NORTHERN DISTRICTS CRICKET

Northern Districts Cricket Association 2026/27

SENIOR REPRESENTATIVE

Handbook

N.C.A

COUNTIES MANUKAU
CRICKET ASSOCIATION

HAMILTON
CRICKET
ASSOC

WAIKATO VALLEY
CRICKET

Bay Of Plenty
CRICKET

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1 DIRECTORY

1.1 Definitions

District Association (DA's)	Northland Cricket Association (NCA) Counties Manukau Cricket Association (CMCA) Hamilton cricket Association (HCA) Waikato Valley Cricket Association (WVCA) Bay of Plenty Cricket Association (BOP) Poverty Bay Cricket Association (PBCA)
ND	Northern Districts Cricket Association
The Region	The District Association competition relevant to the region for which the players club is affiliated
Competition Administration (CA)	Designated officials responsible for competitions operation and delivery.
The Board	Board of the DA or organising body from which the competition is affiliated, inclusive of any Sub Association and/or sub-committee

1.1 ND Staff Leads

Role	Name	Phone	Email

1.2 Contacts – Men's Coaches and Managers

	COACH		MANAGER	
NCA				
CMCA				
HCA				
WVCA				
BOPCA				

1.3 Contacts – Women's Coaches and Managers

	COACH		MANAGER	
NCA				
CMCA				
HCA				
WVCA				
BOPCA				

Code of Conduct - Our Philosophies

Support and Encourage

High fives and good vibes all around! Encourage and support your teammates, opponents, coaches and refs with kindness and good vibes. Show up, give it your all, and have fun doing what you love.

Respect the Space, Respect the Game!

Keeping things clean, in good condition, and the atmosphere positive, is a team effort. Lead with smiles, fair play, and positivity. Be a good sport and remember actions speak louder than words.

Be Kind and Respectful

Let the good vibes roll...choose to be kind and respectful. Work equally hard for yourself and your team. Remember a player participates in cricket for *their* enjoyment, not for coaches or parents.

Say it Positive and Clean

Keep the positive vibes flowing by using clean, positive, and family friendly language. Applaud effort and performances whether it's by your team or the opposition. Make the game welcoming for all – speak kindly, respect differences and help create a safe space for everyone.

Be a Positive Role Model for Cricket

Act in a way that projects a positive image of cricket. Ensure the player's time spent with you is a positive experience. Operate within the laws and spirit of cricket, while encouraging the players to do the same.

Walk the Talk!

Live the values you coach – respect, honesty, and teamwork. Your actions teach more than your words. Support every skill level, every effort and every small win. Be encouraging, stay calm and let the fun come first.

Keep Learning and Levelling Up

Stay open to new ideas, training methods and feedback that is appropriate to their needs and goals. Create sessions that are fun, structured, and build confidence – not just skills. Great coaches never stop growing.

Respect the Legends of the Game!

Say thanks to the people who make the games happen – coaches, officials and volunteers. Remember they are people who give up their time to make the game happen.

3 LAWS OF CRICKET

All laws of cricket are available to be viewed at the MCC Laws of Cricket website.

All competition matches shall be played subject to and in accordance with the Laws of Cricket and subject to the playing conditions adopted by New Zealand Cricket, subject to such amendments and modifications as ND may determine from time to time.

The Laws of Cricket 2017 Code (4th edition 2026)

4 DRAWS

The draw for the competition(s) and tournaments shall be completed by ND and once confirmed and notified to competing Associations there shall be no replays.

If a match date and/or venue is changed once the draw is published, please confirm this change with ND and opposition.

4.2 Fergus Hickey, Brian Dunning & Northern Brave Smash Draw

All draws for competitions and tournaments can be accessed here.

4.3 Women's T20 & One day Draw

All draws for competitions and tournaments can be accessed here.

5 ALLOCATION OF UMPIRES AND MATCH OFFICIALS

Umpires will be allocated to games by Northern Districts Regional Officials Coordinator and Umpire Developer. Scorers will be provided by each association team.

6 MEN'S COMPETITION REGULATIONS

6.1 Competition Structure

Fergus Hickey Rosebowl: Teams will play a round robin series of two-day games.

Brian Dunning: Teams will play a round robin series of 50 overs games.

Northern Brave Smash: Teams will play a round robin series of T20 games.

Hawke Cup Elimination Series
The top points scorer in the Fergus Hickey Rosebowl matches in the calendar year annually and the first two rounds of the current season shall be the ND challenger for the Hawke Cup in the current year.

6.2 Balls

- In all two-day matches the ball to be used shall be RED four-piece 156g Kookaburra Regulation balls. Each District Association is responsible for these.
- In all one day matches the ball to be used shall be WHITE four-piece 156g Kookaburra Regulations balls. Each District Association is responsible for these.

- In all T20 matches the ball to be used shall be WHITE four-piece 156g Kookaburra Regulation/Turf balls. These will be provided by ND.

6.3 Facilities/Services

The host Association will endeavour to provide first class pitches, good outfields, adequate boundary dimensions, scoreboards and suitable changing facilities as defined in the District Association Warrant of Fitness. The host association will meet the ground and facility charges and will provide lunches and suitable refreshments prior to commencement of play, at lunch, at afternoon tea and at drinks' breaks during play for all umpires, players and associated team officials.

6.4 Covers

The host Association shall ensure that the pitch to be used in any competition match is kept adequately covered during the period preceding the match. The pitch must be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of the day's play or providing the weather is fine, within a period of two hours thereafter. Such coverings shall remain in position until a time no earlier than 5.00 a.m. and no later than 7.00 a.m. the following morning when they shall be removed if the weather is fine.

Where no ground staff are available it shall be the responsibility of the batting side to cover the pitch during the day's play. It is recommended that the covers also protect the bowlers' run ups to a reasonable distance. At the end of the day's play, it is a responsibility of the host team to assist the ground staff to cover the pitch.

6.5 Nomination of Players

Teams may be composed of 12 players, but only 11 may bat. To maximize player participation the non-batter may be a different player in each innings - but the non-batters must be nominated before the start of each innings. All 12 players can field and bowl, but only 11 players are to be on the field at any one time.

Note that NZC Playing Conditions on substitutes [how long a player must be on the field before ability to bowl and when an absent player is permitted to bat] will apply.

