



# Wairarapa Cricket Association

## Handbook

2017/18

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## Chairman's Message

Welcome to the new season, which promises plenty as we look to build on the success of 2016/17, during which we saw some fantastic progress on and off the field and a far more united Wairarapa cricketing community.

We have made great strides over the last 12 months, with our senior rep team starting to play to their potential and their junior counterparts enjoying their most successful season in history. More teams and more wins than ever before is testament to the work of our army of 130 volunteers and the inspirational leadership of Simon Roseingrave, who is responsible for our junior development programme. We look forward to even greater achievements this season as our numbers of senior and junior players continue to rise.

Secondary school cricket is to be a key focus for the Wairarapa Cricket Association and during the winter we have been working with both Wairarapa College and Rathkeale College regarding the upgrade of their facilities to serve the wider cricketing community, as well as their own students. The work of all of our schools, primary, intermediate and senior, is vital in the nurturing of our talented young players, and we owe a great debt of gratitude for the dedication of our teachers and volunteers.

Thank you to everyone for their assistance throughout the coming year, particularly the ground staff, players, parents, coaches, scorers, umpires and the board and staff of the WCA.

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

Enjoy the season!

Sam Rossiter-Stead  
Chairman  
Wairarapa Cricket Association



**TRUST HOUSE**  
COMMUNITY ENTERPRISE

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## Wairarapa Cricket Association Mission Statement

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

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

**Our Values:** **PROGRESS**

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

## JCB Cricket General Information

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

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

## Cancellation Policy

### 1. Senior Mens Club Competitions

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

### 2. Senior Womens Club Competition

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

### 3. Junior Cricket (Club & Secondary School)

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

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



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## **Representative Fixtures 2017/18**

### **1. Senior Men**

Chapple Cup Tournament	Napier	13 to 15 October 2017
Hawke Cup		
vs Hawkes Bay	Masterton	11 & 12 November 2017
vs Taranaki	New Plymouth	25 & 26 November 2017
vs Manawatu	Masterton	2 & 3 December 2017
vs Horowhenua-Kapiti	Levin	13 & 14 January 2018
vs Wanganui	Masterton	27 & 28 January 2018

### **2. Senior Women**

Mike Shrimpton Trophy		
vs Wanganui	Masterton	12 November 2017
vs Manawatu	Palmerston North	19 November 2017
vs Taranaki	Wanganui	10 December 2017
vs Hawkes Bay	Napier	21 January 2018
T20 Tournament	Wanganui	3 & 4 February 2018

### **3. JCB Representative Tournament Dates**

#### **Development Tournaments:**

<b>U/11 (Year 6) Boys:</b>	Hawkes Bay (Riverbend)	17 to 20 January 2018
<b>U/12 (Year 7) Boys:</b>	Hawkes Bay (Riverbend)	12 to 15 January 2018
<b>U/13 (Year 8) Boys:</b>	Hawkes Bay (Riverbend)	22 to 25 January 2018
<b>U/13 Girls:</b>	Masterton	22 to 24 January 2018

#### **Central Districts Tournaments:**

<b>Under 15 Girls</b>	Palmerston North	12 to 14 December 2017
<b>Under 18 Girls</b>	Wanganui	2 to 5 January 2018
<b>Under 15 Boys</b>	Levin	11 to 14 December 2017
<b>Under 17 Boys</b>	Napier	11 to 14 December 2017

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## **Wairarapa Cricket Association Contacts**

**Postal Address:** PO Box 287, Masterton

**Website:** [www.wairarapacricknet.co.nz](http://www.wairarapacricknet.co.nz)

**Facebook:** Wairarapa Cricket Association

**Facebook:** "Groups" Wairarapa Junior Cricket

**Facebook:** "Groups" Wairarapa Womens & Girls Cricket

### **Administration:**

**Patron:** Dermot Payton

**President:** Chris Cogdale [coggie@wise.net.nz](mailto:coggie@wise.net.nz)

### **Vice Presidents:**

Doug Bracewell

John Gray

Ash Peterson

### **Life Members:**

Doug Bracewell

Chris Cogdale

Mark Elliott

Steve Elliott

John Gray

Dermot Payton

Tony Short

### **Wairarapa Cricket Management Board:**

Sam Rossiter-Stead (Chairman)	<a href="mailto:chairman@wairarapacricknet.co.nz">chairman@wairarapacricknet.co.nz</a>	021 650 532
Jason Osborne	<a href="mailto:jason@osbornegroup.co.nz">jason@osbornegroup.co.nz</a>	027 566 5474
Brian James	<a href="mailto:brian.james@trinityschools.nz">brian.james@trinityschools.nz</a>	027 334 0763
Dave Parke	<a href="mailto:david.parke@eclgroup.co.nz">david.parke@eclgroup.co.nz</a>	021 874 960
Regan Combe	<a href="mailto:reganc@outlook.co.nz">reganc@outlook.co.nz</a>	

### **Wairarapa Cricket Operations and Development Manager:**

Simon Roseingrave [development@wairarapacricknet.co.nz](mailto:development@wairarapacricknet.co.nz) 027 495 6884

### **Women's & Girls Development Officer:**

Melissa Hansen [fdo@wairarapacricknet.co.nz](mailto:fdo@wairarapacricknet.co.nz) 027 344 6285

### **Wairarapa Cricket Umpire's and Scorer's Association**

Johann Fourie [jandsfourie@xtra.co.nz](mailto:jandsfourie@xtra.co.nz) 06 377 7351

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## **Senior Men's Cricket Contacts**

### **Greytown Cricket Club**

**Club Secretary:** Cuong Truong

[www.greytowncricket.co.nz](http://www.greytowncricket.co.nz)  
[cuong@athandtherapy.co.nz](mailto:cuong@athandtherapy.co.nz)

