



Taranaki Cricket

Kiwi Cricket – Junior & Senior

	Kiwi Junior	Kiwi Senior
Team Composition	Maximum 11 on the field. Minimum 7 players per team for a game to be viable. The ideal number is 8.	Maximum 11 on the field. Minimum 7 players per team for a game to be viable. The ideal number is 8.
Suggested School Year Level	Players should be in Years 1 or 2 at school. Junior is for beginners to cricket.	Players should be in Years 1 or 2 at school. Senior is for those that have played before.
Graded Teams	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.
Hours of Play	5:30pm – 7:30pm (Friday's) Games should be completed within this time frame.	5:30pm – 7:30pm (Friday's) Games should be completed within this time frame.
The Toss	Made at 5:25pm by the home team. If a team is not available to toss at 5:25pm they will be deemed to have lost the toss.	Made at 5:25pm by the home team. If a team is not available to toss at 5:25pm they will be deemed to have lost the toss.
Length of Innings	The duration of the game is determined by the numbers of players in whichever team has the most players. If that number is even then that is the number of overs that each team bowls. If that number is odd then that number plus one is the number of overs that each team bowls. For example if both teams have 8 players then 8 overs a side is played. If one team has 11 or 12 and the other 8 then it is 12 overs a side.	The duration of the game is determined by the numbers of players in whichever team has the most players. If that number is even then that is the number of overs that each team bowls. If that number is odd then that number plus one is the number of overs that each team bowls. For example if both teams have 8 players then 8 overs a side is played. If one team has 11 or 12 and the other 8 then it is 12 overs a side.
Pitch Length	12 meters (approx.)	12 meters (approx.)
Boundaries	N/A - all runs must be run, maximum of 4 per hit.	N/A – all runs must be run, maximum of 4 per hit.
Ball	Plastic 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.	Plastic 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.

	Kiwi Junior	Kiwi Senior
Replacement Players	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.
Declarations	Not allowed.	Not allowed.
Weather affected matches	Unless a result is found it will be a draw.	Unless a result is found it will be a draw.
Intervals	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.
Dismissals	The batter is out when dismissed.	The batter is out when dismissed.
Stumpings	Yes	Yes
LBW	The LBW rule does NOT apply.	The LBW rule does NOT apply.
Uneven team numbers	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.
No balls and wides	Any ball that cannot be reached by the batter is a wide. Any ball which bounces above the batter's shoulder, or which passes on the full above the batter's waist, or which rolls along the ground or stops before reaching the batter is a no ball. Wides and no balls are not rebowled and do not incur a penalty run. If no run is scored from the wide or no ball then the ball shall be place on a batting tee at the feet of the batter. The batter is then allowed to hit the ball anywhere forward of the wicket. The batters run whatever runs they can from the hit (if any) and these are counted as the score for that ball. When the batter is hitting the ball from the tee the fielders must remain in their normal positions.	Any ball that cannot be reached by the batter is a wide. Any ball which bounces above the batter's shoulder, or which passes on the full above the batter's waist, or which rolls along the ground or stops before reaching the batter is a no ball. Wides and no balls are not rebowled and do not incur a penalty run. If no run is scored from the wide or no ball then the ball shall be place on a batting tee at the feet of the batter. The batter is then allowed to hit the ball anywhere forward of the wicket. The batters run whatever runs they can from the hit (if any) and these are counted as the score for that ball. When the batter is hitting the ball from the tee the fielders must remain in their normal positions.
Length of overs	6 ball maximum. Wides and no balls are not re-bowled. All overs are bowled from the same end.	6 ball maximum. Wides and no balls are not re-bowled. All overs are bowled from the same end.
Batting overs	Batters bat in pairs. Each pair bats for two overs no matter how many times they are out. Whenever there are more overs to be bowled than players in the batting teams as many batters as are needed shall be chosen to bat twice. Batters are out by being bowled, caught, run out or hit wicket. There are no other ways of getting out and in particular LBW	Batters bat in pairs. Each pair bats for two overs no matter how many times they are out. Whenever there are more overs to be bowled than players in the batting teams as many batters as are needed shall be chosen to bat twice. Batters are out by being bowled, caught, run out or hit wicket. There are no other ways of getting out and in particular LBW

