

SECONDARY RULES | Division 1

- Teams are to be **11-a-side**
- Hours of play shall be **Saturdays 10am to 5.30pm**
- Games shall be played as **50 overs per innings**

1. Hours and Format

- Hours of play shall be Saturdays 10.30am to 5.30pm.
- In all games, each innings shall consist of 50 overs, weather permitting.
- Teams cannot declare their innings closed.
- There must be a minimum of 10 overs available in each innings to constitute a match.
- There may be one drinks break in each innings (after 20 overs), however players will not leave the field and it will last no longer than three minutes.
- Teams are to be at the ground by 9.45am. Any team which arrives late will forfeit one over from their batting innings for every three minutes after 10am.
- One interval of not exceeding 30 minutes between innings (by negotiation).
- The second innings **must** commence by 2pm even if 50 overs have not yet been bowled in the first innings. The team batting second will have the same number of overs available to them as were available in the first innings.

2. Teams

- Teams may be composed of 12 players, but only 11 may bat.
- If a team is composed of 12 players, a nominated non-batter and non-bowler must be provided. This cannot be changed after the toss.
- The wicketkeeper cannot be nominated as the non-bowler. The non-bowler may still field.
- This can be expanded or changed with the mutual agreement of the coaches.
- At the commencement of play a minimum number of seven players are required to be present in order to constitute a team. Failure to have seven players constitutes a default.
- If applicable, any players who have played more than twice in Men's Senior club cricket will not be eligible for awards for Division 1 teams. Any player playing in Men's Senior club cricket shall not be able to play more than two games in that grade and then move back to Division 1.

3. Points and Placings

- To constitute a competition, three full rounds must have been completed. For a round to be deemed completed, at least half the games from that round must have achieved a result.
- The points received by each team shall be as follows:
 - Win: 4 points (including being on the receiving end of a default)
 - No Result: 2 points
 - Tie: 2 points
 - Loss: 0 points
- Where teams have the same number of points, placings will be decided on net run rate. The points table will be available on PlayHQ throughout the competition.

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- When scores are tied in the semi-finals and final, the winner shall be determined by the following:
 - The team scoring more runs per wicket lost will advance.
 - Where runs-per-wicket are equal, the team scoring its runs at a faster rate per over batted will advance.
 - If the teams are still equal, then whoever was placed higher in the round-robin will advance.
- If the semi-finals are abandoned without achieving the 10-over minimum to constitute a match (or not played), the team placed higher in the round-robin will advance.
- In the final, if the match is abandoned with no result (or not played), the team placed higher in the round-robin will be declared the winner.

4. Equipment

- Four-piece, 156-gram Kookaburra balls must be used, irrespective of the surface being played on.
- Neatness and uniformity of clothing are an essential requirement.
- Protective gear is required:
 - It is mandatory that all batsmen wear helmets.
 - All wicketkeepers must wear approved full-face helmets when standing up to the wickets.

5. Bowling

- No bowler may bowl more than 10 overs, or more than one-fifth of the total overs in a rain-shortened innings.
- In a match where an innings is shortened and the new total overs is not divisible by five, one additional over shall be allowed to the minimum number of bowlers. (E.g., in 21-over match four bowlers may have a maximum of four overs, and 1 bowler have a maximum of 5 overs)
- Any pace bowler (deemed as anyone who is not a genuine spin bowler) may not bowl more than six overs in a single spell.
- At the end of a pace bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell has been bowled from the same end.

6. Batting

- LBWs will apply.
- Batsmen do not have to retire.

7. Wides

- **Wides:** A ball deemed to have passed more than 200mm outside the leg stump will be called a wide. Off-side wides will be called if the batsman cannot reasonably reach the ball while playing a normal cricket shot. A wide cannot be called if the batsman makes any contact with the ball.