### **Lansdowne Cricket Club**

**Club Secretary:** Stephanie Barrett

[www.lansdownecc.co.nz](http://www.lansdownecc.co.nz)  
[Stephanie.barrett@powershop.co.nz](mailto:Stephanie.barrett@powershop.co.nz)

### **Marist Old Boys Cricket Club**

**Club Captain:** Greg Pullman

[greg@eastwoodmotorgroup.co.nz](mailto:greg@eastwoodmotorgroup.co.nz)

### **Red Star Cricket Club**

**Club Chairman:** Mark Elliott

[www.redstarcricket.org.nz](http://www.redstarcricket.org.nz)  
[mark.sheryn@xtra.co.nz](mailto:mark.sheryn@xtra.co.nz)

### **Rathkeale College**

**Teacher in charge:** Deon van Deventer

[www.rathkeale.school.nz](http://www.rathkeale.school.nz)  
[dvd@rathkeale.school.nz](mailto:dvd@rathkeale.school.nz)

### **Carterton Cricket Club:**

**Club Captain:** Graham Higgy

[graham.higgy@vodafone.co.nz](mailto:graham.higgy@vodafone.co.nz)

### **Hutt Cricket Academy**

**Club Manager:** Russel Cookson

[rcookson@xtra.co.nz](mailto:rcookson@xtra.co.nz)



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## Schools Competition Contacts

### 1. Kuranui College

<b>Sports Coordinator</b>	Donald Yee	<a href="mailto:yeed@kuranui-college.school.nz">yeed@kuranui-college.school.nz</a>	027 444 1604
<b>1<sup>ST</sup> XI Boys</b>	Dave Turton		021 254 4911
	Trish Freeman		027 228 3385
<b>Junior Blue</b>	Bevan Morland		027 706 9834

### 2. Masterton Intermediate School

<b>Head of Cricket</b>	Colin Mann	<a href="mailto:colin@mis.school.nz">colin@mis.school.nz</a>	021 308 017
<b>Red</b>			
<b>Blue</b>			
<b>White</b>			

### 3. Rathkeale College

<b>Head of Cricket</b>	Shay O’Gorman	<a href="mailto:sfo@rathkeale.school.nz">sfo@rathkeale.school.nz</a>	021 988 361
<b>1<sup>ST</sup> XI Boys</b>	Neil Perry      Coach		021 634 565
	Brian James      Manager	<a href="mailto:brian.james@trinityschools.nz">brian.james@trinityschools.nz</a>	027 334 0763
<b>2<sup>ND</sup> XI Boys</b>	Shay O’Gorman		021 988 361
<b>Colts Black</b>	Deon van Deventer		027 355 4763
<b>Colts White</b>	Glen McIntosh		027 274 6686
<b>Red</b>	Evan Jones		027 340 1398
<b>Green</b>	Mason Summerfield		027 405 2150
<b>White (Thursday)</b>	Johann Fourie		

### 4. Solway College

<b>Sports Coordinator</b>	Jane Borren	<a href="mailto:sports@solwaycollege.school.nz">sports@solwaycollege.school.nz</a>	021 837 849
<b>1<sup>ST</sup> XI Girls</b>	Doug Bracewell		
<b>Lone Star Girls</b>			

### 5. St Marys / Hadlow

<b>Lone Star Girls</b>	Brent Ballantyne	<a href="mailto:brent@saintmarys.school.nz">brent@saintmarys.school.nz</a>	027 331 6067
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### 6. St Matthews Collegiate

<b>Sports Coordinator</b>	Rachel Shearing	<a href="mailto:sport@stmatts.school.nz">sport@stmatts.school.nz</a>	
<b>1<sup>ST</sup> XI Girls</b>	Tony Lyford		027 484 1246
<b>2<sup>ND</sup> XI Girls</b>			

### 7. Wairarapa College

<b>Head of Cricket</b>	Alistair Payne	<a href="mailto:apayne@waicol.nz">apayne@waicol.nz</a>	027 664 3292
<b>1<sup>ST</sup> XI Boys</b>	Alistair Payne		027 664 3292
<b>2<sup>ND</sup> XI Boys</b>	Ryan Wilson		027 940 7046
<b>Blue</b>	Hansel Wiramanden		021 102 6999
<b>Gold</b>	Jaco le Roux		022 074 6645
<b>T20</b>	Richard Carter		021 082 82910
	Lynton Baird		022 019 3202
<b>Girls Coordinator</b>	Beth Pottinger		027 577 3203
<b>1<sup>ST</sup> XI Girls</b>	Esther Lanser		021 141 2313
<b>Lone Star Girls</b>	Caitlin Lindsay		027 387 5785
	Georgia Atkinson		027 820 2526

### 8. Wairarapa Girls

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Combined Secondary	Simon Roseingrave	027 495 6884
Lone Star Girls	Melissa Hansen	027 344 6285

## JCB Club Contacts

### 1. Wairarapa JCB Contacts

#### **Development & Operations Manager**

Simon Roseingrave	<a href="mailto:development@wairarapacricknet.co.nz">development@wairarapacricknet.co.nz</a>	027 495 6884
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#### **Female Development Officer**

Melissa Hansen	<a href="mailto:fdo@wairarapacricknet.co.nz">fdo@wairarapacricknet.co.nz</a>	027 344 6285
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### 2. Carterton

<b>Club Coordinator</b>	Nikki Robinson	027 441 7517
<b>Hardball Maroon</b>	James Church	021 088 15207
<b>Hardball Blue</b>	Brent Ballantyne	027 331 6067
<b>Incrediball</b>		
Demons	Jack Oldroyd	021 368 636
<b>Super 8</b>		
Warriors	Tania Percy	027 772 5564
<b>Kiwi Caps</b>	Jane & Tony Lyford	027 355 8931
Kiwi Stars	Tom Conwell	021 022 44174

