AUCKLAND AND NORTH HARBOUR SECONDARY SCHOOLS GIRLS CRICKET

RULES OF PLAY 2011

AKSS & NHSS Girls Cricket Information

Start date: Wednesday 16th / Thursday 17th February 2011
Fees: $75.00 per team (covers both terms) plus GST
Entries close Tuesday 8th February 2011

For the 2011 season both Term One and Term Four will be combined. On entry into the Term One competition for 2011 the draws will carry over into Term four with play offs scheduled. This is due to the very poor weather towards end Term One and at the beginning of Term Four. Schools will have the opportunity before term four begins to withdraw teams. With Term Four being a very short period due to exams, playoffs and the end of round robins will be played.

Matches are played on Wednesday (Senior Grades) and Thursday (Intermediate / Junior Grades) afternoons, commencing at 4.00pm.

Matches are played under the rules of the MCC.
If daylight saving no longer exists you will play timed 1 hour games with a minimum of 13 overs per side.

Should the side fielding first not complete their overs within the 75 minute period, the side fielding second shall be required to bowl only the number of overs they received when they batted. It is important that matches commence promptly at 4.00pm. If not, time lost must be divided by two and deducted from each team's batting time.

Teams must provide their own playing equipment and one umpire & scorer.

All score sheets with team lists must be sent into college sport for the Premier Grade.

Teams should attempt to be outfitted in appropriate school colours or team uniform. School Phys-Ed uniforms for **whole team** will be permitted.

Cancellation of games due to ground closure through weather should be advised by the host school to the opposition as early as possible on the day of the match. In the event that your team must default their match, opposition teams must be advised to avoid unnecessary travelling.

All result must be either entered online or results sheets completed and sent by fax to College Sport no later than midday of the following day of the matches. Points will be forfeited if result sheets are not received. Fax 845-8497or email: collette@collegesport.co.nz

Points: Win = 2 points Tie = 1 point Incomplete match = 0 points

GIRLS WEDNESDAY/THURSDAY AFTERNOON 20:20 GRADE PLAYING CONDITIONS

1. HOURS OF PLAY

All players must be at the ground for the toss by 4pm. Play must commence promptly at 4.15pm at the latest, but may commence earlier (as soon as both teams are ready).

1st Innings: (1hr 15 mins)	4.15PM	to	5.30PM
2nd Innings: (1 hr 15 mins)	5.40PM	to	6.50PM

The 1st Innings MUST finish after 1hr 15 mins, regardless of whether or not 20 overs have been bowled.

2. Drinks Breaks

There are no designated drinks breaks allowed however in extremely hot weather umpires may allow one short drinks break at the fall of a wicket or at the end of an over.

3. LATE START & DEFAULTS

The team (minimum of 7 players present) arriving late (after 4PM) forfeits the toss. The punctual team chooses whether to bat or bowl first.

If a team is unable or unwilling to commence play more than 30 minutes after the time scheduled for commencement of play the match shall be declared lost by that team.

Persistent defaulters may be withdrawn from the competition.

4. INNINGS LIMIT

(a) 20 over maximum innings. Declarations are not permitted.

(b) The number of overs in the first innings should be noted and if less than the maximum allotted (20) to be completed by the scheduled time, that innings shall be deemed completed. In this scenario, the team batting second shall only face the same number of overs that it has bowled. If this is not achievable by the scheduled close of play the winner is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

(c) There shall be a 10-minute break between innings, when the 1st innings closes 15 minutes or less before the time fixed for the innings interval such interval shall be then be taken.

(d) Where the team batting first is dismissed before the maximum number of overs have been bowled, the team batting second shall be entitled to receive the maximum number of overs in its innings.

5. RAIN DELAYS

When the start of play is delayed by rain, calculate the time between the actual start of play and 4.15PM. Take off 5 minutes for the innings break, and allow the team batting first a maximum of 50% of the time available. Follow the formula in Innings Limit above. If less than 10 overs have been faced by the side batting second when play is abandoned, a “No Result” shall be declared (1.5 points awarded to both sides).

If more than 10 overs have been faced by the side batting second when play is abandoned, the winner of the match is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

6. PITCH LENGTH

Regulation length.

7. BOUNDARIES

If the boundaries are not marked, it is the responsibility of the team coaches to agree on them before play commences. Boundaries should be approximately 45 metres from the wicket.

8. TYPE OF BALL

A (142 GM) red 2-piece leather cricket ball is used. The recommended ball is Kookaburra Crown (or higher quality).
If not new, the balls used for each innings should be of comparable quality and wear (umpires please check before the start of the game).

9. TEAM LIMITS

A team must have a minimum of 7 players in order to start the game. The maximum team size is 11 players.