The expectation is that all 12 players field for a minimum of 15 overs per innings. A player not meeting this requirement shall not be able to bat.

6.6 Conduct of Players

The ND Code of Conduct will apply to all players and team members. Please see ND Senior Competition Regulations for process and further information.

6.7 Defaults

If any District Association defaults in a match the following shall apply:

a. The team defaulting shall lose six points, and non-offending team shall be awarded maximum points gained in that round.
b. No points shall be gained or forfeited if a default is brought about by bad weather, accident, or other circumstances beyond the reasonable control of the defaulting team. ND shall, if necessary, determine whether the default has been so caused, and may re-schedule the match.

6.8 Clothing

All team uniforms must be approved by ND and worn by all team members:

- Representative teams must wear white clothing for all two-day fixtures.
- Representative teams must wear coloured clothing for all limited over fixtures.

6.9 Bowling Restrictions

The underage bowling restriction guidelines apply. NZC Game on Resource on page 53 and are outlined below in the table.

Age	*Bowling Restrictions*	*Sessions Per Week / Bowling Restriction*
16 years	• 14 Overs per Day • 6 Overs per spell	• 2 sessions per week • 6 overs per session
17 years	• 16 Overs per Day • 6 Overs per spell	• 2 sessions per week • 6 overs per session
18 years	• 20 Overs per Day • 8 Overs per spell	• 2 sessions per week • 6 overs per session

6.10 Points

Fergus Hickey Rosebowl and Hawke Cup

Result	**Points**
Outright Win	8
Outright Tie	6
First innings Win	4
First innings Tie	2
First innings Draw (No First innings result achieved)	2
Draw – Match abandoned or less than 50 overs possible	4
If the team batting second has not faced 50 overs the game will be deemed a draw	2
Batting Bonus Points	1 at 200, 2 at 250, 3 at 300
Bowling Bonus Points	1 at 3 wickets, 2 at 6 wickets, 3 at 9 wickets
* Bonus points up to 100 overs in the 1st innings [no compulsory declaration]	
3 rounds to be completed to constitute a viable competition	
If rounds cannot be completed due to extenuating circumstances, the team with the highest average points per round will be determined the winner	

Brian Dunning Trophy & Northern Brave Smash

Result	**Points**
Win	4
Abandoned or no result	2
Loss	0

6.11 Tiebreaker Rules

Fergus Hickey Rosebowl:

If points are tied for the Fergus Hickey Rosebowl, then the winner shall be determined as follows:

a) The team which gains the most points in matches between the tied teams.

b) If still no decision, the winner shall be determined by calculation of the runs per wicket between the teams which finish equal on points i.e. runs per wicket for minus runs per wicket against.

If points are tied to find the Hawke Cup challenger, then the team which gains the most points in games between the teams shall be awarded the challenge. If still no decision, then rule (b) above applies.

Note: if the holder of the Hawke Cup at the start of the season is a Northern Districts DA, this DA is not eligible to challenge should they lose the Hawke Cup prior to the ND challenge.

Brian Dunning & Northern Brave Smash

If points are tied after the completion of the round robin, then the winner shall be determined as follows:

a) If two teams are on equal points, it will be determined via 'Who beat who' in the round robin.
b) If there are three or more teams equal on points, then it will be decided on net run rate

7 MEN'S PLAYING CONDITIONS

7.1 Fergus Hickey Rosebowl

Plunket Shield Playing Conditions

Except hereunder NZC Playing Conditions for the Plunket Shield shall apply.

Hours of Play (Day 1 & 2)

Time	Session
10:30am – 12.50pm	Session 1
12:50pm – 1.30pm	Lunch
1.30pm – 3.40pm	Session 2
3:40pm – 4:00pm	Tea
4:00pm – 6:00pm	Session 3

On the second day by mutual agreement the captains may cease play one hour early provided there is no possibility of a result. Umpires may vary the length of the lunch/tea interval depending on conditions.

Minimum Overs

Play shall continue each day until the completion of a minimum number of overs (96) or until the scheduled cessation time, whichever is the later.

On Day 1, play shall not continue for more than 30 minutes beyond the scheduled or rescheduled close of play [permitted overtime]. Any overs not completed by the permitted overtime will be lost and cannot be made up on Day 2. The initial minimum number of overs to be completed on any day (unless there is an interruption to play) is 96. This is calculated at 15 overs per hour.

- The minimum number of overs per day shall be reduced by two for each break between innings. However, there is no reduction if the break between innings coincides with a lunch or tea interval.

Suspension of Play

If play is suspended, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two bases produces the greatest number of overs.

either

One over for each full 4minutes playing time remaining till the scheduled time for close of play (see NZC Playing Conditions 4 Day Over Rates calculation sheet)

or

The minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for suspension of play.

Last hour
On the last day 15 overs must be bowled in the last hour. The start of the last hour may be delayed so that it commences when 15 of the agreed minimum overs remain to be bowled.

Extension of Play
The hours may be extended on either day to make up for lost time in a day's play because of light, weather, or any other unavoidable circumstances.

- Notwithstanding this, play must not be scheduled to go beyond 7:00pm on Day 1 nor 6.30pm on Day 2.
- When the hours of play per day are extended beyond the usual 6 ½ hours the minimum number of overs per day will increase by one over for every full 4 minutes of extra playing time (i.e. 15 overs per hour).
- The total number of scheduled hours must not exceed 13 hours.
- Lunch and tea intervals may be adjusted to suit the extended hours, with the agreement of the Umpires.
- Games may start up to 30 minutes early on the second day if more than one hour's play is lost on Day 1.

Day One Abandoned: Change of format and/or pitch
If play is not possible on Day 1 then the match will proceed as a single innings game (not limited overs) on Day 2. The points for a first innings lead, tie, or draw will still apply.

If no play is possible on Day 1 and the ground or pitch is deemed by the Umpires to be unfit for play on Day 2, then the match will be abandoned. The game will not be transferred to artificial.

The Ball

- Per NZC 1st Class Playing Conditions. Except that Kookaburra Regulation balls should be used.
- The captain of the fielding side may request a new ball at the completion of 80 overs.