### 3. Eketahuna

<b>Incrediball</b>	Hamish Monk	06 375 8554	
	Lindsay Bourke	06 376 7085	027 321 4706
<b>Super 8</b>	Brad Anderson	06 375 8101	027 648 2222

### 4. Greytown

<b>Website:</b>		<a href="http://www.greytowncricket.co.nz">www.greytowncricket.co.nz</a>	
<b>Club Coordinator</b>	Josh Doherty		021 280 2556
<b>Hardball</b>			
Blue	Phil Collins		021 608 775
<b>Hardball Championship</b>			
White	Josh Doherty		021 280 2556
Blue	Andrew Clark		027 742 6585
<b>Super 8</b>			
Blue	Duncan Fletcher		027 598 3367
	Phil Wells		
<b>Kiwi</b>			
Blue	Tim Fenwick		027 222 0599

### 5. Hadlow

<b>Sports Coordinator</b>	Amanda McLeod	027 244 1735
<b>Incrediball Blue Caps</b>	Mark Brown	027 414 9514
<b>Incrediball Hurricanes</b>	Mike Shaw	027 858 1973

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## 6. Martinborough

### Hardball

Falcons	Matt Fenwick	027 226 8132
	Amy Mason	021 180 8348
Wanderers	James Doyle	027 458 1552
	Honor Clark	027 408 8775

### Incrediball

Hawks	Malcolm Jaspers / Lindsay Goodman	
	Steph Jaspers	027 424 1225

### Super 8

Eagles	Tim Martin	021 581 555
	Lia Wood	

### Kiwi

Keas	Bevan Sweeney	
	Niki Thomas	021 421 139

## 7. Red Star

### Website:

[www.redstarcricquet.org.nz](http://www.redstarcricquet.org.nz)

Junior Coordinator	Mark Elliott	<a href="mailto:mark.sheryn@xtra.co.nz">mark.sheryn@xtra.co.nz</a>	027 789 0707
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### Hardball – Premiership

Wizards	Paul Oliver	027 442 2953
Aces	Bryan Taylor	027 226 9636
Royals	Mark Elliott	027 789 0707

### Hardball - Championship

Sixers	Paul Younger	027 523 7295
	Andrew Spiers	027 490 0586

### Incrediball

Renegades	Scott Andrew	027 403 1601
Firebirds	Mark Elliott	027 789 0707
Whareama Stags	Richard Fairbrother	027 493 1993

### Super 8

Gladstone Strikers	Sara Orsborn	027 645 3208
Jets	Brad Gardiner	027 257 3393
Gladstone Heat	Mark Jacobson	027 440 2572
Wainuioru Thunder	Gene Bartlett	021 308 810

### Kiwi

Fellows	Mark Elliott	027 789 0707
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## 8. Wairarapa Girls

### Hardball

Development Green	Brent Register	021 190 9538
	Emma Williamson	021 209 3728

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## WCA Representative Coach Details

<b>Senior Mens</b>	Neil Perry	021 634 565
<b>Senior Womens (Korus)</b>	Doug Bracewell	027 628 0404
<b>U17 Boys</b>	Neil Perry	021 634 565
<b>U18 Girls</b>	Simon Roseingrave Melissa Hansen (Manager)	027 495 6884 027 344 6285
<b>U15 Boys</b>	Mark Brown Brett Luman	027 414 9514 027 423 3131
<b>U15 Girls</b>	Simon Roseingrave Tony Lyford	027 495 6884 021 240 8814
<b>U/13 Boys (Year 8)</b>	Brent Register Bryan Taylor	021 190 9538 027 688 4116
<b>U/13 Girls</b>	Tony Lyford Monique Graves	021 240 8814 027 462 1772
<b>U/12 Boys (Year 7)</b>	Alistair Payne Aaron Perkins	027 664 3292 027 511 7062
<b>U/11 Boys (Year 6)</b>		



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## **General Playing Conditions (All Senior Mens Grades) 2017/18**

### **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 Management Board may agree upon at any time. The Management Board may act on any breach of these conditions.

Any reference to the masculine herein 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 Management Board, such action is prejudicial to Wairarapa Cricket.

### **3. Captains' Duties**

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

### **4. Code of Conduct**

The New Zealand Cricket (Inc.) Code of Conduct shall apply in all games controlled by Wairarapa Cricket, except representative fixtures. It shall include all players playing in a match or attending the match in any other capacity including as a spectator.

Plus the following provisions relating to Official Warning, Sin Bin, and Expulsion. Also note special conditions relate to reporting procedure when no official umpires are appointed to a match.

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

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

Official umpires have the following powers:

- (i) **Official warning:** An official umpire may issue an official warning for any breach of the Code of Conduct under the control of that umpire

The umpire shall advise the other umpire, the player concerned, both captains when appropriate and report the matter to Wairarapa Cricket .

- (ii) **Sin Bin:** An official umpire may send a player from the field for 30 minutes for any breach of the Code of Conduct.

(a) A batsman sent to the sin bin may only return at the fall of a wicket when his expulsion time has expired.

(b) A bowler shall leave the field immediately and the over completed by another bowler.

(c) A fielder shall leave the field immediately.

(d) A player receiving 2 official warnings in the same game shall be sent to the Sin Bin.

(e) The umpire shall advise the player concerned, the other umpire, both captains immediately and report the matter to the Management Board.

- (iii) **Expulsion:** An official umpire may expel a player from the play for any of the following:

(a) Assaulting, attempting to assault or threatening to assault an umpire, player or spectator

(b) Being sent to the Sin Bin twice in the same game.

