimum of 5 players at the commencement of the game.

Innings: 12 overs per team

Equipment
Wooden bats.
Wooden stumps and bails.
Wicket-keeping gloves
Incrediball

Scoring: All games will be loaded on to the PlayHQ scoring system for use - no points table is collated for these grades.

PLAY

Batting: Players bat in pairs for 4 overs per pair
Batters shall not be dismissed and leave the batting crease. If the batter loses their wicket then 3 runs are added to the team score for the bowling team and the batters will change ends. Batters can be out caught, bowled, stumped, run out, hit wicket. LBWs 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 batter so wide that they are 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 runs completed by the batters.

No Ball:
A ball bouncing at greater than shoulder height of the batter when standing in normal stance;
A ball on the full above batters waist height;
A ball which bounces more than two times before reaching the batter;
Two runs are scored for each no-ball plus any runs scored by the batters.

Fielding Restrictions: No fielder may stand closer than 10 metres from the batter on strike, excluding the wicketkeeper.

Super Smash Eights

Super Smash Eights are designed to engage maximum involvement with all players involved in every game, using a softer "Incrediball"

Recommended Age
School Year 3 to 6

WAIRARAPA CRICKET

Grade Information

This is a softball grade, with games played on Friday evenings, commencing 5.30pm and finishing by 7pm

Pitch: 14-16 metres long 2.64 m wide with a maximum 30 metre boundary

Teams: 8 per side maximum. Each team must have a minimum of 6 players at the commencement of the game.

Innings: 16 overs per team

Equipment
Wooden bats.
Wooden stumps and bails.
Wicket-keeping gloves
Incrediball

Scoring: All games will be loaded on to the PlayHQ scoring system for use - no points table is collated for these grades.

PLAY

Batting: Players bat in pairs for 4 overs per pair
Batters shall not be dismissed and leave the batting crease. If the batter loses their wicket then 3 runs are added to the team score for the bowling team and the batters will change ends. Batters can be out caught, bowled, stumped, run out, hit wicket. LBWs 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 batter so wide that they are 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 runs completed by the batters.

No Ball:
A ball bouncing at greater than shoulder height of the batter when standing in normal stance;
A ball on the full above batters waist height;
A ball which bounces more than two times before reaching the batter;
Two runs are scored for each no-ball plus any runs scored by the batters.

Fielding Restrictions: No fielder may stand closer than 10 metres from the batter on strike, excluding the wicketkeeper.

Super Smash Hardball - Championship

Super Smash Hardball objectives are to foster maximum involvement and ensure games are fast paced and action packed, aligned to the national ANZ Junior Game

Recommended Age
School Year 6, 7 & 8

WAIRARAPA CRICKET

Grade Information

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.

Pitch: 18 metres long 2.64 m wide with a maximum 40 metre boundary

Teams: 9 per side maximum

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

Equipment

Wooden bats.
Wooden stumps and bails.
Batters and wicketkeepers protective gear including helmet are COMPULSORY at all times.
142g hard core cricket ball (Kookaburra Crown is the recommended).

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.

Scoring

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

PLAY

Grace Period: Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply). The 6 balls will include wides and no balls.
If a batter 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, batters must change ends.
Any dismissals shall be noted as a wicket within the bowlers statistics (aside from run-outs) within this 6 ball period.

Retirement: Batters must compulsorily retire after a maximum of 30 deliveries or 30 runs whichever is achieved first. A Batter can return to bat once all other players in the team have batted, and in the order in which retirement occurred.

Bowling: Overs of 6 balls maximum with 1 penalty runs for a wide or no ball. Run-Ups shall not exceed 15 metres in length.
Maximum of 4 overs per Bowler if of intermediate age (Year 7 & 8) with a maximum 3 over spell. Maximum of 3 overs per Bowler if of primary age (Year 6) with a maximum 2 over spell. 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 batter so wide that they are prevented from a reasonable opportunity to make contact with the ball is wide. As a rule the return creases shall be used as a guide. Any contact by bat with ball is NOT a wide.

No Ball: A ball bouncing at greater than shoulder height of the batter when standing in normal stance; A ball on the full above batters waist height; A ball which bounces more than two times before reaching the batter; 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 batter 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 strikers wicket on the on-side or in front of point on the off-side until the ball has been played by the batter.

