NORTHERN DISTRICTS CRICKET

Northern Districts Cricket Association 2026/27

SENIOR-TUAKANA

Competition Regulations

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2 CODE OF CONDUCT – OUR PHILISOPHIES

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.

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.

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.

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.

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.

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.

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.

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 INTRODUCTION

3.1 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 (BOPCA) Poverty Bay Cricket Association (PBCA)
NDCA	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	
Club / Clubs	Any club affiliated to a District Association within NDCA	
School / Schools	Any school affiliated to a District Association with NDCA	
Higher Representative Match	Any match in which a player is representing a District (or equivalent), Major Association or New Zealand (whether age group or otherwise) but shall not include for example University; Armed forces; ethnic.	
Senior	A player or competition provided for adults (18 years and older).	
Youth	A player or competition provided for college students (13-18 years old)	
Unfinancial Register	A list of players that owe subscriptions to an affiliated club within New Zealand	

For the purposes of language, DA grades have been termed as per below table:

	Premier Men's	**Premier Women's**	**Reserve**	**Senior**	**Business House**
NCA	Premier		Reserve	Rodney Mens	T20
CMCA	Premier		Reserve	Senior A Senior B	T20
HCA	Premier	Premier	Reserve	Senior A Senior B Senior C	Twilight Cricket
WVCA	Premier	Premier	Senior A	B Grade	
BOPCA	Premier		WBOP Reserve Grade Lakelands Senior Reserves	WBOP B Grade	Twilight Cricket Business House
PBCA	Premier			Senior B	

3.2 Purpose

The purpose of this document is to outline rules and regulations by which senior club cricket competitions will be operated across the DA's within

NDCA. DA Board have adopted and approved this documentation to form the foundation for competition operation which will be managed and delivered by various CA across NDCA on behalf of each Board.

3.3 Right of Delegation

Regional Boards have vested the powers or functions to CA for the Senior By-laws and competition conditions and may also be delegated to any independent adjudicator/s appointed by the Board or CA.

3.4 Administrative Guidance

CA have no jurisdiction over any matter in any grade on match day once the game has started. CA will reject any approach by clubs/players to adjudicate on any matter pertaining to the rules on match day. Umpires (qualified or not) have total control once a game is underway. Player eligibility is never an umpire issue. If clubs would like a players eligibility reviewed this can take place before or after the player has taken the field but must be raised within 48 hours of the completion of the fixture. For any quarter, semi or final fixture, each team must nominate and seek approval for the full list of players to take the field.

NCA Specific: CA can be contacted by mutual agreement of both captains (if no official umpire appointed).

3.4.1 There is a judiciary process available as outlined in "15 Code of Conduct and Judiciary Process".

4 HEALTH AND SAFETY

4.1 Helmet Policy

Players are expected to comply with the New Zealand Cricket formally adopted position on helmet safety requirements as detailed in the NZC Community Cricket Helmet Policy.

4.1.1 NCA & CMCA specific: Compulsory for all players in all grades must wear a helmet.

4.1.2 BOPCA specific: All batters regardless of age, must wear a helmet (with a faceguard) against fast or medium-pace bowling. It is also strongly recommended that a helmet is worn when batting against spin bowling.

4.2 Underage Player Bowling Loads

Bowling loads are outlined in the NZC Game on Resource on page 53. Restrictions are in place predominantly for safety but also for development purposes.

Age	*Bowling*	*Sessions Per*

4.2.1 A bowler 19 years or older is not restricted in any bowling loads.

4.2.1.1 In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.

	Restrictions	*Week / Bowling Restriction*
13 yrs	• *10 Overs per Day* • 5 Overs per spell	• *2 sessions per week* • 5 overs per session
14 yrs	• *10 Overs per Day* • 5 Overs per spell	• *2 sessions per week* • 5 overs per session
15 yrs	• *12 Overs per Day* • 5 Overs per spell	• *2 sessions per week* • 5 overs per session
16 yrs	• *14 Overs per Day* • 6 Overs per spell	• *2 sessions per week* • 6 overs per session
17 yrs	• *16 Overs per Day* • 6 Overs per spell	• *2 sessions per week* • 6 overs per session
18 yrs	• *20 Overs per Day* • 8 Overs per spell	• *2 sessions per week* • 6 overs per session