(c) Receiving three official warnings in the same game.

A player expelled from the game may not be replaced for the rest of the game.

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The umpire will inform the other umpire, the player concerned, both captains immediately and report the matter to Wairarapa Cricket.

Failure of a player to leave the field immediately will render his team liable for loss of points and/or monetary fine as determined by the Management Board.

(iv) The umpire(s) have the authority to issue an Official Warning or Sin Bin at the conclusion of a day's play.

(v) Umpire Requirements

If there are two umpires standing, they must agree on the issuing of any Official Warning, Sin Bin or Expulsion.

**A Code of Conduct report form must be completed and signed by both umpires. It is to be received by the Chairman or Administration Officer of the Association no later than 2 hours after the close of the days play.**

Demerit Points:

In addition to other penalties, the player shall receive the following demerit points

(i) Official warning = 2 demerit points

(ii) Sin Bin = 4 demerit points

(iii) Expulsion = 12 demerit points

Suspension:

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

(i) 6 demerit points in one season = 1 day suspension

(ii) 8 demerit points = 2 days suspension

(iii) 10 demerit points = 3 days suspension

(iv) 12 demerit points – Referred to Code of Conduct Commissioner

(b) Suspensions take effect immediately and apply to all club and representative games involving Wairarapa teams

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

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

(a) Wairarapa Cricket shall notify the club in writing of any suspension or demerit points before the next days play.

(b) No suspension and/or demerit points shall take effect until such written notice is given to the Club.

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

### **Reporting Procedures**

Where Match Official/s have been appointed, the reporting procedure and time limit as set out under the NZC Code of Conduct shall apply. If there are no Match Official/s any reporting must be provided to the Administration Officer 2 hours after the close of the days play in writing.

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

## **5. Registrations**

All players must be registered with Wairarapa Cricket by completing the registration process with the respective club or school or by following the process attached [here](#).

## **6. Restrictions on players**

a. No player shall play for more than one Premier Men or Open Grade club within the Association in any one season without the consent of the Management Board, with the exception of:

- School leavers
- Students attending or a teacher of any educational institution playing for another club during the vacation period
- A player who is a member of a team which has withdrawn from the competitions may be granted a transfer to another club
- In all other cases consent must be given by the Management Board prior to the match

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

- b. No player shall play in a competitive match unless he resided in the Wairarapa for seven (7) days prior to the date of the start of the match, without the consent of the Management Board. This rule does not apply to players who have a parent or parents residing in the Wairarapa or in the case of a player transferred to the district in continuous employment.
- c. No player shall play in more than one championship match on the same day.
- d. A player shall be permitted to play in more than one T20 match on the same day, provided it is for the same team.
- e. Should any club enter two or more teams in any one grade, no transfer of a player from one team to another shall be allowed, unless with the consent of the Management Board.
- f. Any player transferring from one club to another must complete the transfer form giving him financial clearance from the club he is transferring from and must be approved by the Management Board

The penalty for any team playing a player who does not meet the above requirements shall result in points being deducted from the game the player concerned has taken part in.

### **7. Finals – Player Eligibility**

- a. In Premier Finals and semi-finals any participating player must have played a minimum of three (3) games in that season for that team in order to be able to play.
- b. In Second Grade semi-finals and finals, any participating player must have played a minimum of three (3) games in that season for that team to be able to play.

### **8. Competitions**

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

### **9. Dress & Behaviour**

- a. The preferred dress of players of all grades on the field of play is white clothing.
- b. Coloured clothing may be worn in Limited-over matches.
- c. The consumption of alcohol and smoking on school and council grounds is prohibited.
- d. Where players are umpiring they must maintain a reasonable standard of dress, i.e. shoes & shirts to be worn, no singlets.

### **10. Umpires**

- a. The Wairarapa Cricket Umpires and Scorers Association have the responsibility wherever possible to appoint umpires for all club matches under the jurisdiction of the Management Board.
- b. No captain or official may object to any appointment.
- c. Captains and umpires are encouraged to discuss any aspect of the match at the end of each day's play.
- d. Where a match has an official umpire, each captain is required to complete in full a report on umpires and the grounds, at the conclusion of the day's play. This is to be done on CricHQ following the steps attached. If a match report is not filled in and submitted 48 hours after the conclusion of the match, the offending captains club will be deducted points and/or impose a monetary fine. Fine to be determined by the Management Board.

### **11. Ground, Weather and Light**

- a. Before play has started, the control of the grounds is in the hands of the grounds man (if there is an appointed groundsman).

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

## 12. Cancellations

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

## 13. Covers

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

## 14. Wickets

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

## 15. Balls

The fielding side shall supply the ball for the innings and shall be of a type suitable for the grade of cricket played. In Premier Umpire's Cup & Premier The Rock T20 Fixtures, a white ball is to be used. For all other fixtures a red ball shall be used. Sizes & brands approved by New Zealand Cricket & Wairarapa Cricket for this season are:

### Premier

**Kookaburra 4-piece**  
Regulation 156 grams  
Club Match 156 grams

### Open Grade

**Kookaburra 2-piece**  
Red King 156 grams  
Crown 156 grams

## 16. No-ball

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

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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 two 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
- f. In Open Grade cricket there is no provision for a ball to be bowled above the shoulder. If there is such an occurrence the call of NO BALL will be made.

### 17. 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 Premier Grade 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.

