



Taranaki Cricket

Senior Primary Rules - SP 1&2

	SP 1	SP 2
Team Composition	Maximum 11 on the field. Minimum 7 players per team for a game to be viable. Any team that cannot field 7 players within 15 minutes after the scheduled start of play defaults (loses) the game.	Maximum 11 on the field. Minimum 7 players per team for a game to be viable. Any team that cannot field 7 players within 15 minutes after the scheduled start of play defaults (loses) the game.
Suggested School Year Level	Players should be in Years 7 or 8 at school.	Players should be in Years 7 or 8 at school.
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	9:00am - 12:50pm Games should be completed within this time frame.	9:00am - 12:50pm Games should be completed within this time frame.
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 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	30 Overs
Pitch Length	22 yards – 20.11m	22 yards – 20.11m
Boundaries	Yes marked clearly. Minimum of 40-50m	Yes marked clearly. Minimum of 40-50m
Ball	Kookaburra Crown 142gm leather 2 piece. 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 Crown 142gm leather 2 piece. 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.
Declarations	Not allowed. Both teams must bat out their innings.	Not allowed. Both teams must bat out their innings.
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. Batters cannot be timed out.	The batter is out when dismissed. Batters cannot be timed out.
Stumpings	Yes	Yes
LBW	Full LBW rules apply.	Full LBW rules 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	<p>Normal cricket laws apply.</p> <p>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.</p>	<p>Normal cricket laws apply.</p> <p>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.</p>

Double bounce rule	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.	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.
Length of overs	6 ball maximum. Wides and no balls are not re-bowled except for the final over only, when a maximum of two wides and/or no balls shall be re-bowled. Five overs to be bowled from each end.	6 ball maximum. Wides and no balls are not re-bowled except for the final over only, when a maximum of two wides and/or no balls shall be re-bowled. Five overs to be bowled from each end.
Bowling Restrictions	<p>Maximum of 5 overs per player.</p> <p>Minimum of 10 players must bowl 2 over each.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 must bowl.</p> <p>It is encouraged to give all bowlers 2 overs each.</p> <p>No underarm bowling nor throwing.</p>	<p>Maximum of 5 overs per player.</p> <p>Minimum of 10 players must bowl 2 over each.</p> <p>Where there are more than 11 players in one team, any player who is not named in the batting 11 must bowl.</p> <p>It is encouraged to give all bowlers 2 overs each.</p> <p>No underarm bowling nor throwing.</p>
Batting overs	<p>Both teams must 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. - If in a semi or final. 	<p>Both teams must 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. If in a semi or final.
Retirement/ batters returning	<p>Compulsory retirement of batters at the end of the over they reach 100 runs. Batters may also be retired before they reach 100 runs.</p> <p>Retired batters may return at the end of the innings with batters retired before they reached 100 to return first, in the order they were retired.</p> <p>Returning batters cannot be retired again until they reach 100 runs.</p>	<p>Compulsory retirement of batters at the end of the over they reach 50 runs. Batters may also be retired before they reach 50 runs.</p> <p>Retired batters may return at the end of the innings with batters retired before they reached 50 to return first, in the order they were retired.</p> <p>Returning batters cannot be retired again until they reach 50 runs.</p>
Helmets for batting	Compulsory.	Compulsory.
Helmets for wicket keeping	<p>Optional (but promoted as best practice) when the keeper is standing back from the stumps.</p> <p>Compulsory when the keeper is standing up to the stumps.</p>	<p>Optional (but promoted as best practice) when the keeper is standing back from the stumps.</p> <p>Compulsory when the keeper is standing up to the stumps.</p>

Batting Restrictions	If a batsman scores 35+ runs, the following week they must not bat before the 4 th wicket has fallen or 17 overs have been bowled, whichever comes first. This rule will not apply for semi-final or finals.	None
Fielding Restrictions	All fielders (except for wicketkeeper and slips) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.	All fielders (except for wicketkeeper and slips) must be at least 10m from the strikers end when the ball is delivered. Only one change of wicketkeeper per innings is allowed.
Time limits	Each team has 100 minutes to complete its overs. If the team fielding first fails to meet this time frame it shall bowl out the innings but only be allowed to bat in the 2 nd innings the number of overs started within the 100 minute time limit. If the team fielding second fails to meet this time frame it shall bowl out the innings but it will incur 5 penalty runs for every over not started within the 100 minute time limit.	None
Coach/ Manager input during play	Limited guidance of the team whilst playing is permitted, with a view to promoting the captain to make on-field decisions.	Some guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions.
RESULTS	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.