Super Smash Hardball - Premiership

Super Smash Hardball objectives are to foster maximum involvement and ensure games are fast paced and action packed, aligned to the national ANZ Junior Game

Recommended Age
School Year 6, 7 & 8

WAIRARAPA CRICKET

Grade Information

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.

Pitch: 18 metres long 2.64 m wide with a maximum 40 metre boundary

Teams: 9 per side maximum

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

Equipment
Wooden bats.
Wooden stumps and bails.
Batters and wicketkeepers protective gear including helmet are COMPULSORY at all times.
142g hard core cricket ball (Kookaburra Crown is the recommended).

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.

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

PLAY

Grace Period: Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply). The 6 balls will include wides and no balls.
If a batter 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, batters must change ends.
Any dismissals shall be noted as a wicket within the bowlers statistics (aside from run-outs) within this 6 ball period.

Retirement: Batters must compulsorily retire after a maximum of 30 deliveries or 50 runs whichever is achieved first. A Batter can return to bat once all other players in the team have batted, and in the order in which retirement occurred.

Bowling: Overs of 6 balls maximum with 1 penalty runs for a wide or no ball. Run-Ups shall not exceed 15 metres in length.
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 (Year 6) with a maximum 2 over spell.
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 batter so wide that they are prevented from a reasonable opportunity to make contact with the ball is wide. As a rule, 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 Ball: A ball bouncing at greater than shoulder height of the batter when standing in normal stance; A ball on the full above batters waist height; A ball which bounces more than two times before reaching the batter; 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 batter 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 strikers wicket on the on-side or in front of point on the off-side until the ball has been played by the batter.

Wednesday Midweek Girls - Primary/Intermediate

Midweek Girls Cricket objectives are to foster maximum involvement and ensure games are fast paced and action packed, aligned to the national ANZ Junior Game

Recommended Age
School Year 6, 7 & 8

WAIRARAPA CRICKET

Grade Information
This is a hardball grade, with games commencing after school on a Wednesday afternoon, starting as close to 3:30 / 3:45pm as possible.
Each innings of 15 overs should take 45mins , with a quick change over

Pitch: 18 metres long, with a maximum 40 metre boundary

Teams: 9 per side on the field, 10 can be utilised and rotated on and off, with only 9 batting

Innings: 15 overs- to be bowled in 5 over lots, from each ends to quicken the games up

Equipment
Wooden bats.
Wooden stumps and bails.
Batters and wicketkeepers protective gear including helmet are COMPULSORY at all times.
142g hard cricket ball (Kookaburra Crown is the recommended)- a new ball does not have to be used for each game

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.

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

PLAY
Grace Period: Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply). The 6 balls will include wides and no balls.
If a batter 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, batters must change ends.
Any dismissals shall be noted as a wicket within the bowlers statistics (aside from run-outs) within this 6 ball period.

Retirement: Batters must compulsorily retire after a maximum of 25 deliveries or 20 runs whichever is achieved first. A Batter can return to bat once all other players in the team have batted, and in the order in which retirement occurred. Coaches may retire any batter prior to 20 runs, on the proviso that they have been given fair opportunity to participate at the batting crease and want to ensure everyone is given an opportunity. Wairarapa Cricket encourages clubs / schools to mix up their batting orders each week to ensure everyone get an opportunity, rather than the same 4/5 every week. A pod systems of players in groups of 3 can be utilised 1-3, 4-6, 7-9 and each group of three rotate in the batting order each week

Bowling: Overs of 6 balls maximum with 1 penalty runs for a wide or no ball.
Maximum of 3 overs per bowler - with at least 7 bowlers all bowling 1 over
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 batter so wide that they are prevented from a reasonable opportunity to make contact with the ball is wide. As a rule, 70% of the distance between the off stump and the edge of the pitch 50% of the distance between the leg stump and the edge of the pitch is a wide. Any contact by bat with ball is NOT a wide.

No Ball: A ball bouncing at greater than shoulder height of the batter when standing in normal stance; A ball on the full above batters waist height; A ball which bounces more than two times before reaching the batter; Also applies where bowlers overstep the front line.
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

LBW: The batter 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 batter

Tuesday Midweek Girls / Mixed - Secondary School

Tuesday Midweek Cricket objectives are to ensure maximum involvement, including having a fun social aspect

Recommended Age Secondary School any age

WAIRARAPA CRICKET

Grade Information

This is a hardball grade, with games commencing after school on a Tuesday afternoon, starting as close to 3:30 / 3:45pm as possible.
Each innings of 20 overs should take 1hr 15mins , with a quick change over

Full length pitch and maximum 40 meter boundaries

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.