#### In Second Grade:

- a. A delivery that passes outside the lines on the return crease (side lines) of the batting crease shall be deemed a wide.
- b. Leg side: A delivery that lands outside the line of the batter's pads and going away shall be deemed a wide

### 18. 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.

### 19. Defaults

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

### 20. 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.

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## 21. Late Starts

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

## 22. 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.

## 23. 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.

## 24. Scoring

- a. Scoring will be done on a tablet + one scorebook. Both are provided by Wairarapa Cricket for Premier games. The Home team will be responsible for their use throughout the match. At the end of the days' play these are to be returned to WCA. Treat these with care.
- b. In the Second grade, each team must have a scorer and their own score-book including pens etc.
- c. Scorers must sit together and constantly compare scores and remain in the same area.
- d. Scorers must ensure each participant's name is correctly recorded. i.e. F Brown or Fred Brown. It is unacceptable to record only his first name or nick-name. i.e. Fred or Brownie.
- e. All premier grade scoring and statistics are calculated by CricHQ.

## 25. Match Reports

- a. Premier Grade results are recorded using CricHQ.
- b. To enable Open Grade matches to be accurately reported and competition points to be allocated both teams must submit their score sheets via the Wairarapa Cricket website no later than 48 hours following the completion of a match. The link can be found [here](#) or go to <http://www.wairapacricknet.co.nz/open-grade-results-form/>
- c. Failure to notify the results may result in the loss of points and/or a monetary fine.

Any queries regarding the above playing conditions should be made to **Simon Roseingrave** in the first instance by phone on **027 495 6884** or by email on [development@wairapacricknet.co.nz](mailto:development@wairapacricknet.co.nz)



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## **26.UMPIRES' CUP (Premier Grade)**

ONE DAY RULES as set down in the New Zealand Cricket (Inc.) Rules and 2017-18 Playing Conditions, except as advised below

### **HOURS OF PLAY**

- a. 12:00 pm to 3:15 pm and 3:45 to 7:00 pm (3 hours and 15 minutes per 50 over innings)
- b. Should the team bowling first fail to complete the required number of overs within the time limit they shall continue to bowl their remaining overs, but be limited to the number of overs they had bowled at the completion of the 3 hours 15 minutes.

For Example: Team A bowling first has completed 48 overs at 3:15 pm. Umpire(s) note the number of completed overs and Team B continues to bat out its 50 overs. Team A are now required to bat for the number of overs completed at 3:15 i.e. 48 overs- no reduction in total runs required.

If the team bowling second, fails to bowl their allocated overs in the time available, the batting side will be awarded 6 runs for every whole over that has not been bowled and the remaining overs will still be bowled. Over rate penalties shall apply to innings of 20 overs or more duration.

### **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 5:30 pm. (To achieve a minimum of 40 overs thus constituting a match, the team batting first must start its innings no later than 4:00 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 twenty (20) overs have been bowled by each team or a team is dismissed or a result is achieved within 20 overs.
- b. If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out or passed the opposition score, the result shall be decided as follows:

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

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

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

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

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

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## **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. The team with the highest run rate wins
2. The team with the highest scoring rate in the first 20 overs wins
3. The team with the loss of the least wickets wins
4. The highest qualifier

## **UMPIRES' CUP FORMAT**

Two full rounds of games followed by a Final.

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

## **POINTS**

Win	4 points
Tie	2 points
No result	2 points
Loss	0 points
Loss by default	-4 points
Bonus Point – win by 80% or more	1 point

## **27. BIDWELL CUP (Premier Grade) (1-day format)**

A home and away basis will apply to the draw (each team will play each other twice).

The top two teams to meet in a 2-day final played under extended hours as per NZ Cricket Playing Conditions.

The Bidwell Cup Challenge Trophy will be played each time the holder plays a Bidwell Cup match.

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:

- (i) The team with the highest number of outright wins
- (ii) The best net run rate
- (iii) The team that earned the most points in the game(s) between the two teams
- (iv) the toss of a coin

### **Hours of play**

In a round robin match, hours of play shall be 12pm to 7pm on Saturday and 11am to 6pm on Sunday. If the 100 overs are completed prior to 7pm/6pm, play shall cease at that time. If 100 overs are not completed by 7pm/6pm play shall continue until 100 overs have been completed. Note: Over Rate penalties shall apply if an over rate of 16 overs per hour is **NOT** maintained.

### **Overs**

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

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

### **Bowling Restrictions**

No bowler shall bowl more than 15 overs per innings except in the Cup Final.

Scenario 1:

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

Side B therefore has 53 overs to score 251 to win

Scenario 2:

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

Side B therefore has 45 overs to score 251 to win

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

### **Session times (Sunday's, bring 1 hour forward)**

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 teams is eight wickets down at the end session play shall continue for a maximum of 30 minutes.

### **Ground, weather and light**

In the event of time being lost, the umpires shall recalculate the number of overs left in the day's play up till 7pm/6pm at 3.75 minutes per over.

### **Abandonments**

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

### **Over rates**

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

### **The start and finish times of each innings should be clearly identified in score books**

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

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### **Bidwell Cup Final**

For the Final, play will be as follows: 10.30am to 6.30pm with a minimum 112 overs in a day, as per the Furlong Cup Playing Conditions. No bowling restrictions apply in the final.

There shall be NO toss of a coin for the final, top qualifier shall choose whether to bat or bowl first.

The winner of the Final shall be determined as follows:

- (1) Outright Victory
- (2) Outright Tie – the championship shall be shared
- (3) Draw – the championship shall be awarded to the top qualifier
- (4) Abandoned – the championship shall be awarded to the top qualifier

### **Team for the final – playing XI**

The teams shall be declared prior to the start of play. There shall be NO replacement players for the second day.

### **Points Table**

Win	6 points
Tie	3 points
Winning Draw	4 points
Win by Default	6 points
Losing Draw	2 points
Loss	0 points
Loss by Default	-6 points
Abandonment	3 points

## **28. WCA T20 (Premier T20)**

Two full rounds of games between four teams followed by a final between the top two qualifiers.