Declarations and Forfeiture – Law 14
It is not the intention that any declaration or forfeiture should become the subject of an agreement between captains. If the Umpires have grounds for thinking that such an agreement has taken place, they shall report accordingly to the ND Tournament Manager, and if ND is satisfied the agreement is proven, any points scored in that match shall be forfeited.
No team shall be allowed to declare its First Innings closed until at least one hour of playing time has elapsed since the start of that innings.

7.2 Brian Dunning Trophy

Except as modified hereunder the NZC Playing Conditions for the Ford Trophy shall apply.
Ford Trophy Playing Conditions

The Competition(s)

- Match will be 50 overs per side. A minimum of 20 overs will constitute a match.
- If weather prevents a game being played on a turf pitch, the game will not be transferred to artificial.

The Ball

- White Kookaburra Regulation 156g balls shall be used.

Nomination of Players:

- Teams may be composed of 12 players, but only 11 may bat.
- All 12 players can field and bowl, but only 11 players are to be on the field at any one time

- The 12th player may be rotated on and off the field, bearing in mind the rules of cricket in terms of eligibility to bowl in relation to a player's time off the field (i.e if off the field for more than 8 minutes cannot bowl till back on for length of time off the field)

Hours of Play:

10.30am – 2pm	Session 1
2pm – 2.30pm	Interval
2.30pm – 6pm	Session 2

- Two drinks break per session shall be permitted, each one hour and 10 minutes apart.

Fielding Restrictions/Power Plays:

At the instant of delivery:

a) Powerplay 1: no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

b) Powerplay 2: no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

c) Powerplay 3: no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below.

Innings duration	Power play 1	Power play 2	Power play 3	Innings duration	Power play 1	Power play 2	Power play 3
20	4	12	4	35	7	21	7
21	4	13	4	36	7	22	7
22	5	13	4	37	8	22	7
23	5	14	4	38	8	23	7
24	5	14	5	39	8	23	8
25	5	15	5	40	8	24	8
26	5	16	5	41	8	25	8
27	6	16	5	42	9	25	8
28	6	17	5	43	9	26	8
29	6	17	6	44	9	26	9
30	6	18	6	45	9	27	9
31	6	19	6	46	9	28	9
32	7	19	6	47	10	28	9
33	7	20	6	48	10	29	9
34	7	20	7	49	10	29	10

Super Over

If teams are tied at the end of the game, a super over shall be played as described in NZC Ford Trophy Playing Conditions.

7.3 Northern Brave Smash

Except as modified hereunder the NZC Playing Conditions for Super Smash Cricket shall apply.

Men's Super Smash Playing Conditions

Hours of Play

	Morning Game	Afternoon Game
Session 1	10.30am – 11.55am	2.30pm – 3.55pm
Interval	11.55am – 12.15pm	3.55pm – 4.15pm
Session 2	12.15pm – 1.40pm	4.15pm – 5.40pm

A scheduled finishing time shall be set in case interruptions to play occur and calculations are required. There are no overrate penalties, but captains and umpires are asked to monitor and maintain 4.25 minutes per over.

The Ball

White Kookaburra Regulation/Turf 156g balls shall be used.

Super Over

If teams are tied at the end of the game, a super over shall be played as described in NZC Super Smash Playing Conditions.

8 Tournament Operations – NB T20 Smash

Sunday 14 December

Time	Information	Location
12pm	Pre-tournament Umpires Meeting	Owen Delany, Taupo
12.30pm	Pre-tournament Coaches/Managers Meeting	Owen Delany, Taupo
1pm	Opening of Tournament & Team Photos	Owen Delany, Taupo
2.30pm	Game 1 – T20	Owen Delany, Taupo

Monday 15 December

Time	Information	Location
10.30am	Game 2 – T20	Owen Delany, Taupo
2.30pm	Game 3 – T20	Owen Delany, Taupo

Tuesday 16 December

Time	Information	Location
10.30am	Game 4 – T20	Owen Delany, Taupo
2.30pm	Game 5 – T20	Owen Delany, Taupo
6.30pm*	Close of Tournament *(or as soon as games finish)*	Owen Delany, Taupo

9 WOMEN'S COMPETITION REGULATIONS

9.1 Competition Structure

T20 Competition: Teams will play double round robin series of T20 games.

Limited Over Competition: Teams will play a complete round robin series of 35 over games

9.2 Balls

The ball to be used in both formats will be the White 142g Kookaburra senator balls, irrespective of the surface at the time of the match.

10 WOMEN'S PLAYING CONDITIONS

10.1 Limited Overs

Hours and Format

Hours of play shall be Saturdays 10.30am to 3.30pm

10.30am to 12.50pm	Session 1
12.50pm to 1.10pm	Interval
1.10pm to 3.30pm	Session 2

- In all games, each innings shall consist of 35 overs, weather permitting.
- Teams cannot declare their innings closed, unless bowled out prior.
- There must be a minimum of 14 overs available in each innings to constitute a match.
- The toss will occur at 10am, which teams must have arrived at the ground for.
- The second innings must commence by 1.10pm even if 35 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.

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 registered players are required to be present to constitute a team. Failure to have seven players constitutes a default, however the game may be played on the agreement of the two teams.
- Players registered for one team within the competition may play for any team without penalty or affecting points providing both teams have 7 registered players.

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
  No Result: 2 point
  Tie: 2 point
  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.
- When scores are tied in the semi-finals and final, the winner shall be determined by a super over. If still tied after the first over, another super over will take place.
- If the semi-finals are abandoned without achieving the 5-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.

Equipment

- White 142g Kookaburra senator balls are to be used, irrespective of the surface.
- Neatness and uniformity of clothing are an essential requirement.
- Protective gear is required:
- It is mandatory that all batters wear helmets.
- All wicketkeepers must wear approved full-face helmets when standing up to the wickets.

Bowling

- No bowler may bowl more than 7overs.
- 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.

Batting

- LBWs will apply.

Wide Balls

- Short pitched deliveries: If any ball delivered by a bowler, passes, or would have passed over the shoulder of the striker standing in their normal batting stance at the crease, the square-leg umpire shall call and signal wides. One short-pitched ball per over is permitted.
- 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 batter cannot reasonably reach the ball while playing a normal cricket shot. A wide cannot be called if the batter makes any contact with the ball.