4.2.2 A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.

4.2.3 In the instance where an innings is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.

4.2.4 In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.

4.2.5 Any partially completed over will count as a full over (so far as each bowler's limit is concerned).

4.3 Alcohol

For all grades, under no circumstances is alcohol allowed within playing enclosures and surrounds on any Council or school ground.

4.4 Anti- Doping

For all grades, the national policy by Drug Free Sport New Zealand, supported by NZC will apply.

4.5 Vehicles

No vehicles are allowed on any Council or school ground.

4.6 Concussion Policy

Clubs, teams, coaches, managers and players are expected to comply with the NZC Community Cricket Concussion Policy.

5 CONDUCT

5.1 Rationale

CA and all Boards believe that the reputation of the game, and the way it is played, is paramount. Players, officials and supporters are expected to show tolerance towards others. Clubs and schools are a vital component to the reputation of the game, and those that play it. Therefore, the CA requests and encourages clubs and schools to show strong leadership regarding the code of conduct and have a process in place, to work alongside players, officials and supporters in supporting the code of conduct. Our players, officials, supporters and wider communities are integral partners to New Zealand's Summer Game. It is "A Game for All New Zealanders, A game for life".

5.2 The Spirit of Cricket

CA endorses fair play and tolerance by and for players, officials and supporters, at all times. The game is based on the spirit of cricket – the way the game should be played – this is vital to the success and growth of our game. Gamesmanship and competitiveness are a part of our game – sledging and bullying is not. To keep the integrity of our game intact, games can certainly be played hard, but they must be played fairly – it is up to all players, officials and spectators to adhere to and endorse fair play and tolerance of others. This is the spirit of cricket – play hard but play fair.

5.3 Responsibilities

5.3.1 CA in agreeance with the Boards establish the code of conduct based on NZC, NDCA and DA values, expectations and/or policies including the spirit of the game.

5.3.2 All participants are to ensure that the 'rule of common sense' is applied at all times. Team captains are responsible to the CA for the control and general conduct of the players and game.

5.3.3 Captains and clubs are expected to understand, promote, and endorse the code of conduct.

5.3.4 Captains are responsible to ensure play is conducted within the Spirit of Cricket and the laws.

5.3.5 Clubs are to establish a process to self-regulate player and/or spectator behaviour.

5.3.6 Captains and clubs are to endorse and promote the Spirit of Cricket.

5.3.7 CA regulates and administers the code of conduct for any serious matters that require an official stance and/or judgment.

5.4 Code of Conduct and Process

5.4.1 All details for Code of Conduct inclusive of process is detailed in

Section 16.

5.4.2 Any umpire or otherwise, can ask/instruct the captain to inform the players and/or spectators to follow the code of conduct.

5.4.3 Along with an official coding officially appointed umpires can award a total of five penalty runs to a non-offending team, during a match.

5.4.4 If five penalty runs are awarded, an official report must be submitted by the umpires.

5.4.5 District Association Boards and or CA will have an appointed Code of Conduct Judiciary Panel that will lead the code of conduct process/protocols.

5.4.5.1 NCA Specific: The Commissioner will be independent of the NCA and will follow the protocols set up by NZC, NDCA and the NCA. *NCA GM will be involved in all code of conduct matters and will inform the NCA Chair as required.*

5.4.6 At any time, a club or school can self-regulate a member player and/or associated spectator behaviour as the club/school deems appropriate to the incident.

5.4.6.1 Any club/school sanction imposed on a player independently of the CA process cannot be appealed to CA or the DA Board.

5.5 Report an illegal Bowling Action

5.5.1 It is recommended that officially appointed or player umpires do not call 'no balls', that are deemed to be so, by an illegal action.