All games will be played on Thursday starting at 5.15pm.

In the event of two or more teams finishing the two full rounds on the same number of points, the following criteria shall be used to determine the finishing order.

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

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## PLAYING CONDITIONS

As set down in the New Zealand Cricket (Inc.) Rules and 2017-18 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.

## **29. Chairman's Cup (Second Grade – 40 Overs)**

### HOURS OF PLAY

- 1.00 pm to 6:00 pm.
- Each team shall bat for a maximum of 40 overs unless all out earlier.
- In the event of a team batting failing to bowl 40 overs before 3:30 pm, or in the event of a late start two and a half (2½) hours after the starting time, the over in progress at the time shall be completed and the team batting second restricted to the same number of overs as the team that batted first.

### OVERS

No bowler shall bowl more than 8 overs.

### RETIREMENT

A batsman is obliged to RETIRE- NOT OUT at the end of the over in which he/she attains a total of one hundred (100) runs. The batsman may return to the crease at the fall of the penultimate wicket.

### REDUCTION OF OVERS- Rain affected games

As for Umpires' Cup with the following changes:

- A result is obtained if at least 16 (sixteen) overs have been bowled.
- The result is calculated by comparing run rates at the last of the completed overs as shown in the scorebook(s).

Example:

Team A bats first and scores 160 for 9 in 40 overs – a run rate of 4

Team B is 126 for 2 wkts at the end of 30 overs – a run rate of 4.2

Team B wins

### Ties for round robin Chairman's Cup

As for Umpires' Cup

## **Chairman's Cup**

### Points Table

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

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### **30. Wairarapa Times-Age Cup (Second Grade T20)**

To be played from December with the final in early February.

The same rules as the Premier T20 Cup shall apply. Any standard Second Grade rules relating to players scoring a century, Wides and No Balls shall also apply.



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## Playing Conditions Wairarapa Womens Premier League 2017/18

### **Competition**

The Wairarapa Womens Premier League (hereby referred to as the WWPL) is a competition played for by Senior Women's Club sides and College Girls 1<sup>st</sup> XIs on a round-robin basis, over an annual season (February to March plus October to November). The Ivor Perrin Trophy will be competed for and awarded after finals in November of each year.

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

Win	3 Points
Tie	1 Point
Loss	0 Points

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

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

Games are to be played on Wednesday evenings with variable start times between 3.30pm and 4.30pm.

### **Player Eligibility**

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

Eligibility for Semi-Finals & Final: To be eligible to participate for a team in the finals day of this grade, a player must have played (or been selected in the event of a wash-out as part of a playing XI) in at least two WWPL 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\*.

\*(As of 2017/18 the WCA has a sponsorship agreement meaning all competition balls are to be Kookaburra. In the first season, the WCA will provide each team with Two Pink Kookaburra Crown 142gm balls).

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## **Pitch & Boundary Dimensions**

20.12 metres long Pitch (full length) 2.64m wide  
50-60 metre Boundary Length

## **Teams**

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

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

## **Dress Code**

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

## **Innings**

20 Overs per innings, comprising a standard 6 deliveries and restricted to 8 balls maximum (including wides and no-balls). The 20<sup>th</sup> 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.

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### **Fielding restrictions**

NZC playing conditions stipulate that 4 fielders must remain inside the 30 metre inner circle at all times. There are no compulsory catching positions. Teams are reminded that a maximum of 5 fielders can be positioned on the legside at any one time, and no more than two between square leg and the wicket keeper.

### **Retirement**

There are no compulsory retirements in this grade.

### **Scoring & Results**

Each team in this competition is required to provide a scorer along with a scorebook or app-based scoring system so that two are utilised for each game played. Results, including confirmed runs for and against (and wickets lost) are to be sent via email by no later than the Tuesday following completion of the game to:

[development@wairarapacricknet.co.nz](mailto:development@wairarapacricknet.co.nz)

Failure to do this will result in a no-result for the game and 0 points will be allocated to each team.



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## **Playing Conditions (JCB Grades) 2017/18**

**(Includes all Secondary School, Midweek School and JCB Club Grades)**

### **1. JCB Philosophy**

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

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

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

### **2. 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.

### **3. 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 Draw Convener, of the default and then via club or school convener at the earliest opportunity.

#### **Complaints**

These should be addressed initially to the JCB committee.

#### **Draw / Points Tables**

Are available via the CricHQ link on the WCA website [www.wairarapacricquet.co.nz/crichq/](http://www.wairarapacricquet.co.nz/crichq/)

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## **Junior Club Cricket**

### **1. Super Star Kiwi Cricket**

These rules have been designed by the Wairarapa JCB with the aim of ensuring 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. The original rules took effect from 29 October 2004 and have been amended 1 February 2015.

From 1 February 2016 the following additional rules will apply:

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**

Kiwi cricket games are played on Friday evenings starting at 5.30 pm and should finish no later than 7.00 pm (the maximum number of overs allowed per innings is 10).

#### **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**

5 - 7 years

#### **Teams**

Recommended 8 players per team.

#### **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.

#### **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.

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## 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 playing a cricket shot and reaches the batsman with two bounces.

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

- d. A "bad" ball is one which is:
  - i) wide
  - or ii) high
  - or iii) falls well short of the batsman
  - or iv) dribbles or rolls to the batsman

## Free Hits

In the case of a "bad ball", the ball is placed on a hitting tee and the batsman is given a free hit. 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, fieldsmen rotate one position. No team may field more than eight players at a time. No player may be within 10 metres of the batsman.

## Scoring

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

## 2. Super Star Super 8 Cricket

### Equipment

Wooden bats  
Wooden stumps  
Keeper's gloves  
Incrediball Ball

### Recommended Age

7-10 years

### 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 and points are awarded to the opposition. The game may still proceed (including the loaning of players) but the runs result will not count towards the points table.