No Balls

- Full pitched deliveries: If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist-height of a batter standing in their normal batting stance these deliveries will be called and signalled no-ball by the square-leg umpire, whether the batter hits the ball or not, and a free-hit signalled.
- Double bounce: If a ball bounces more than once between the batting creases this will be called no-ball.
- Any delivery outside of the artificial pitch, will be deemed a no-ball and a free hit awarded.

Dead Ball

- Dead ball will be signalled 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.

Fielding Restrictions

- There will be no more than five fielders allowed on the leg-side at any time and no more than four outside the 23-metre assumed circle at any time, and no more than two behind square on the leg-side. A no-ball, and free hit awarded, will be called if fielding restrictions are not adhered to.

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.
- DLS will be used, available on PlayHQ, to calculate target totals for the innings.

Scoring

- Results must be submitted via PlayHQ. The team named first on the online draw is required to do this.
- Northern Districts can provide free PlayHQ training for scorers and administrators. Please contact competitions@ndca.co.nz for more details.

Other

- Venues may not be changed without the consent of the Competition administration.
- Complaints must be submitted online via a Judiciary form on the ND (Northern Districts) Website.
- Any defaults must be notified to the compeititions@ndca.co.nz and opposing team by Friday 3pm.
- No alcohol is to be consumed on school or public grounds.

10.2T20 Competition

Except as modified hereunder the NZC Playing conditions for Super Smash Cricket shall apply
Women's Super Smash Playing Conditions

Hours of Play

	Morning Game	**Afternoon Game**
Session 1	10.30am – 11.55am	2.30pm – 3.55pm
Interval	11.55am – 12.15pm	3.55pm – 4.15pm
Session 2	12.15pm – 1.40pm	4.15pm – 5.40pm

A scheduled finishing time shall be set in case interruptions to play occur and calculations are required. There are no overrate penalties, but captains and umpires are asked to monitor and maintain 4.25 minutes per over.

Super Over

If teams are tied at the end of the game, a super over shall be played as described in NZC Super Smash Playing Conditions.

11 SCORING

11.1PlayHQ Player Registration

All players must be registered on PlayHQ and assigned to the correct teams.

11.2 PlayHQ Scorecard Entry

All games are to be scored on PlayHQ. District Associations are responsible for the entry of correct scorecards in PlayHQ. The scorecard for any game must be entered into PlayHQ by the District

Association which is deemed to be the 'home team' (or the team on the left side of the draw). A full scorecard must be entered for a match which has a result or is abandoned.

In the event of PlayHQ technical issues, the team responsible to enter the scorecard must ensure that an email which explains the issue is communicated to ND before the deadline for results.

11.3 Scoring and Scoreboard

The home team is responsible for providing a scoreboard for each match. The batting team is responsible for updating scoreboards during the game.

12 REPORTING AND REPORTS

12.1 Captain Reports

Captains must complete an umpire report in this link for all matches and must be submitted by both team captains. The report deadlines are due to be completed by Tuesday 9am following completion of play and reports can be accessed online.

13 HELMET POLICY

District Association (DA) representative teams competing in ND tournaments and competitions:
The following policy will be mandatory. Helmets, with a face guard, are mandatory for all cricketers while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the offside).

British Standard helmets (BS7928:2013) are considered "best of breed" helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). For the amateur cricketer (Men and Women) who choose to wear a helmet, it is strongly recommended that the helmet meets the British Standard (BS7928:2013).

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

Enforcement:

- Each DA must make the helmet policy available to all representative teams, team managers and coaching staff.
- Each DA should brief your team managers around the expectation that the helmet policy is tightly and closely enforced.
- Coaches and team managers should be aware that the match will be suspended until the player complies with the helmet policy.
- The helmets must be BS7928: 2013 compliant.

Helmet Replacement Policy:

- A helmet must be replaced as follows:
- After a severe impact from a cricket ball.
- If you can see or feel any damage to any part of the head protector.
- After a hard knock causing indentation

14 Health & Safety Plan

NDCA will hold a number of events over the year. This plan relates to the event activities throughout the duration of the event:

- Setup prior to event
- Match day activities
- Pack up post event

This plan applies to the following:

- Event organisation staff
- Volunteers
- Participants
- Contractors
- Spectators

Health and Safety Contents

1. Event Information Centre
2. Site Map
3. Bathrooms
4. Parking
5. Emergency Procedures
6. General
7. Emergency Evacuation
8. Emergency Services
9. First Aid
10. Fire
11. Helmets
12. Incident
13. Site Hazards
14. Manual Handling
15. Appendices

1. Event Information Centre

The designated Event Information Centre is to be based in the NDCA Tent; Refer Site Map. It will always be present during the event.

- This Event Office will also incorporate a gathering/collecting point for lost children
- All persons under the age of 18 should be accompanied by an adult.
- Whilst on site please follow the instruction of Event Organisers.

2. Site Map

- Please refer the Appendix 1. Site Map.
- Please observe the safety provisions exits, assembly point, toilets etc.
- Please observe which areas you may operate in, park etc.

3. Bathrooms

Bathrooms are located throughout the event as indicated in the site map

- Public toilets are located in the pavilion
- Signs are erected at the event to identify the toilet locations.

4. Parking

- Parking is available for event participants as identified on the site map
- Any persons parking illegally should be warned that their car may be ticketed/towed.

5. Emergency Procedures

All event staff, volunteers and contractors are to be provided with a copy of this plan and advised of the following emergency procedures.

- Staff, volunteers and contractors are to report any emergencies immediately to event management.
- Officials, Team Management and Coaching Staff are to report immediately to Tournament Organisers if they feel that their own safety or that of the public is in danger

6. General

If the verbal alarm is raised:

- Evacuate the area in an orderly fashion
- Event staff should assemble near pavilion
- Follow the instructions of Event organisers who shall provide instructions
- Re-enter after all clear is given by Tournament Organisers
- If you have an incident and require first aid Tournament Organisers must be notified immediately, and qualified first aiders must attend

7. Emergency Evacuation

In the event of an evacuation, Officials, Team Management and Coaching Staff are to:

- Direct all activity participants and spectators to designated assembly point
- Ensure their own safety if circumstances deteriorate
- Assembly point area is located on the field and highlighted on site map.