8. No Balls

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- A bowler shall be allowed to bowl two fast short-pitched deliveries per over. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- Any fast short-pitched delivery that passes above head height of the batsman will be called as a wide ball and will also count as one of the short-pitched deliveries for the over.
- If the bowler bowls more than two fast short-pitched deliveries in an over, the bowler's end umpire shall call and signal no-ball irrespective of height.
- If a full-pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batsman standing in their normal stance at the crease, the umpire shall call and signal no-ball.
- Any ball which bounces more than once between the popping creases shall be called no-ball.
- In Limited Overs games only the delivery following any no-ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no-ball or wide ball) then the next delivery will be a free hit for whichever batsman is facing it. There are no free hits in two-day matches.
- For any free hit, the striker can be dismissed only under the circumstances that apply for a no-ball, even if the delivery for the free hit is called a wide.
- Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless
 - a) there is a change of striker, or
 - b) the no-ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach
- **Double bounce:** If a ball bounces **more than once** between the batting creases this will be called no-ball.

9. Dead Ball

- Dead ball will be signaled if, in the opinion of the umpire, a delivery has deviated off the edge of an artificial pitch or any other obstruction (e.g., burnt hole in the matting, stone on the pitch). No runs or extras shall be credited, and the ball will be re-bowled.
- A dead ball cannot be a wide, i.e., you cannot score any runs from a dead ball.
- A ball returned from a fielder back to the wickets (either end) that hits the edge of the concrete and is deemed to be unfair because it deviates in an awkward or dangerous angle, the umpire shall call dead ball, and any runs scored after that call will not count. Any runs scored prior to the call, including the run being completed when the call is made, will count.

10. Fielding restrictions

- No fielder is allowed to stand within ten meters of the batsman except off-side slip fielders.
- At the instant of delivery, there may not be any more than five fieldsmen on the leg-side (and no more than two behind square on the leg-side).
- In addition, further fielding restrictions shall apply to certain overs in Limited Overs matches only:

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- Powerplay 1 – no more than two fieldsmen shall be permitted outside the inner fielding circle (25m circle) between overs 1-10 inclusive
- Powerplay 2 – no more than four fieldsmen shall be permitted outside the inner fielding circle (25m circle) between overs 11-40 inclusive
- Powerplay 3 – no more than five fieldsmen shall be permitted outside the inner fielding circle (25m circle) between overs 41-50 inclusive

11. Rain Rule

- Play will not commence in rain, and if players should leave the field after the start of play because of rain, play will not recommence until the rain has stopped or both captains agree to play on. There should not be any pressure placed on captains to continue playing in rain. Player welfare must come first.
- To calculate the target score in the event of rain, the following will apply to give the side batting second a target score. One more than the target score is needed to win the game. The total score of the side batting first shall be averaged over 30 overs and then multiplied by the overs left in the day's play calculated back from the official finishing time at three minutes per over (remembering a minimum of 10 overs must be bowled).

12. Scoring

- Results must be submitted via PlayHQ. The team named first on the online draw is required to do this.
- Scorebooks or tablets are to be scrupulously maintained with full names written and cross-checked by both teams. Scorers should receive training in this to ensure accuracy.
- Northern Districts can provide free PlayHQ training for scorers and administrators at our office. Please contact competitions@ndca.co.nz for more details.

13. Dave Hoskin Trophy

- This trophy will be competed for in the same way as the Tri-colour trophy in Waikato schools' rugby (or Ranfurly Shield). This trophy will be competed for Home or Away and will be up for grabs in all matches provided for in this Competition. Your team will have to defend the trophy in three matches in order to get their name put on the trophy. The trophy will also be competed for in the final and semi-final rounds.

14. Other

- Venues may not be changed without the consent of the Competition administration.
- If a player changes sides during the season, a letter of release will be required from the team the player has started with.
- Complaints must be sent in writing to the Competition Administration within 72 hours of the conclusion of the game.
- Any defaults must be notified to the Competition Administration and opposing team as soon as possible.
- No alcohol is to be consumed on school or public grounds.