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## Dress Code

Whites and or team colours are to be worn and solid toe shoes are essential.

## Duration and Innings

These games must finish by 7.30 pm. Available playing time is to be divided between the two teams. This usually means each team gets a maximum of one hour batting allowing for changeovers.

Maximum 16 Overs per Innings

The innings is completed when:

- a) 16 overs have been completed
- or b) When 7.30pm is reached (in the instance of the 2<sup>nd</sup> innings - the match result will be calculated by the relative scores at the end of the last completed over).

## Bowling

Each player is to bowl a maximum of two overs. Each over is of 6 balls. NO EXTRA

## 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.

## LBW

Does not apply but players should be made aware of the infringement

## 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.

## Batsmen

If the batsman loses his wicket then 3 runs are deducted from the total. Batsmen can be out caught, bowled, stumped, run out, hit wicket, handling the ball, hitting the ball twice or obstructing the fieldsman.

## Scoring

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

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### **3. Super Star Incrediball Cricket**

#### **Duration and Innings**

Incrediball Cricket is played on Friday evenings commencing at 5.30pm and has a 7.30pm deadline. These games must finish by 7.30 pm. Available playing time is to be divided between the two teams. This usually means each team gets a maximum of one hour batting allowing for changeovers.

Maximum 18 Overs per Innings. The innings is completed when:

- a) 18 overs have been completed
- or b) When 7.30pm is reached (in the instance of the 2<sup>nd</sup> innings - the match result will be calculated by the relative scores at the end of the last completed over).

#### **Equipment**

Wooden bats  
Wooden stumps  
Keeper's gloves  
Incrediball

#### **Recommended Age**

7-10 years

#### **Pitch**

Length – 17.68 metres, 2.64m wide with a 35m boundary.

#### **Teams**

9 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 and points are awarded to the opposition. The game may still proceed (including the loaning of players) but the runs result will not count towards the points table.

#### **Dress Code**

Whites and or team colours are to be worn and solid toe shoes are essential.

#### **Bowling**

Each player is to bowl a maximum of two overs. Each over is of 6 balls maximum.

#### **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. The value of a wide in Incrediball is 1 run. **Any contact by bat with ball is NOT a wide.**

#### **No Balls**

The value of a No Ball is 1 run.

- 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

If a bowler throws the ball the umpire must firstly give them a warning in order to correct the action. (If there is a wicket on the delivery it will not be counted, runs or extras however will be scored to the batting team)

If the bowler then throws another delivery one of two things can happen:

- i) The bowler can be removed from the bowling crease (if another bowler finishes their over then it is counted as a full over to both bowlers)
- ii) The bowler can move up the wicket (roughly two thirds away from the batsman) and underarm the delivery. The same rules apply re no balls for number of bounces and height of delivery passing the batsman for the under arm delivery.

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## **LBW**

Does not apply but players should be made aware of the infringement

## **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.

## **Batsmen**

Batsmen must face a minimum of 3 balls (after the 3 balls all dismissals apply). If a batsman is dismissed within their first three deliveries a penalty of 3 runs shall be deducted from both his/her score and the team's overall score. Batsmen must compulsorily retire after a maximum of 25 deliveries or upon scoring 25 runs, whichever occurs first. A coach may decide to retire earlier to ensure all players receive fair and equal opportunities. The batsman may return to the crease once all other players are dismissed, in the order in which retirements occurred.

## **Scoring**

A standard cricket scoresheet shall be used for matches, and all games will be loaded on the CricHQ system for use.

## **4. JCB Hardball Cricket**

Hardball cricket is currently the highest grade available to primary schools and is coached on the principles of the total game. These rules have been put together by the Wairarapa JCB with the aim of ensuring both player safety and that we meet the requirements of the local Association as regards playing deadlines.

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

## **Innings & Duration**

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

## **Equipment**

Wooden bats

Wooden stumps and bails

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

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

142g hard core cricket ball

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

## **Recommended Age**

9-13 years

## **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.

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## 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.

## Bowling

Maximum of 5 overs per Bowler – Premiership

Maximum of 3 overs per Bowler – Championship

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

## 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 ball bouncing at greater than shoulder height of the batsman when standing in normal stance
- A ball on the full above batsman's waist height
- A ball which bounces more than two times before reaching the batsman
- 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.

## Batsmen

Championship - Batsmen must face a minimum of 2 balls (after the first ball faced all dismissals apply). Compulsory retirement for batters after they have scored 30 runs. Retired batters can return after all other batters have batted.

Premiership – Batsmen must retire after they have scored 50 runs.

For both grades coaches have the option to retire batsmen at any time.

## Scoring

Teams at this level should maintain a standard cricket scorebook and if possible utilise the CricHQ scoring system. This will make talent recognition easier and provide indications of any additional coaching required.



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## **Secondary School & Midweek School Cricket**

### **1. Trevor Martin Trophy (Saturday Morning Colts)**

#### **Competition**

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

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

Points will be allocated as follows:

Win 3 Points

Tie 1 Point

Loss 0 Points

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

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

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

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

#### **Player Eligibility**

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

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

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

#### **Equipment**

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

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“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 2015/16 the WCA has a sponsorship agreement meaning all competition balls are to be Kookaburra. Regarding playability and maintenance the balls to be used are either a Kookaburra Crown or Kookaburra Red King).

### **Pitch & Boundary Dimensions**

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

### **Teams**

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

### **Dress Code**

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

### **Innings**

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

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

### **Bowling**

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

### **Wides**

The penalty for a Wide is 1 run and re-delivery of the ball up to the maximum of 8 per over.