8. Emergency Services

- Vehicle access for Emergency Vehicles is designated through the carpark
- A volunteer will be available with the key if required in emergency

9. First Aid

- St John will attend to all emergency situations requiring first aid (call 111)
- First Aid Kits are available.
- Each Team must provide their own First Aid Kit
- AED app (please download app) or AED Locations

10. Fire

- The event organiser is the designated Fire Warden and will coordinate emergency procedures should they occur.
- Evacuation assembly point is located on the site map.
- Officials, Team Management and Coaching Staff are to report any Fire emergency immediately to event headquarters
- Officials, Team Management and Coaching Staff should not attempt to put out fires if it will jeopardise their own safety.
- Firefighting equipment is not available at this venue

11. Helmets

The New Zealand Cricket Community Cricket Helmet Policy applies to all matches – see Appendix 2.

12. Incident

- In the event of a member of public sustaining a significant injury classed as a "Notifiable Event", staff, volunteers and contractors are to:
  - Ensure their own safety first
  - Send someone to notify event organiser to request assistance from St John Ambulance
  - Assess the injury and only administer First Aid if you can do so and there is no additional exposure to risk.
  - Freeze the scene as much as possible.
  - Stay with the patient if it is possible to do so safely and
  - Try to keep patient calm.
  - Await instruction from First Aid staff or Event Management
  - Complete an incident form on **EcoPortal** with assistance from Event Organiser
  - Northern Districts Cricket are to notify WorkSafe for any Notifiable Events https://www.worksafe.govt.nz/notifications/notify-worksafe/
- Any player injuries shall be reported and recorded by their Team Manager or Coach.
- Report any near miss or incidents to the Team Manager or Coach.
- The Medical Plan attached will be required to be completed to identify any pre-existing medical conditions.
- Where a concussion injury has been identified, the Concussion Plan must be completed by the Event Organiser. Refer to Appendix. 4.

13. Site Hazards

- A pre-event hazard inspection will be undertaken, to identify physical hazards.
  - Identified site hazards are noted in the attached RAM form (Appendix 3).
  - Any construction site hazards will be noted specifically.
  - A Hazard register (RAM form or similar) will be on-site and completed accordingly and held at Event specified location.
- Note that site hazard register will only list identified hazards BEFORE event begins.
  - Any organisation conducting activities at the event must notify the Event organiser of any specific hazard associated with their operations.
  - Note that all individuals should also be on alert for other uncontrolled hazards they may encounter and report them to the Event Organiser
- Please read the Site Hazard Register (RAM form or similar) attached for a list of hazards on site. Please observe the controls and/or wear the Personal Protective Equipment (PPE) required and take steps to avoid these hazards.
- Any organisation conducting activities at the event must notify the Event Management of any specific hazard associated with their operations.

14. Manual Handling

- No person should lift more than they are capable of lifting. Get assistance if required.

- Always ensure the pathway is clear prior to moving anything.

For loads that can be carried by the individual:

1. Stand as close to the load as possible with feet apart for good balance.
2. Bend your knees to lift and lift directly upwards.
3. Keep your back as straight as possible, keep your head up when lifting and carrying.
4. Always keep the load as close as possible to your body, with elbows close to your sides making sure you can see where you are going.
5. Do not twist your body to change direction, use your feet.

15. Appendices:

- Appendix 1. Site Map (Owen Delany Park)
- Appendix 2. RAM Hazard Register
- Appendix 3. Health & Safety Reporting
- Appendix 4. NZC Community Cricket Helmet Policy
- Appendix 5. Concussion Plan