5.5.2 A report can be submitted via this link - Doubtful Bowling Action Report. An officially appointed umpire, or club/school member can report an alleged illegal action to CA.

5.6 Harassment

Harassment will not be tolerated in any cricket situation. Anybody that feels harassment has occurred to either an individual (including self) or has observed harassment should report it to the CA.

- CA will respond promptly, appropriately and fairly to all complaints at all times respecting the rights and privacy of all parties.
- Where appropriate, Harassment Complaints will be dealt with under the regional Code of Conduct. If the Code of Conduct is insufficient to deal with the complaint, then CA may take extraordinary measures (including police involvement) to ensure the wellbeing of the complainant.

In most cases, harassment is an attempt by one person to inappropriately exert power over another person. Harassment ranges from mild conduct such as gestures or comments to conduct which may be physical, forceful and violent.

- Harassment is any unwelcome comment, conduct or gesture directed toward an individual or group which insults, intimidates,

humiliates or is malicious, degrading or offensive, and is either repeated or of such a significant nature, that it adversely affects a person's performance, contribution, enjoyment or general competition environment.

- Harassment may be focused on an individual or group's ethnicity, skin colour, gender, other physical characteristics, sexual orientation or any other distinguishing characteristic. Sexual harassment is any unwelcome behavior of a sexual nature.

6 LAWS OF CRICKET

All laws of cricket are available to be viewed at the MCC Laws of Cricket website. Where the laws specify a decision by umpire, but no official are appointed, the captains will make any determination required in agreeance.

The Laws of Cricket 2017 Code (4th Edition 2026) (including any revision) and the current New Zealand Cricket First Class Playing Conditions shall apply to competitions unless such laws or conditions are inconsistent with these Senior By-laws and Competition Conditions. In the event of a conflict, these by-laws take precedence.

7 UMPIRES AND MATCH OFFICIALS

7.1 Allocation/Priority of Umpire Appointments

7.1.1 Umpires will be allocated to games with Premier games as a priority before then be allocated to grades below.

7.1.1.1 Where there are not enough umpires to allocate two umpires to each Premier game, umpires will be allocated on a basis to best ensure maximum games in the grade have a minimum of one official umpire per game.

8 COMPETITION STRUCTURE

8.1 Playing Conditions

8.1.1 All competitions will have individual Playing Conditions. Where there is a contradiction between the Senior Competition Regulations and Playing Conditions, CA should be notified, and the Playing Conditions shall override the Senior Competition Regulations in the immediate.

8.2 Entry and Grading of Teams

8.2.1 After each Annual General Meeting (AGM), CA will communicate a date by which all Clubs must notify team entries into desired grades for the upcoming season.

8.2.1.1 To enter teams, clubs/schools shall enter teams via PlayHQ into grades by the closure date.

8.2.1.2 CA shall determine which grade each team entered shall compete and may:

- divide any grade into sections
- at any time, vary the grading of any team and/or format of the competition.
- impose criteria and responsibilities on clubs which wish to enter teams.

8.3 Attire

8.3.1 Player umpires must be easily distinguishable from the fielding side.

8.3.2 All teams shall have an approved playing uniform, approved by CA. Playing uniform should be worn by all playing members and no other attire shall be acceptable.

8.3.3 Clubs are encouraged to use non-white uniforms and protective leg guards for limited over matches where a white ball is used and for two-day matches to have white uniforms or at a minimum standard a dominant colour other than red.

8.4 Conduct of Matches

8.4.1 The order of draw, points and playing times for matches shall be decided by CA before the commencement of each competition.

8.4.2 The order in which teams meet shall be decided by an automated draw system unless otherwise determined by CA.

8.5 Competition Structures and Finals Qualifications

8.5.1 The first named team in any draw is regarded as the 'home team' unless otherwise stated.

8.5.2 The draw for any grade as issued by CA shall be, in all instances, the official advice regarding staging of matches.