	Kiwi Junior	Kiwi Senior
	(leg before wicket) does not apply. Each time a batter is out the batters change ends.	(leg before wicket) does not apply. Each time a batter is out the batters change ends.
Bowling Restrictions	Bowlers bowl in rotation. Everyone gets at least one over. Dependent on numbers some may get two overs. There are six balls in an over. All overs are bowled from the same end. Bowlers should if possible bowl overarm with a straight arm. Otherwise they may bowl underarm or they may throw. If bowling underarm they must ensure that the ball travels at least half way down the pitch before it bounces. If throwing they must not throw faster than a slow bowler of their age.	Bowlers bowl in rotation. Everyone gets at least one over. Dependent on numbers some may get two overs. There are six balls in an over. All overs are bowled from the same end. Bowlers should if possible bowl overarm with a straight arm. Otherwise they may bowl underarm or they may throw. If bowling underarm they must ensure that the ball travels at least half way down the pitch before it bounces. If throwing they must not throw faster than a slow bowler of their age.
Fielding	Apart from the wicket keeper no fielder is allowed to stand within 10 metres of the batter. At the end of each over each player moves around one position so that players take turns in each position including wicket keeper and bowler. If a team has 11 or 12 players and its number exceeds that of the other team by more than one then fielding restrictions apply to ensure that the team with the lesser number is not disadvantaged. The restrictions are that the 11 th player must field at least 20 meters from the batter in a deep fine leg position and the 12 th player must field at least 20 metres from the bat in a deep third man position.	Apart from the wicket keeper no fielder is allowed to stand within 10 metres of the batter. At the end of each over each player moves around one position so that players take turns in each position including wicket keeper and bowler. If a team has 11 or 12 players and its number exceeds that of the other team by more than one then fielding restrictions apply to ensure that the team with the lesser number is not disadvantaged. The restrictions are that the 11 th player must field at least 20 meters from the batter in a deep fine leg position and the 12 th player must field at least 20 metres from the bat in a deep third man position.
Helmets for batting	Optional.	Optional.
Helmets for wicket keeping	Optional (but promoted as best practice) when the keeper is standing back from the stumps. Compulsory when the keeper is standing up to the stumps.	Optional (but promoted as best practice) when the keeper is standing back from the stumps. Compulsory when the keeper is standing up to the stumps.
Coach/manager input during play	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.
Equipment	Kiwi Cricket gear is used including plastic wickets, bats, small batting tees and soft plastic balls. Fielding discs are optional and if used are a guide only. The pitch can be any reasonably flat grass surface.	Kiwi Cricket gear is used including plastic wickets, bats, small batting tees and soft plastic balls. Fielding discs are optional and if used are a guide only. The pitch can be any reasonably flat grass surface.
Scoring	The total number of runs scored by each side is recorded. Each time a batter is out three runs are deducted from the score. The scores should record the total	The total number of runs scored by each side is recorded. Each time a batter is out three runs are deducted from the score. The scores should record the total

	Kiwi Junior	Kiwi Senior
	runs and the total outs (dismissals) for each batting partnership. At the end of the innings scorers then multiply the total outs for all partnerships by three and subtract that figure from the total runs scored.	runs and the total outs (dismissals) for each batting partnership. At the end of the innings scorers then multiply the total outs for all partnerships by three and subtract that figure from the total runs scored.
RESULTS	Results should be submitted into CricHQ by 5pm on the Monday following the game. Only the result of the game is needed. 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. Only the result of the game is needed. The winning team must submit the result. If this is not done then no points are allocated.