14.2 Appendix 1 – Owen Delany Park, Taupo

14.3 Appendix 2 – Hazard and Rish Assessment Form

For Programme Delivery and Event Management

Completed by: NDCA

Location: Owen Delany Park

Operations or Event: Tournament Matches

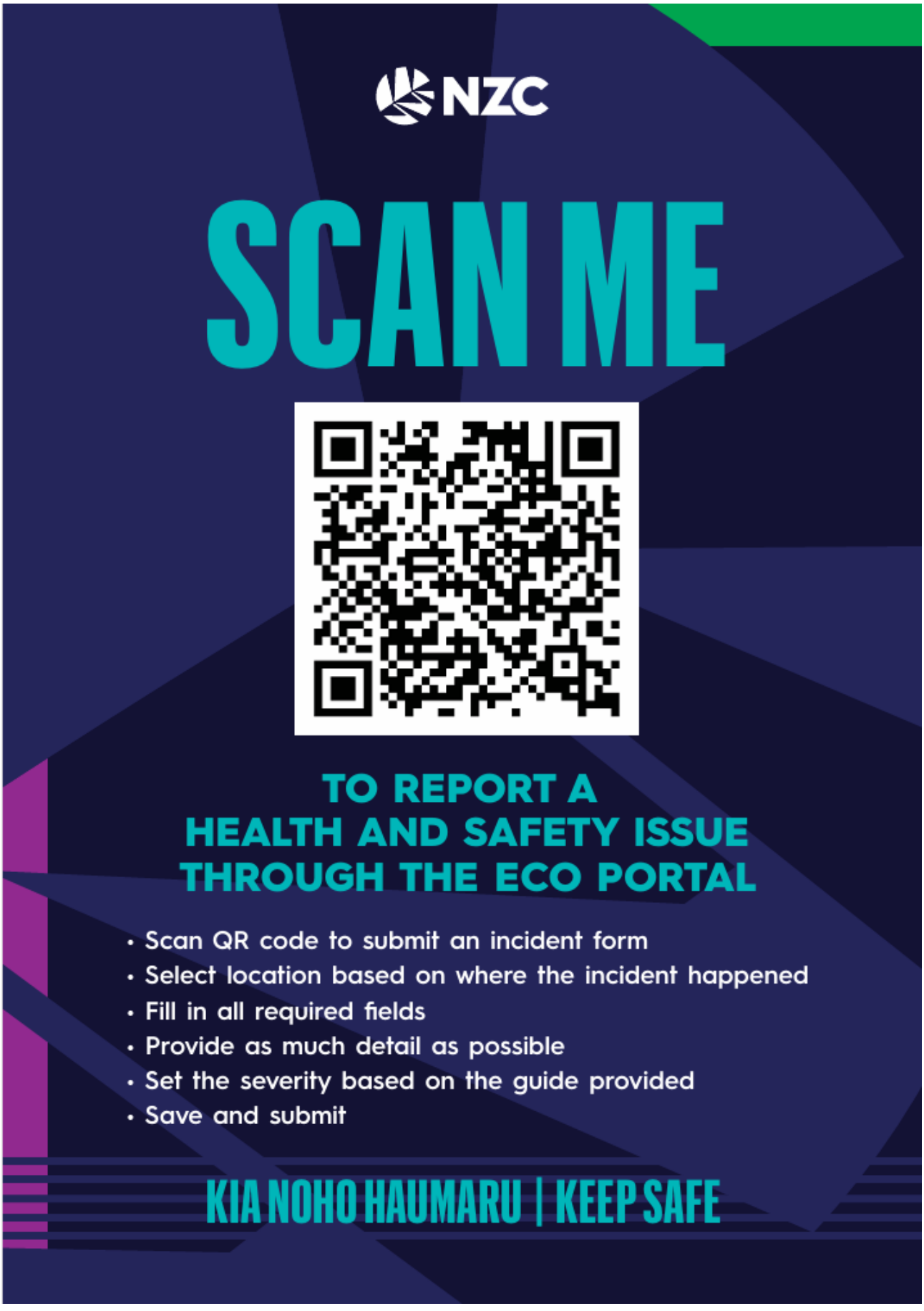
Date: 13 December – 15 December 2026

Hazard Identification This process is to manage identified hazards & their associated risks that could negatively impact on worker health and safety **What can go wrong**	**Assessment of the Risk**				
	Consequence/ Impact A. Fatality B. Permanent Disability C. Restricted Work D. Medical Treatment **E.** First Aid	**Likelihood** Almost Certain Likely Possible Unlikely Highly Unlikely	**Raw Risk Score** Extreme High Medium Low	**Controls – What would you do to reduce the impact** Eliminate, Substitute, Isolate, Engineering Controls, Administrative Controls, PPE	**Residual Risk Score** Extreme High Medium Low
Tsunami – Yellow Inundation area	A	Unlikely	Low	Must ensure all parties know the evacuation process and where to assemble	Low
Roller use – being struck	A	Unlikely	High	Must ensure area is clear of public when operating roller	Low
Outfield – holes, uneven surface	D	Possible	Medium	Clear of obstructions and all holes filled in	Low
Artificial pitches – proud exposed concrete	D	Possible	Medium	When concrete pitch meets the outfield, ensure ground level is equal to concrete pad	Low
Groundsman mowing - struck	A	Unlikely	High	When possible, have outfield mowing done prior to players arriving. If not possible, don't allow warm ups on the field until mowing completed	Low
Erection of sightscreens – blowing over or out	D	Possible	Medium	3 plus people to erect. The standards have to be driven into the correct depth. Ropes correctly fitted and tightened	Low
Steel pegs (standards) – impaled	A	Possible	Extreme	All standard pegs proud of the ground, must be covered in cushioning material	Medium
Tents blowing away- hitting people	A	Unlikely	High	Corners of all tents must be secured using correct length pegs	Low
Temporary fencing – people running into it	D	Likely	High	Keep back 2 metres from the boundary	Medium

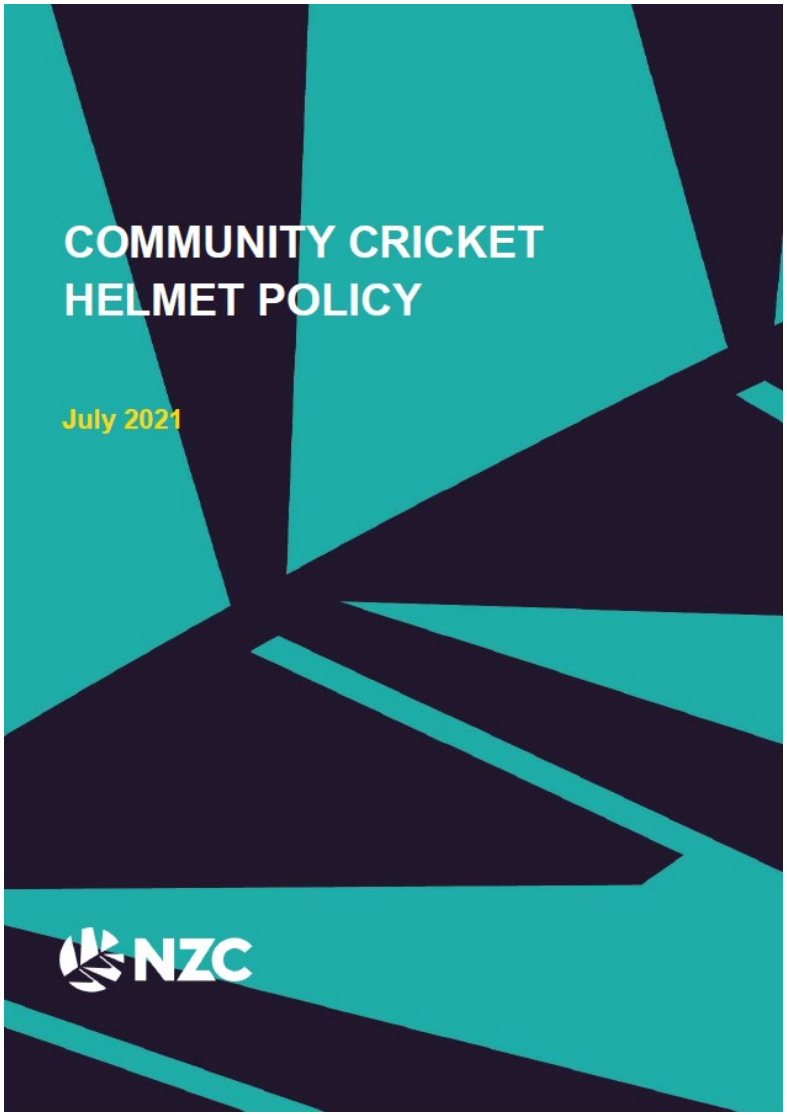
Exposure to sun	D	Possible	Medium	RAMs form, rehydrate, sunscreen, protective clothing, signage, hats, scheduled safety meetings	Low
Sightscreen	B	Likely	Extreme	Scheduled maintenance, correct coloured equipment used. Scheduled safety meetings	High
Falling foliage from nearby trees	C	Likely	High	Housekeeping, pruning routines with local body, scheduled checks, scheduled safety meetings	Medium
Run-up maintenance	B	Unlikely	Moderate	Scheduled maintenance, scheduled checks, scheduled safety meetings	Low
Allergies – bee stings	A	Possible	Extreme	First aid kit, scheduled checks, scheduled safety meetings	High
Running	B	Possible	High	RAMs form, maintenance of surface, housekeeping, supervision, scheduled safety meetings	Medium
Throwing	B	Possible	High	RAMs form, equipment maintained, first aid training and kits available. Clear verbal instruction, supervision, scheduled safety meetings	Medium
Public passing through Park	E	Possible	Medium	Managers/coaches are security measures	Low
Striking activities	A	Possible	Extreme	RAMs form, equipment maintained, first aid training and kits available, clear verbal instruction, equipment maintained, supervision, scheduled safety meetings	High
Medical Incident	A	Possible	Extreme	RAMs form, equipment maintained, first aid training and kits available, clear verbal instruction, equipment maintained, supervision, scheduled safety meetings	High
Emergency evacuation	A	Almost certain	Extreme	Evacuation procedure/signage	Medium
Soft tissue injury	Restricted work	Likely	High	Dynamic warm up, awareness of physical restrictions, first aid qualified/kit, demonstration provided,	Medium
Hit by ball	Medical Treatment	Possible	Medium	Using tennis ball, demonstration, first aid qualified/kit, proper equipment, pace v competence,	Low
Hit by bat	Restricted work	Possible	Medium	Use plastic bat, demonstration, first aid qualified/kit,	Low