Any ball that passes a batsman so wide that he is prevented from a reasonable opportunity to make contact with the ball is wide. Wides are at the Umpires discretion, but as a rule the marked wide line outside of the off stump and 30% of the distance between the leg stump and the return crease can be used as a guide to call a wide. **Any contact by bat with ball is NOT a wide.**

### **No Balls**

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

A No Ball shall constitute:

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

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

### **LBW**

MCC LBW rules apply to this competition.

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## 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 a scorebook or app-based scoring system so that two are utilised for each game played. Results (if not scored and uploaded via CricHQ) including confirmed runs for and against (and wickets lost) are to be sent via email by no later than the Tuesday following completion of the game to:

[development@wairarapacrickets.co.nz](mailto:development@wairarapacrickets.co.nz)

Failure to do this will result in a no-result for the game and 0 points will be allocated to each team.

As an MVP competition exists for this grade, each team is required to do one of the following:

- Maintain true statistics for each player, including bowling, batting and catching / run-out stats.
- Utilise the CricHQ scoring system for each game (or enter details after the fact).
- Forward all personal performance stats from each game to the Development Officer.

## 2. Saturday Afternoon Secondary Grade

### Competition

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

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

Win	3 Points
Tie	1 Point
Loss	0 Points

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

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

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

### Player Eligibility

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

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

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## Equipment

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

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

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

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

## Pitch & Boundary Dimensions

20.13 metres long Pitch (full length) 2.64m wide

A minimum of 55 metre Boundary Length

## Teams

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

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

## Dress Code

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

## Innings

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

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

## Bowling

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

## Wides

The penalty for a Wide is 1 run.

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

## No Balls

The penalty for a No Ball is 1 run.

A No Ball shall constitute:

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

- 
- d. A No Ball also applies where bowlers overstep the batting crease or encroach into the return crease in their delivery.

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

### **LBW**

The full MCC LBW rule applies in this competition.

### **Fielding restrictions**

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

### **Retirement**

There are no compulsory retirements in this grade.

### **Scoring & Results**

Each team in this competition is required to provide a scorer along with a scorebook or app-based scoring system so that two are utilised for each game played. Results (if not scored and uploaded via CricHQ) including confirmed runs for and against (and wickets lost) are to be sent via email by no later than the Tuesday following completion of the game to:

[development@wairarapacrickets.co.nz](mailto:development@wairarapacrickets.co.nz)

Failure to do this will result in a no-result for the game and 0 points will be allocated to each team.

## **3. Lone Star Girls Trophy**

### **Competition**

The Lone Star Girls Hardball Trophy is a competition played for by secondary & 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.

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

Points will be allocated as follows:

Win	2 Points
Tie	1 Point
Loss	0 Points

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

The Finals Day games will be hosted at the home ground of the highest qualifier for each play-off game, where this team has first right of refusal to host.

The Winner of the Final will be deemed to be the holder of the Lone Star Girls Hardball Trophy

Games are to be played on Thursday evenings starting as close to 3.30pm as possible with a 5.30pm completion deadline. Teams should attempt to bowl 16 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.

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This is a development Girls grade and the feeder grade for 1<sup>st</sup> XI Girls Cricket. Movement between higher grades is discouraged. If any player is eligible through year group but is a “consistent” member of a college 1<sup>st</sup> XI (playing in the WWPL) 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.

Eligibility for Semi-Finals & Final: To be eligible to participate for a team in the finals day of this grade, a player must have played (been selected as part of a playing 9) in at least two Lone Star Girls Hardball round-robin fixtures in the half 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 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** and a thigh pad is strongly **RECOMMENDED**

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

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

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

### **Pitch & Boundary Dimensions**

20.12 metres long Pitch (full length) 2.64m wide

35-40 metre Boundary Length

### **Teams**

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

### **Dress Code**

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

### **Innings**

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

### **Bowling**

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

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

### **Wides**

The penalty for a Wide is 1 run.

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

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## No Balls

The penalty for a No Ball is 1 run.

A No Ball shall constitute:

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

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

## LBW

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

## Fielding restrictions

There are no fielding restrictions that apply in this competition.

## Batting Pods

Batting Pods are to apply for this competition. At the start of each season a coach will be required to create 3 distinct "pods" with 3 players in each. Pods are designed to be rotated so that all players are provided the opportunity to bat across the season.

### Example

Pod 1 Emma, Olivia, Jane

Pod 2 Lily, Anna, Amy

Pod 3 Kate, Tahlia, Megan

Game 1 – Pod 1 bat in positions 1-3, Pod 2, 4-6, Pod 3, 7-9

Game 2 – Pod 3, bat 1-3, Pod, 1 4-6, Pod, 2 7-9

Game 3 – Pod 2, bat 1-3, Pod, 3 4-6, Pod, 1 7-9

And the rotation continues from game 4 onwards

If a new player is brought into a side for a match, they will take the Pod place of the absent player.

## Retirement

Compulsory retirement applies once a batter has faced 20 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.

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.

## Scoring & Results

Each team in this competition is required to provide a scorer along with a scorebook or app-based scoring system so that two are utilised for each game played. Results, including confirmed runs for and against (and wickets lost) are to be sent via email by no later than the Tuesday following completion of the game to:

[development@wairarapacricknet.co.nz](mailto:development@wairarapacricknet.co.nz)

Failure to do this will result in a no-result for the game and 0 points will be allocated to each team.

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## **MVP**

As an MVP competition exists for this grade, it is hoped that each team will do one of the following to ensure that their players are eligible for the MVP award:

- Maintain true statistics for each player, including bowling, batting and catching / run-out stats.
- Utilise the CricHQ scoring system for each game (or enter details after the fact).
- Forward all personal performance stats from each game to the Development Officer.