8.5.2.1 **Round Robin:** If at the end of a round robin competition two or more teams finish equal, the winner will be determined by who beat who during round robin play. If this method is not applicable, then the winner is determined by net run rate.

8.5.2.2 **Pool Tables & Finals:** The top team from each pool, as determined by competition ranking criteria for table positions, will progress to any competition final.

8.5.2.3 **Finals:** The winner for each final as well as any scheduled reserves days (or not) will be determined as per the competition playing conditions.

9 RESULTS

9.1 Match Results

9.1.1 Match results will be defined as below terms set out in the law 16 of cricket.

9.2 Competition Results and Play Off Winners

9.2.1 When semi-finals or finals are scheduled but not played in a round robin format, the fixture winner will be determined as the team/club from the fixture, with the highest number of points.

9.2.1.1 If a winner still cannot be determined, then it will be based on 'who-beat-who' and if this is equal (eg two round robin games) then net run rate).

9.2.1.2 Where the competition has two pools of play which does or does not involve cross over play, the competition will be decided by the team with the highest number of points (and if equal then net run rate).

9.2.2 Reserve Days which are scheduled for a final or semi-final can be applied by CA, but only if scheduled from the start of the season.

9.2.2.1 If a final or semi-final commences but has no result be either natural result of Duckworth Lewis, then a reserve day can be utilised, but only if this reserve date was in the originally released calendar. A new match would commence on the reserve day.

9.2.3 In any limited over semi-final or final that results with the scores tied, a Super Over will determine the winner as per 7.3 guidelines.

9.2.4 If a competition has no play, any associated trophies/individual awards will not be awarded.

9.3 Super Over Conditions

The following procedure will apply should the provision for a Super Over be required in any match.

9.3.1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances, 10 minutes after the conclusion of the match.

9.3.2 The Super Over will take place on the pitch allocated for the match.

9.3.3 The umpires shall stand at the same end as that in which they finished the match.

9.3.4 In both innings, the fielding team shall choose from which end to bowl.

9.3.5 Only nominated players in the main match may participate in the Super Over.

9.3.6 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.

9.3.7 The team batting second in the match will bat first in the Super Over.

9.3.8 The fielding captain or their nominee shall select the ball with which the player wishes to bowl their over in the Super Over with. No new balls are to be used.

9.3.9 The loss of two (2) wickets in the over ends the team's one over innings.

9.3.10 If the Super Over is a tie, then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited amount of Super Overs played to achieve the result.

9.3.11 In normal circumstances any subsequent Super Overs will start 5 minutes after the preceding Super Over. The interval shall be 5 minutes.

9.3.12 The team batting second in the preceding over will bat first in the following Super Over.

9.3.13 The same ball will be used for subsequent Super Overs, unless umpires believe it needs to be changed for any reason.

9.3.14 Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion, refer to 7.2

10 SCORING

10.1 PlayHQ Player Registration and Scorecard Entry

10.1.1 All players must be registered on PlayHQ.

10.2 PlayHQ Scorecard Entry

10.2.1 All games are to be scored on PlayHQ and games are encouraged to have two devices available for scoring, as one device the Primary scorer and one device the Secondary device

10.2.2 Captains are responsible for the correctness of scores and PlayHQ scorecard entry. If an official umpire is not standing scores must be agreed on by both the captains at the completion of any session/innings.

10.2.3 The scorecard for any game must be entered into PlayHQ by the club which is deemed to be the 'home team'/the team on the left side of the draw

10.2.4 A full scorecard must be entered for a match which has a result* or is abandoned.

10.2.5 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 CA before the deadline for results and include the match result, with agreeance of the results from the opposition team.

- *NCA Specific: All games are to be scored on PlayHQ and in a book. The home team is required to provide a device for scoring on PlayHQ (this can be negotiated by clubs as needed). NOTE: Where specific circumstances arise, which are not covered under the*

Playing Conditions, then the current rules governing New Zealand First Class cricket will apply).