Slip/trip/fall	Fatality	Possible	Extreme	Suitable footwear, first aid qualified/kit, check surface, awareness, briefing, housekeeping,	High
Prior health condition	Fatality	Possible	Extreme	Awareness of restrictions, opt-out option, first aid qualified/kit	High
Collision	Medical Treatment	Possible	Medium	Situational awareness, first aid qualified/kit, demonstration,	Low
Equipment failure	Medical Treatment	Unlikely	Medium	Equipment well maintained and regularly checked first aid trained/kit	Low

14.4 Appendix 3 – Health & Safety Reporting



14.5 Appendix 3 – Helmet Policy



NZC

Mind Your Head

New Zealand Cricket is committed to ensuring all cricketers receive the very highest standard of helmet protection, whether batting or fielding (in specific positions). To this end, NZC has adopted a formal position on helmet safety which is largely in line with similar policies implemented in England & Australia.

- All MAs and DAs (plus Clubs which have paid staff) will have a 'go to' person regarding the implementation of the helmet policy - NZC will also assist in this regard.
- Education will be crucial to the success of this policy.
- Compliant helmets are available from retail outlets throughout New Zealand.

Junior / Youth Hardball (Under 19yrs) boys and girls

The following policy will be mandatory for the 2021 - 22 season onward. Helmets, with a face guard, are **mandatory** for junior cricketers (Under 19), including when they are playing senior cricket. They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

British Standard helmets (BS7928:2013) are considered "best of breed" helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior / youth cricketers to wear the British Standard helmet

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

Senior Cricket (19yrs and above) men and women

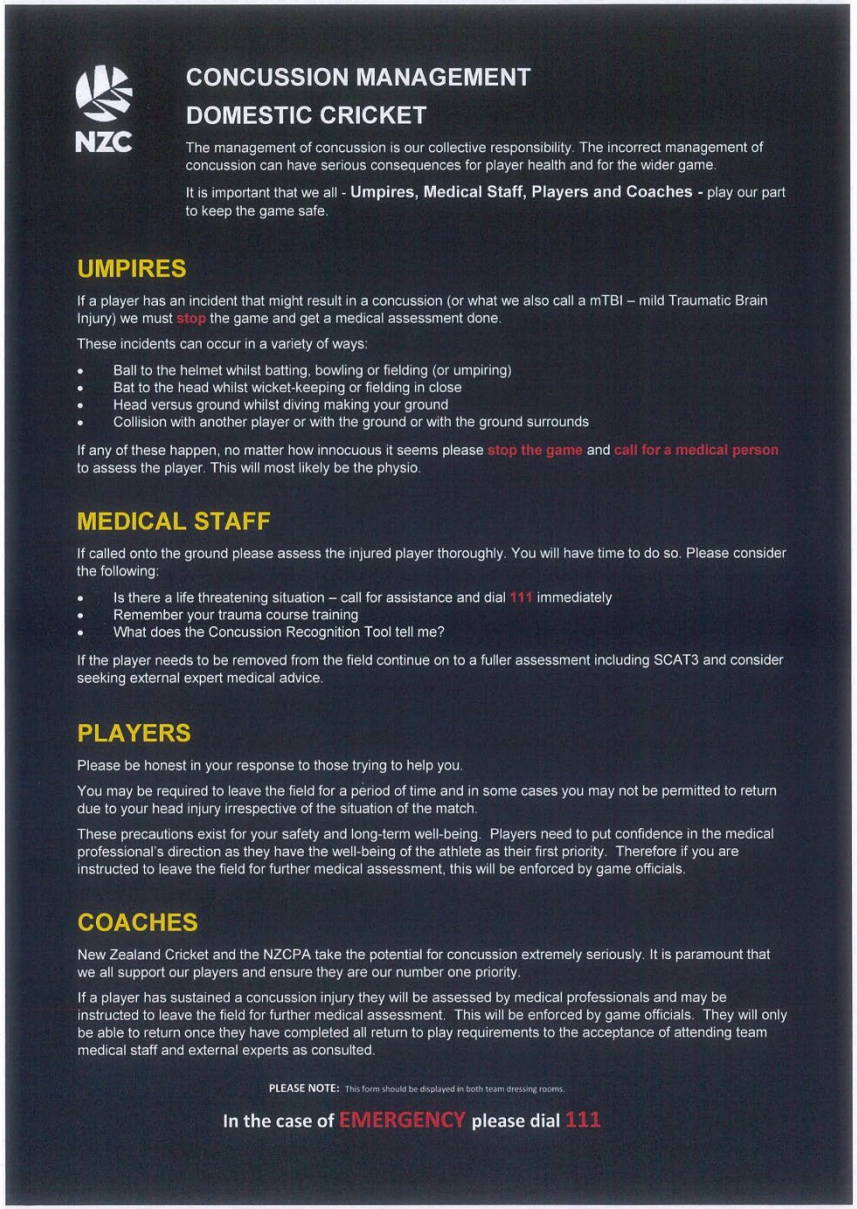
The following policy will be mandatory for the 2021 - 22 season onward. Helmets, with a face guard, are **strongly recommended** for senior cricketers (19yrs and above) while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

British Standard helmets (BS7928:2013) are considered "best of breed" helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). For the amateur cricketer (Senior 19yrs and above – Men and Women) who choose to wear a helmet, it is strongly recommended that the helmet meets the British Standard (BS7928:2013).