Innings: 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 17 overs per hour.

Equipment

Wooden bats.
Wooden stumps and bails.
Batters and wicketkeepers protective gear including helmet are COMPULSORY at all times.
142g hard cricket ball (Kookaburra Crown is the recommended)- a new ball does not have to be used for each game

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.

PLAY

Bowling: There is a maximum of 4 overs per bowler. Max 6 balls per over this includes wides and no balls (this is to create fast games so they do not drag out).

Wides: Any ball that passes a batter so wide that they are prevented from a reasonable opportunity to make contact with the ball is wide. As a rule, 70% of the distance between the off stump and the edge of the pitch 50% of the distance between the leg stump and the edge of the pitch is a wide. Any contact by bat with ball is NOT a wide.

No Ball: A ball bouncing at greater than shoulder height of the batter when standing in normal stance; A ball on the full above batters waist height; A ball which bounces more than two times before reaching the batter; Also applies where bowlers overstep the front line.
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

Batting: There is no compulsory retirements, but to ensure everyone gets an opportunity to bat, a batter may be retired when it is deemed they have had a fair go.
It is encouraged that batting orders are mixed up each week to ensure players get an opportunity to bat, not the same top order every week

LBW: The batter 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 batter

Subway T20

Secondary School midweek competition played as an annual season, commencing February completing November / December each year

Recommended Age School Any Year

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. Games are to be played on Tuesday afternoons, commencing at 3.45pm / 4.00pm with a 6.45pm completion deadline. Teams should attempt to bowl 18 overs per hour.

Points: Win 4, Tie 2, Loss 0, Abandonment 2.

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.

Equipment: Batters and Wicketkeepers protective gear including Helmets are COMPULSORY.
156g hard ball are to be used by Boys teams & 142g are to be used by Girls teams.

Pitch & Boundary: 20.12 metre long Pitch (full length) 2.64m wide and 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.

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.

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

PLAY

Bowling: There are a maximum of 4 overs per Bowler.

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:

1. A ball bouncing at greater than shoulder height of the batter when standing in their normal stance
2. A ball on the full above batter's waist height when standing in their normal stance and not advancing towards the bowler.
3. A ball bouncing MORE than two times before reaching the popping crease.
4. 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: There are no fielding restrictions that apply in this competition.

Trevor Martin Trophy

Junior Secondary School competition played as an annual season, commencing February completing November / December each year

Recommended Age School Year 9 & 10

Competition: Games are to be played on Wednesday evenings starting at 3.45pm / 4.00pm with an 8.00pm completion deadline.

The competition will culminate in a Final, where qualifier 1 will play qualifier 2. In the event of two or more teams finishing on the same points, results between those teams will be the first determination of qualification place, followed by net run rate (NRR) calculation. 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.

Points: will be allocated as follows: Win 3; Tie 1; Loss 0

Player Eligibility: This is a Junior Secondary School competition for Year 9 & 10 boys, and girls up to and including Year 13. Players outside of these year groups must have a dispensation request passed the Wairarapa Cricket Community and Pathways Coordinator. If any player is eligible via year group but is a "consistent" member of a college 1st XI or Premier Grade side then it is strongly recommended that they do not participate in this competition. If playing for reasons of lack of numbers these players will be required to Bat at number 8 or below in the order, and only bowl where absolutely necessary. To be eligible to participate in the final a player must have played in at least three 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 three.

Pitch & Boundary: 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.

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

Equipment: Batting and Wicketkeeping protective gear including helmets are COMPULSORY
Use of a helmet for all secondary students is as per NZC guideline: 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).
156g hard core cricket ball (Boys teams) and 142g hard core cricket ball (Girls teams) are to be used - either a Kookaburra Crown or Kookaburra Red King.

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 PlayHQ , allowing full scorecards and statistics to be available online.

PLAY

Bowling: There are 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. 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.

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:

1. A ball bouncing at greater than shoulder height of the batsman when standing in their normal stance
2. A ball on the full above batsman waist height when standing in their normal stance and not advancing towards the bowler.
3. A ball bouncing MORE than two times before reaching the popping crease.
4. 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.

Batting: There are no retirements in this grade.
MCC LBW rules apply to this competition.