

JUNIOR RULES | YEAR 7&8 SATURDAY HARDBALL

- Teams are to be **9-a-side**
- Hours of play shall be **Saturdays 9am to 12pm**
- Games shall be played as **20 overs per innings**

1. Hours and Format

- Hours of play shall be Saturdays 9:00am to 12:00pm.
- There shall be one interval not exceeding 10 minutes between innings (this can be changed with the agreement of both coaches).
- In all games, each innings shall consist of 20 overs, weather permitting.
- Teams cannot declare their innings closed.
- There must be a minimum of 10 overs available in each innings to constitute a match.
- There may be one drinks break in each innings (after the 10th over), however players will not leave the field and it will last no longer than three minutes.
- Any team which arrives late will forfeit one over from their batting innings for every three minutes after 9.00am.

2. Pitch and Boundaries

- The length of any pitch shall not exceed 18.00 metres. This must be marked out with chalk or tape by the team coaches before the start of the game.
- Boundaries should be agreed upon by the team coaches and marked before the start of the game, and must not exceed 40 metres from the centre of the pitch.

3. Teams

- Teams may be composed of 10 players, but only 9 may bat.
- If a team is composed of 10 players, a nominated non-batter and must be provided. This cannot be changed after the toss.
- By 10 minutes after the scheduled commencement of play, a minimum of seven players are required to be present to constitute a team. A failure to have seven players present constitutes a default.

4. Points and Placings

- At the discretion of Competition Administration, replays of rounds may be rescheduled if complete rounds have been washed out.

5. Equipment

- Spring-loaded stumps are required.
- New, two-piece, 142-gram Kookaburra balls must be used, irrespective of the surface being played on.
- Neatness and uniformity of clothing are an essential requirement.
- Protective gear is required:
 - It is mandatory that all batsmen wear helmets.

- It is mandatory that all wicket-keepers wear approved full-face helmets when standing up to the wickets.

6. Batting

- LBWs only apply if the batsman is struck below the knee roll or is hit behind the batting crease. All judgement regarding height must be through consultation with the square-leg umpire.
- Batsmen must face six deliveries(Grace period). No dismissals will apply to a batsman who has faced fewer than six deliveries, however 4 runs will be added to the bowling team per dismissal during the grace period. If a batter gets out, batters change ends. Any batter who is dismissed in their first 6 deliveries and continues to retire afterward may NOT return during the innings.
- Batsmen must retire after facing 25 deliveries. When a retired batsman returns, it must be after all other batsmen have been dismissed or themselves retired upon facing 25 deliveries. Returning batsmen **must** return in the order that they retired.
- All balls, including wides and no balls will be added in the batter's ball count.

7. Bowling

- The bowling will take place in 5 over chunk from one end and then swap for the next 5 overs at the other end.
- Run ups for bowlers should not exceed more than 15 meters.
- An over shall consist of six legal deliveries. An over may be extended to a maximum of eight balls including wides and no-balls (i.e. a maximum of two re-bowled deliveries per over).
- No bowler may bowl more than five overs in an innings, or more than one-sixth of the total overs in a rain-shortened innings.
- In a match where an innings is shortened and the new total overs is not divisible by six, one additional over shall be allowed to the minimum number of bowlers. (E.g. in a 20-over match, two bowlers may bowl a maximum of four overs, and no other bowler may bowl more than three overs.)

8. Extras

- **Short pitched deliveries:** If any ball delivered by a bowler, excluding a spinner, passes or would have passed over the shoulder of the striker standing in their normal batting stance at the crease, the square-leg umpire shall call and signal no-ball, whether the batsman hits the ball or not.
- **Short pitched deliveries (spinner):** If any ball delivered by a spinner passes above the head of the striker standing in their normal batting stance at the crease, the square-leg umpire shall call and signal wide. Wide will not be called if the batsman makes contact with the ball.
- **Full pitched deliveries:** If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist-height of a batsman standing in their normal batting stance these deliveries will be called and signalled no-ball by the square-leg umpire, whether the batsman hits the ball or not.
- **Wides:** A ball deemed to have passed more than 200mm outside the leg stump will be called a wide. Off-side wides will be called if the batsman cannot reasonably

reach the ball while playing a normal cricket shot. A wide cannot be called if the batsman makes any contact with the ball.

- **Scoring extras:** No change has been made to how wides are scored. However no-balls are now scored with any runs off the bat or through byes or leg-byes scored separately. I.e. previously a no-ball plus one bye was scored as two no-balls. It will now be scored as the no-ball extra, with any other runs scored as a bye or leg-bye extra.
- **Double bounce:** If a ball bounces **more than once** between the batting creases this will be called no-ball.
- **Free hits:** Free hits will **not apply** in this competition.

9. Dead Ball

- Dead ball will be signalled if, in the opinion of the umpire, a delivery has deviated off the edge of an artificial pitch or any other obstruction (e.g. burnt hole in the matting, stone on the pitch). No runs or extras shall be credited, and the ball will be re-bowled. It will not count towards the maximum eight balls over an over.
- A dead ball cannot be a wide; i.e. you cannot score any runs from a dead ball.
- A ball returned from a fielder back to the wickets (either end) that hits the edge of the concrete and is deemed to be unfair because it deviates in an awkward or dangerous angle, the umpire shall call dead ball, and any runs scored after that call will not count. Any runs scored prior to the call, including the run being completed when the call is made, will count.

10. Fielding restrictions

- No fielder is allowed to stand within ten metres of the batsman except off-side slip fielders.
- There will be no more than four fielders allowed on the leg-side at any time and no more than four outside the 20-metre assumed circle at any time, and no more than two behind square on the leg-side.

11. Rain Rule

- Play will not commence in rain, and if players should leave the field after the start of play because of rain, play will not recommence until the rain has stopped or both captains agree to play on. There should not be any pressure placed on captains to continue playing in rain. Player welfare must come first.
- In the event of a match being affected by rain, the Duckworth-Lewis (DLS) method will be used to calculate target scores. DLS is calculated through the CricHQ app.
- To calculate how many overs have been lost as a consequence of rain, the overs left in the day's play will be calculated back from the official finishing time at 3.5 minutes per over.

12. Scoring

- Results must be submitted via CricHQ. The team named first on the online draw is required to do this. Results must be in by 3.15pm on the Monday following the game.

- Scorebooks or tablets are to be scrupulously maintained with full names written and cross-checked by both teams. Scorers should receive training in this to ensure accuracy.
- Northern Districts Cricket can provide free CricHQ training for scorers and administrators. Please contact competitions@ndca.co.nz for more details.

13. Other

- Venues may not be changed without the consent of competition administration.
- If a player changes sides during the season, a letter of release will be required from the team the player has started with.
- Complaints must be sent in writing to competition administration within 72 hours of the conclusion of the game.
- Any defaults must be notified to competition administration and opposing team as soon as possible.
- No alcohol is to be consumed on school grounds.