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

It is recommended that women only use helmets which have been tested against both the men's and junior sized ball or at least against the junior size ball.

14.6 Appendix 4 – Concussion Management



NZC

CONCUSSION MANAGEMENT
DOMESTIC CRICKET

The management of concussion is our collective responsibility. The incorrect management of concussion can have serious consequences for player health and for the wider game.

It is important that we all - **Umpires, Medical Staff, Players and Coaches -** play our part to keep the game safe.

UMPIRES

If a player has an incident that might result in a concussion (or what we also call a mTBI – mild Traumatic Brain Injury) we must **stop** the game and get a medical assessment done.

These incidents can occur in a variety of ways:

- Ball to the helmet whilst batting, bowling or fielding (or umpiring)
- Bat to the head whilst wicket-keeping or fielding in close
- Head versus ground whilst diving making your ground
- Collision with another player or with the ground or with the ground surrounds

If any of these happen, no matter how innocuous it seems please **stop the game** and **call for a medical person** to assess the player. This will most likely be the physio.

MEDICAL STAFF

If called onto the ground please assess the injured player thoroughly. You will have time to do so. Please consider the following:

- Is there a life threatening situation – call for assistance and dial **111** immediately
- Remember your trauma course training
- What does the Concussion Recognition Tool tell me?

If the player needs to be removed from the field continue on to a fuller assessment including SCAT3 and consider seeking external expert medical advice.

PLAYERS

Please be honest in your response to those trying to help you.

You may be required to leave the field for a period of time and in some cases you may not be permitted to return due to your head injury irrespective of the situation of the match.

These precautions exist for your safety and long-term well-being. Players need to put confidence in the medical professional's direction as they have the well-being of the athlete as their first priority. Therefore if you are instructed to leave the field for further medical assessment, this will be enforced by game officials.

COACHES

New Zealand Cricket and the NZCPA take the potential for concussion extremely seriously. It is paramount that we all support our players and ensure they are our number one priority.

If a player has sustained a concussion injury they will be assessed by medical professionals and may be instructed to leave the field for further medical assessment. This will be enforced by game officials. They will only be able to return once they have completed all return to play requirements to the acceptance of attending team medical staff and external experts as consulted.

PLEASE NOTE: This form should be displayed in both team dressing rooms.

In the case of EMERGENCY please dial 111

Pocket CONCUSSION RECOGNITION TOOL™

To help identify concussion in children, youth and adults

RECOGNIZE & REMOVE

Concussion should be suspected if one or more of the following visible clues, signs, symptoms or errors in memory questions are present.

1. Visible clues of suspected concussion

Any one or more of the following visual clues can indicate a possible concussion:

Loss of consciousness or responsiveness
Lying motionless on ground / Slow to get up
Unsteady on feet / Balance problems or falling over / Incoordination
Grabbing / Clutching of head
Dazed, blank or vacant look
Confused / Not aware of plays or events

2. Signs and symptoms of suspected concussion

Presence of any one or more of the following signs & symptoms may suggest a concussion:

- Loss of consciousness
- Seizure or convulsion
- Balance problems
- Nausea or vomiting
- Drowsiness
- More emotional
- Irritability
- Sadness
- Fatigue or low energy
- Nervous or anxious
- "Don't feel right"
- Difficulty remembering
- Headache
- Dizziness
- Confusion
- Feeling slowed down
- "Pressure in head"
- Blurred vision
- Sensitivity to light
- Amnesia
- Feeling like "in a fog"
- Neck pain
- Sensitivity to noise
- Difficulty concentrating

3. Memory function

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Failure to answer any of these questions correctly may suggest a concussion.

"What venue are we at today?"
"Which half is it now?"
"Who scored last in this game?"
"What team did you play last week / game?"
"Did your team win the last game?"

Any athlete with a suspected concussion should be IMMEDIATELY REMOVED FROM PLAY, and should not be returned to activity until they are assessed medically. Athletes with a suspected concussion should not be left alone and should not drive a motor vehicle.

It is recommended that, in all cases of suspected concussion, the player is referred to a medical professional for diagnosis and guidance as well as return to play decisions, even if the symptoms resolve.

RED FLAGS

If ANY of the following are reported then the player should be safely and immediately removed from the field. If no qualified medical professional is available, consider transporting by ambulance for urgent medical assessment:

- Athlete complains of neck pain
- Increasing confusion or irritability
- Repeated vomiting
- Seizure or convulsion
- Weakness or tingling / burning in arms or legs
- Deteriorating conscious state
- Severe or increasing headache
- Unusual behaviour change
- Double vision

Remember:

- In all cases, the basic principles of first aid (danger, response, airway, breathing, circulation) should be followed.
- Do not attempt to move the player (other than required for airway support) unless trained to so do.
- Do not remove helmet (if present) unless trained to do so.

from McCrory et. al, Consensus Statement on Concussion in Sport. Br J Sports Med 47 (5), 2013

In the case of EMERGENCY please dial 111

14.7 Appendix 5 - Code of Conduct

NZC Game On Code of Conducts for players, and coaches.

- On and off field misbehaviour can result in a player being sent home.
- Any damage to accommodation or dressing rooms shall be at the cost of the player responsible.
- There is a strict NO alcohol and drugs policy for all NDCA Tournaments – this includes vaping.

Any complaints are to be made in writing to NDCA Competition and Tournament Manager, via email to competitions@ndca.co.nz