10.2.6 All fixture results must be recorded in PlayHQ within ~~48~~ hours of completion of the fixture. *(NCA Specific; before 9am on Tuesday following the match)*:

10.2.7 *Two-day fixtures which are entered as full scorecards, can only be entered after the completion of the entire game. All results must be loaded in PlayHQ within 48 hours of match completion.*

10.2.7.1 NCA Specific: Failure to meet the requirements set out in 8.1-8.2 could result in a club fine and/or a points deduction (as determined by CA).

10.2.7.2 *One point will be deducted from the offending team's points for that game. Any subsequent failures by the same team will incur the deduction of a further point for each additional failure.*

10.3 Scoring and Scoreboard

10.3.1 The home team, in all grades, is responsible for providing a scoreboard for each match where possible.

10.3.2 The batting team is responsible for updating scoreboards during the game.

11 PLAYERS

11.1 Qualification of Junior and Youth Players to play in Adult Grades.

11.1.1 Players must be in Year 9 at school or older to qualify to compete in adult competitions subject to conditions below (for clarity, the hierarchy of grades will apply from Premier downwards):

11.1.1.1 No player Year 8 or under is allowed to play in Senior, Reserve or Premier grades.

11.1.1.2 Players in Year 9 at school are only permitted in non-Premier grades. **CMCA Specific: *Any player in Year 10 or below at the beginning of the relevant cricket season must not play Reserve Grade and/or Premier Grade without first having been granted dispensation in accordance with the CMCA dispensation policy. ***NCA Specific Any player in Year 11 or below at the beginning of the relevant cricket season must not play Reserve Grade and/or Premier Grade without first having been granted dispensation in accordance with the NCA dispensation policy.*

11.1.1.2.1 CA require parental written consent for any Year 9 player to participate. This consent must be received by CA at least 48 hours before the players' first match each season. Only one consent form is

required per player each season.

11.1.1.2.2 Any Year 9 player selected to play non-Premier fixtures must be deemed to have the ability to compete (bat/bowl/keep) at the selected level of play, ie. must not be used solely as a fielder.

11.1.1.2.3 CA accepts no responsibility for selection within adult competitions, all queries should be directed to the club/school

11.1.1.3 Players that are Year 10 or older are permitted in all grades. *NCA &CMCA conditions apply as per 9.1.1.2

11.1.1.4 Non-Premier teams may field up to a maximum of three Year 9 players per match. All other players must be Year 10 or older.

11.1.1.5 Player safety is paramount at all times; physical, mental and environmental.

11.1.1.5.1 A player active within any adult competition (regardless of age) will be regarded and treated as an adult player. As such, player welfare must also be considered.

11.1.1.5.2 If any uncertainty exists as to player suitability and/or safety to participate in adult competitions, then the player should be excluded from selection.

11.1.1.6 A junior player that has been consented (by parent and CA) to play adult cricket, must abide by the health and safety regulations (including bowling loads). *Please note that bowling loads limits are based on a daily workload and not per match.*

11.1.1.7 Breaches of any part of these regulations could lead to a loss of competition points and or fine.

11.2 Qualification of Adult Players

11.2.1 CA has the right to permit or decline any person to play within jurisdiction of the region.

11.2.2 No player (excluding those which transfer from college to university) can play for two clubs simultaneously in New Zealand during the same season without a completed legitimate CA approved transfer via PlayHQ. approval (see "9.3. Transfer of Players"). **

***NCA specific: players that have already played at least two games for another club during the season may play for another team that are short of players BUT the opposing captain must be informed and agree to it AND the team with the "outside player" will be awarded*

only half the match points if they win, with the remaining points awarded to the opposition team.

11.2.2.1 Players previously registered on PlayHQ can reregister existing profiles.

If a player has an existing profile in another club/region or country, the club/school should contact CA to have this profile transferred.

11.2.1.1.1 Club/School must ensure players are correctly allocated (on PlayHQ) in players main team of selection or contact CA for support.

11.2.1.1.2 Player, team and club registrations must be updated on 31 January annually.

11.2.1.1.3 Annually on 31 July, New Zealand Cricket will automatically archive all registered players from the previous season.

