



Taranaki Cricket

Secondary Schools – Divisions 1, 2 & 3

	Division 1	Division 2	Division 3
Team Composition	<p>Maximum 11 on the field. Minimum 7 players per team for a game to be viable.</p> <p>ALL players must be registered as part of the team on CricHQ at the start of the competition or no points will be allocated.</p>	<p>Maximum 11 on the field. Minimum 7 players per team for a game to be viable.</p> <p>ALL players must be registered as part of the team on CricHQ at the start of the competition or no points will be allocated.</p>	<p>Maximum 11 on the field. Minimum 7 players per team for a game to be viable.</p> <p>ALL players must be registered as part of the team on CricHQ at the start of the competition or no points will be allocated.</p>
Suggested School Year Level	<p>Players should be in Secondary School.</p> <p>Any player who is a regular member of a Premier or Senior grade team in the TCA afternoon competition may NOT play.</p> <p>Any player who has played four or more games in the Premier or Senior grades of the TCA Men's competition is not eligible for Secondary School competitions.</p>	<p>Players should be in Secondary School.</p> <p>Any player who is a regular member of a Premier or Senior grade team in the TCA afternoon competition may NOT play.</p> <p>Any player who has played four or more games in the Premier or Senior grades of the TCA Men's competition is not eligible for Secondary School competitions.</p>	<p>Players should be in Years 9 or 10 at Secondary School or Girls.</p> <p>Any player who is a regular member of a Premier or Senior grade team in the TCA afternoon competition may NOT play.</p> <p>Any player who has played four or more games in the Premier or Senior grades of the TCA Men's competition is not eligible for Secondary School competitions.</p>
Graded Teams	<p>Yes. Grading of teams to be determined by each Club/School.</p> <p>If a club/school has more than one team in the level both teams should be comparable in ability.</p>	<p>Yes. Grading of teams to be determined by each Club/School.</p> <p>If a club/school has more than one team in the level both teams should be comparable in ability.</p>	<p>Yes. Grading of teams to be determined by each Club/School.</p> <p>If a club/school has more than one team in the level both teams should be comparable in ability.</p>
Hours of Play	<p>9:00am - 12:55pm</p> <p>Games should be completed within this time frame.</p> <p>Games at the Racecourse are to start at 9:15am.</p> <p>Teams not on the field ready to start play within 15 minutes after the scheduled start time will be deemed to have defaulted the game.</p>	<p>9:30am - 12:00pm</p> <p>Games should be completed within this time frame.</p> <p>Teams not on the field ready to start play within 15 minutes after the scheduled start time will be deemed to have defaulted the game.</p>	<p>9:00am - 12:55pm</p> <p>Games should be completed within this time frame.</p> <p>Games at the Racecourse are to start at 9:15am.</p> <p>Teams not on the field ready to start play within 15 minutes after the scheduled start time will be deemed to have defaulted the game.</p>

	Division 1	Division 2	Division 3
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.	Made at 9:15am by the home team. If a team is not available to toss at 9:15am 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.
Length of Innings	30 Overs	20 Overs	30 Overs
Pitch Length	22 yards – 20.11 metres	22 yards – 20.11 metres	22 yards – 20.11 metres
Boundaries	Yes marked clearly. Minimum of 40m no longer than 45m.	Yes marked clearly. Minimum of 40m no longer than 45m.	Yes marked clearly. Minimum of 40m no longer than 45m.
Ball	Kookaburra 156gm 2 piece, red leather. 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.	Kookaburra 156gm 2 piece, red leather. 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.	Kookaburra 156gm 2 piece, red leather. 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.
Replacement Players	A max of 3 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 3 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 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
Declarations	Not allowed.	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.	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.	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.	The batter is out when dismissed.
Stumpings	Yes	Yes	Yes
LBW	The LBW rule does apply.	The LBW rule does apply.	The LBW rule does apply.
Defaults	If a team has to default it should notify the opposing team by 9pm on the evening before the game. A team who defaults will receive no points. Their opposition is allocated 5 points.	If a team has to default it should notify the opposing team by 9pm on the evening before the game. A team who defaults will receive no points. Their opposition is allocated 5 points.	If a team has to default it should notify the opposing team by 9pm on the evening before the game. A team who defaults will receive no points. Their opposition is allocated 5 points.