10. TEAMS SHORT OF PLAYERS

If one team is short of players the following procedure is to followed:

Batting: The short team shall bat all players and then (after all retired players are "out") further batters (up to the same number of players in the opposition team) may bat again (if time permits). The player(s) who score the lowest in the team innings shall bat first for the second time. Where 2 or more players have the same lowest score the player who batted the lowest in the order shall bat first for the second time.

If one team has 11 players and the opposition team has less than 10 players then 10 wickets must fall in both innings before either team is "all out".

Fielding & Bowling: The short team shall field with their players and by mutual consent, the opposition team could lend players (rotating to ensure no player is overused) to help field.

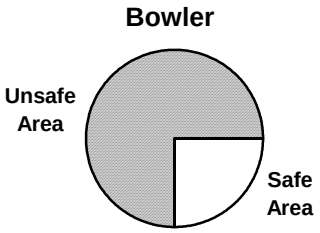
11. PLAYER RESTRICTIONS

This grade is intended as a participation grade and all players must be given fair opportunity to be involved in the game. A team short of players may include a Year 9 player(s) from a higher ranked NSHSSCA Grade however that player must not bat or bowl in a way where their involvement would dominate this grade's game unfairly.

Parents as umpires: Where possible the parent umpire of a batter or bowler should not stand at the end while daughter is facing.

12. FIELDING RULES

The **"10 Metre Rule"** applies. When the ball is bowled, no fielder may stand any closer than 10 metres from the striker's wicket on the leg side or in front of point on the offside (see 10-metre circle diagram for RH Batter).



For the first six overs of each innings only two fielders and for the rest of the innings only five fielders are permitted to field within 5 meters of the boundary (when the bowler releases the ball).

13. BALLS PER OVER

Only six balls per over are to be bowled with the exception of the last over of any innings when all wides and No Balls are to called and rebowled.

14. BOWLERS LIMIT

No bowler may bowl more than 4overs. The wicketkeeper does not have to bowl.

15. NO BALLS

A **two run penalty** shall be awarded to the batting side for all "No Balls" (in addition to any runs scored).

Any ball, *that would have reached* the Batter (standing in their normal batting stance at the crease) above shoulder height on the bounce, should be called a "No Ball".

Any ball *that would have reached* the batsmen above waist height (standing in their normal batting stance at the crease) on the full (i.e. without bouncing off the pitch) should also be called a "No Ball".

A bowler who bowls short-pitched deliveries at the Batter (i.e. head high full toss or off the pitch *aimed at the head*) shall be removed from further bowling in the match:

- IF CLEARLY DELIBERATE: Off Immediately
- IF NOT DELIBERATE: Off after being given two formal warnings by either umpire.

A "No Ball" should also be called for balls that bounce *more than twice* before reaching the popping crease. (i.e. 2 bounces is ok, 3 or more = No Ball).

(a) Handled ball;
(b) Hit ball twice;
(c) Obstructing the field;
(d) Run out.

16. WIDES

A wide delivery is defined as being so wide of the wicket that in the opinion of the umpire it passes out of reach of the striker and would not have been within her reach when taking guard in the normal position.

If the ball touches the striker's bat or person it shall not be called a Wide. It is recommended that umpires agree the width of wides before the game starts and mark both leg & offside with chalk on the crease line.

A **penalty of one run** shall be awarded for a Wide ball and shall be in addition to any other runs scored, and any boundary allowance. All runs scored (including the wide ball penalty) are to be debited to the bowler.

17. STUMPINGS

The rules of cricket apply.

18. LBW RULE

LBW Dismissals will be played in all grades

19. BATTER'S LIMIT

Premier: No retirement unless agreed before start of play by coaches/managers.

Snr B & Int/Jnr

A Batter must retire after scoring 40 runs if there are batsmen to follow. They are to retire at the end of the over in which they reached 40**.**

Retired batters may return to resume their innings in the order they retired only after the remainder of the team have batted and are out or have been retired.

No Batter who has retired on 40 can resume her innings until all other batsmen have batted, are out or have been retired or reached 40.

20. CAPTAINCY AND ON FIELD COACHING

All aspects of player captaincy should be encouraged with only minimum assistance from coaches or the boundary (for the good of the game and players). To ensure the desired over rate is maintained captains should avoid constant resetting of fielders.

21. TIMED OUT

The incoming Batter must be in position to take guard or for her partner to receive the next delivery within one minute 30 seconds of the fall of the previous wicket. The incoming Batter is required to be ready to bat immediately a wicket falls and is expected to jog to the wicket.

22. SAFETY EQUIPMENT

It is the personal responsibility of players to wear appropriate cricket safety equipment when batting, wicket keeping or fielding in close:

(a) Leg Guards;
(b) Batting or wicket keeping gloves;
(c) Batting helmet with a face visor.

Coaches and umpires are to remind players of the importance of wearing appropriate cricket safety equipment during games.