11.2.2 Players can only play for one club in a season until an official "Player Transfer process is completed and approved by CA.

11.2.2.1 A player which represents a school/club in a formal competition match, would need to complete a "Player Transfer" request to change clubs.

11.2.2.2 A player that represents a school/club in a non-formal competition/league match (ie pre-season game or friendly) does not have to complete a formal transfer process to change clubs/schools.

11.2.3 No adult player shall be eligible to play more than one adult game conducted by the region on the same day, unless that player has been nominated as a twelfth player in one of the games or if the player is playing a second T20 match on the same day.

11.2.4 A player that participates in a youth/college game may play in an adult game on the same day and must comply with the "Underage Player Bowling Loads" (outlined in 2.2) and subject to criteria outlined in "9.1; Qualification of Junior and Youth players".

11.3 Transfer of Players and Application Process

11.3.1 No player can play for two clubs/schools simultaneously in New Zealand during the same season without completed online transfer though PlayHQ. This excludes players (eg Year 13 students) which transfer from a school/college team in Term 4 to join a club team. *(**NCA: please refer to 9.2.2). (*** If school students are playing for a school team in a senior club competition during the current season, they will require a transfer to join a club).*

11.3.1.1 A player shall only be eligible for finals with the current

club of registration, regardless of any previously achieved qualification status with other clubs/schools from which the player is currently a member.

11.3.1.1.1 Dispensation may be sought by clubs for players which have relocated to other competitions for university reasons, but which have played for the club in the current season and qualify under the number of games played rationale.

11.3.1.2 The player requesting a transfer must be confirmed as fully financial.

11.3.2 No club shall permit a player to play for a team in any competition until that player has been registered as a member of that club and has complied with player transfer requirements (ie is a financial member).

11.3.2.1 Player registration must be authorised by CA at the commencement of the season.

11.3.2.2 Any team which fields a player without confirmed transfer approval before this timeframe will forfeit the full match points to the opposition team. (NCA only: see rule 9.2.2).

11.3.2.3 New registrations during the season must be submitted for approval via PlayHQ and confirm via email to CA the reason for the transfer no less than two full working days before the game.

11.3.2.4 A three-tier approach will be utilised to approve transfer of players:

1. Eligibility – the player must be a legitimate financial player
2. Registration – the player must be registered on PlayHQ
3. Clearance –the player must be cleared for transfer by any previous club

11.3.2.5 Any player may request to transfer from one club to another during the course of a season on obtainment of consent from both clubs and/or DA involved and provide a copy of the consent/s to CA. Any transfer which has not received consent from both clubs or District Association can be appealed in writing to CA for a decision. It shall be the responsibility of the club for which the player is being transferred to, to advise CA of the change or of the failure of the clubs to agree to the transfer.

11.3.3 To apply for a player transfer to a club/school external Northern Districts, the school/club which is to receive a new player must:

11.3.3.1 Contact NDCA CA with the necessarily detail including the

PlayHQ profile, originating club/school and affiliated District or Major Association.

11.3.3.2 Receive approval via PlayHQ from NDCA CA that the identified player is confirmed as financial.

11.4 Eligibility of Players for Finals and Matches

11.4.1 No player shall be eligible to play in a club final if that player has not played at least 33% of completed or partially completed available playing days (excludes abandoned days) for that team/competition during the season ("*Final" is defined as any match outside of round robin matches*).**NCA Specific: *QUALIFICATION FOR FINALS - to be eligible for finals, players must have played a minimum of four playing days in the season for the club in the relevant grade. Dispensation in special circumstances may be granted upon application to the Club Delegate/NCA ratification. Games that are abandoned count as matches by agreement with the NCA CA.*

11.4.1.1 A "playing day" is determined by a date of play, not the number of games within that date.

11.4.1.1.1 Playing Day for Two-Day competitions is considered 33% of playing days available.

11.4.1.2 Abandoned days which have not commenced play (or bowled a single ball) will not count towards player eligibility.