	Division 1	Division 2	Division 3
No balls and wides	<p>Normal cricket laws apply.</p> <p>Dangerous bowling: Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.</p> <p>Umpires must agree wide lines before the start of play and if possible, mark them. Any ball that passes behind the batsman and outside the leg stump shall be wided.</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 8 deliveries per over.</p>	<p>Normal cricket laws apply.</p> <p>Dangerous Bowling: Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.</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 8 deliveries per over.</p>	<p>Normal cricket laws apply.</p> <p>Dangerous Bowling: Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.</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 8 deliveries per over.</p>
Double bounce rule	<p>Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease.</p>	<p>Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease.</p>	<p>Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease.</p>
Length of overs	<p>8 ball maximum. Wides and no balls are re-bowled except for the final over only when there is no maximum and all wides and/or no balls shall be re-bowled.</p>	<p>8 ball maximum. Wides and no balls are re-bowled except for the final over when there is no maximum and all wides and/or no balls shall be re-bowled.</p>	<p>8 ball maximum. Wides and no balls are re-bowled except for the final over when there is no maximum and all wides and/or no balls shall be re-bowled.</p>
Bowling Restrictions	<p>Maximum of 6 overs per player.</p> <p>There must be a minimum of 5 bowlers per team.</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 must bowl.</p>	<p>Maximum of 4 overs per player.</p> <p>There must be a minimum of 5 bowlers per team.</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 must bowl.</p>	<p>Maximum of 6 overs per player.</p> <p>All players must bowl at least 2 overs.</p> <p>No player may bowl their third over until all bowlers have bowled at least two overs.</p>

	Division 1	Division 2	Division 3
Batting overs	<p>Both teams will be given the opportunity to bat their full 30 overs, even if the team batting second has reached the total before 30 overs have been bowled.</p> <p>Exceptions</p> <ul style="list-style-type: none"> - If a team is completely bowled out (no retirements) in either innings. <p>If in a semi or final.</p> <p>Any new batsman that takes longer than 3 minutes to be at the wicket ready to play, will incur a 5 run penalty to be added to the fielding side.</p>	<p>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.</p> <p>Exceptions</p> <ul style="list-style-type: none"> - If a team is completely bowled out (no retirements) in either innings. <p>If in a semi or final.</p> <p>Any new batsman that takes longer than 3 minutes to be at the wicket ready to play, will incur a 5 run penalty to be added to the fielding side.</p>	<p>Both teams will be given the opportunity to bat their full 30 overs, even if the team batting second has reached the total before 30 overs have been bowled.</p> <p>Exceptions</p> <ul style="list-style-type: none"> - If a team is completely bowled out (no retirements) in either innings. <p>If in a semi or final.</p> <p>Any new batsman that takes longer than 3 minutes to be at the wicket ready to play, will incur a 5 run penalty to be added to the fielding side.</p>
Retirement/ batters returning	<p>No compulsory retirements. But voluntary retirements shall not count as wickets and can return to bat in their batting order. Scoring stops when the 10th wicket has fallen.</p>	<p>No compulsory retirements. But voluntary retirements shall not count as wickets and can return to bat in their batting order. Scoring stops when the 10th wicket has fallen.</p>	<p>Compulsory retirement of batters at the end of the over they reach 100. Voluntary retirements shall not count as wickets and can return to bat in their batting order. Scoring stops when the 10th wicket has fallen.</p>
Fielding	<p>Each team has 100 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 100 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 30 or a reduced number) with 100 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 100 minutes is up.</p>	<p>Each team has 70 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 70 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 20 or a reduced number) with 70 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 70 minutes is up.</p>	<p>Each team has 100 minutes to complete its overs. If the team fielding first fails to complete its overs within time it shall complete any over started within the 100 minutes but thereafter the innings shall cease and that team shall only face the same number of overs when it bats. If the team fielding second fails to complete its overs (whether 30 or a reduced number) with 100 minutes play shall continue but the team fielding second will incur a penalty of 5 runs (to be added to the score of the team batting second) for every over not started before the 100 minutes is up.</p>
Helmets for batting	Compulsory.	Compulsory.	Compulsory.

	Division 1	Division 2	Division 3
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.	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.
Equipment	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 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 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 to wear whites or school coloured clothing and a hat or cap when fielding.
Coach/ Manager input during play	Guidance of the team whilst playing is permitted, with a view to promoting 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.	Guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.
RESULTS	A full scorecard 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.	A full scorecard 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.	A full scorecard 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.