



# Taranaki Cricket

## Junior Primary Rules - JP 3 (Incrediball)

	JP3 (11-a-side)	JP3 (8-a-side)
<b>Team Composition</b>	Maximum 11 on the field. Minimum 7 players per team for a game to be viable.	Maximum 8 on the field. Minimum 6 players per team for a game to be viable.
<b>Suggested School Year Level</b>	Players should be in Years 3 or 4 at school.	Players should be in Years 3 or 4 at school.
<b>Graded Teams</b>	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the level both teams should be comparable in ability.	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the level both teams should be comparable in ability.
<b>Hours of Play</b>	9:00am - 12:00pm Games should be completed within this time frame.	9:00am - 12:00pm Games should be completed within this time frame.
<b>The Toss</b>	Made at 8:45am by the home team. If a team is not available to toss at 8:45am they will be deemed to have lost the toss.	Made at 8:45am by the home team. If a team is not available to toss at 8:45am they will be deemed to have lost the toss.
<b>Length of Innings</b>	20 Overs	20 Overs
<b>Pitch Length</b>	16 yards - 14.63m no longer	16 yards -14.63m no longer
<b>Boundaries</b>	Yes marked clearly. Minimum of 30m no longer than 35m.	Yes marked clearly. Minimum of 30m no longer than 35m.
<b>Ball</b>	Red Kookaburra Softa Ball. The ball does not have to be new each game but both umpires have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings.	Red Kookaburra Softa Ball. The ball does not have to be new each game but both umpires have to agree that the ball is fit for play. A new ball can only be taken at the start of an innings.
<b>Replacement Players</b>	A max of 2 players can be used as replacements during a game. The batting 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only.	A max of 2 players can be used as replacements during a game. The batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
<b>Declarations</b>	Not allowed.	Not allowed.
<b>Weather affected matches</b>	Unless a result is found it will be a draw.	Unless a result is found it will be a draw.

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<b>Intervals</b>	Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings.	Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings.
<b>Dismissals</b>	The batter is out when dismissed.	The batter is out when dismissed.
<b>Stumpings</b>	Yes	Yes
<b>LBW</b>	The LBW rule does not apply.	The LBW rule does not apply.
<b>Uneven team numbers</b>	The batting team is encouraged to provide up to 2 players, if requested, to assist with fielding. These players may be rotated as the need arises.	The batting team is encouraged to provide up to 2 players, if requested, to assist with fielding. These players may be rotated as the need arises.
<b>No balls and wides</b>	<p>Normal cricket laws apply.</p> <p>Any delivery which passes (or would have passed) above the batter's shoulder, or any <b>full-toss</b> which passes (or would have passed) above the batter's waist, shall be called a no-ball. Any wide or no-ball is counted as one of the 6 deliveries per over and not re-bowled.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them.</p> <p>There shall be no restriction on the number of wides or no-balls which may be called in an over, but a maximum of 6 deliveries per over.</p>	<p>Normal cricket laws apply.</p> <p>Any delivery which passes (or would have passed) above the batter's shoulder, or any <b>full-toss</b> which passes (or would have passed) above the batter's waist, shall be called a no-ball. Any wide or no-ball is counted as one of the 6 deliveries per over and not re-bowled.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them.</p> <p>There shall be no restriction on the number of wides or no-balls which may be called in an over, but a maximum of 6 deliveries per over.</p>
<b>Double bounce rule</b>	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces <b>more than twice</b> , or rolls along the ground, before reaching the popping crease.	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces <b>more than twice</b> , or rolls along the ground, before reaching the popping crease.
<b>Length of overs</b>	6 ball maximum. Wides and no balls are not re-bowled. Five overs are to be bowled from each end.	6 ball maximum. Wides and no balls are not re-bowled. Five overs are to be bowled from each end.
<b>Bowling Restrictions</b>	<p>All players must bowl at least 1 over and not more than 4 overs.</p> <p>No player may bowl their third over until all bowlers have bowled at least one over.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 or didn't bat <b>must bowl</b>, and it is encouraged to give all bowlers 2 overs each.</p>	<p>All players must bowl at least 1 over and not more than 4 overs.</p> <p>No player may bowl their third over until all bowlers have bowled at least one over.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 or didn't bat <b>must bowl</b>, and it is encouraged to give all bowlers 2 overs each.</p>

	JP3 (11-a-side)	JP3 (8-a-side)
<b>Batting overs</b>	Both teams will be given the opportunity to bat their full 20overs, even if the team batting second has reached the total before 20 overs have been bowled. Exceptions: <ul style="list-style-type: none"> <li>- If a team is completely bowled out (no retirements) in either innings.</li> <li>- If in a semi or final.</li> </ul>	Both teams will be given the opportunity to bat their full 20 overs, even if the team batting second has reached the total before 20 overs have been bowled. Exceptions: <ul style="list-style-type: none"> <li>- If a team is completely bowled out (no retirements) in either innings.</li> <li>- If in a semi or final.</li> </ul>
<b>Retirement/batters returning</b>	Compulsory retirement of batters at the end of the over they reach 25. Batters may also be retired before they reach 25 runs but retired batsmen may only return at the end of the innings, in the order of retirement. Except for batsmen retired at 25 runs, who return after those retired before reaching 25. Returning batters cannot be retired again until they reach 25 runs.	Compulsory retirement of batters at the end of the over they reach 25. Batters may also be retired before they reach 25 runs but retired batsmen may only return at the end of the innings, in the order of retirement. Except for batsmen retired at 25 runs, who return after those retired before reaching 25. Returning batters cannot be retired again until they reach 25 runs.
<b>Helmets for batting</b>	Advised.	Advised.
<b>Helmets for wicket keeping</b>	<b>Optional</b> (but promoted as best practice) when the keeper is standing back from the stumps. <b>Compulsory</b> when the keeper is standing up to the stumps.	<b>Optional</b> (but promoted as best practice) when the keeper is standing back from the stumps. <b>Compulsory</b> when the keeper is standing up to the stumps.
<b>Equipment</b>	Players must wear protective equipment as follows: Batting: Closed in shoes, 2x pads, 2x gloves, box (boys only). Wicket keeping: Closed in shoes, 2x pads, 2x gloves, box (boys only) & keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.	Players must wear protective equipment as follows: Batting: Closed in shoes, 2x pads, 2x gloves, box (boys only). Wicket keeping: Closed in shoes, 2x pads, 2x gloves, box (boys only) & keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.
<b>Coach/manager input during play</b>	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.
<b>RESULTS</b>	Results should be submitted into CricHQ by 5pm on the Monday following the game. The winning team must submit the result. If this is not done then no points are allocated.	Results should be submitted into CricHQ by 5pm on the Monday following the game. The winning team must submit the result. If this is not done then no points are allocated.