11.4.1.3 Abandoned matches which have commenced play but subsequently rained-off, will count towards player eligibility, so long as a scorecard reflective of the day's play and players is entered into PlayHQ.

11.4.1.4 Only matches attached to PlayHQ player profiles will determine eligibility.

11.4.1.5 Players listed as 'Fill In within PlayHQ scorecards will not be considered as legitimate proof of playing days.

11.4.1.6 A player may play in a higher-grade final if that player has met the minimum playing day requirements at the lower grade, or through a combination of both grades.

11.4.1.7 A player which transitions from Year 13 college/youth grade cricket into club cricket at the start of a new annual year (January) shall be considered eligible if the player has achieved the required number of playing days from within the college/youth grade prior to Christmas.

11.4.1.8 Consideration for players returning from injury will be decided on a case-by-case basis as long as documented

medical evidence is provided and the player has been a previous member of the club/school.

11.4.2 Dispensation may be granted to players that do not meet the requirement under reasons:

11.4.2.1 A player is unavailable for selection during the competition because of representative cricket commitments (playing, travelling or training) for District Association, NDCA or New Zealand.

11.4.2.2 The club must provide PlayHQ scorecards (where the player in question is listed as a player on the day) to CA that the player in question was playing higher level representative games on the same day as the club competition fixtures during the current season. Games played in higher senior grades do not count.

11.4.2.3 A player was registered within a team at the start of the season but can produce proof of injury which would provide reason for the player to not reach the number of matches required to qualify.

11.4.2.4 A player has transferred from a college team to a senior club team for the second half of the season but has represented the new club within that grade already. A request for dispensation must be submitted to the CA for approval at least four working days prior to the scheduled finals match (eg received on Tuesday for a Saturday final). Dispensation requests received in less time to scheduled finals match will not be considered.

11.4.3 Eligibility rules apply throughout the grades inclusive of Twenty20, however CA reserves the right to make allowances under extenuating circumstances.

11.4.4 Any player may only drop up to one grade for the same club on consecutive playing days.

11.5 Unfinancial and Suspended Players

11.5.1 Any registered player that is unfinancial with any New Zealand club, cannot play in any level of competition. Unfinancial is a player which has not paid due subscriptions to the club.

11.5.2 Any player which has been registered by a club as unfinancial but then continues to play for that same club, will be removed from the unfinancial register.

11.5.3 Any player which is registered as unfinancial will only be considered unfinancial to the value of a single year of club/school affiliation fees.

11.5.4 Prior to the commencement of the season, clubs must inform CA with a written list of players that are unfinancial. CA will provide clubs with a copy of the regional unfinancial register and may wish to publish

such list on their website. Players shall remain unfinancial until outstanding debt has been paid or resolved.

11.5.5 If a suspended player plays for any team under regional CA jurisdiction whilst under suspension; the player, team or club may be further penalised, including forfeiting any match in which the suspended player plays. Any player under suspension must serve the full sentence. *Any suspension does not apply to first class cricket or professional cricket but will apply to District Association representative level.*

11.6 Player Definitions

11.6.1 All players are defined as either a professional player, or a non-professional player.

11.6.1.1 A local player is determined as a New Zealand citizen, resident (permanent or temporary) or in possession of a valid New Zealand Immigration (NZI) work visa/permit (not associated to playing cricket).

11.6.1.2 A non-local player is defined as a player that does not normally reside in New Zealand (or holds a NZI working holiday) or the DA for which the competition is played, excluding college/university students that attend educational facilities external to the DA.

11.6.1.2.1 CMCA and NCA specific: Players can reside within the Auckland Cricket Association (CMCA) boundary but choose to play within the DA competitions.

11.6.1.2.2 HCA and WVCA Specific: players may reside external to the DA regional boundary and be eligible to represent clubs/schools within it.

11.6.1.2.3 The player resides external to the DA for educational purposes.

11.6.1.3 Dispensation can be approved at the discretion of CA for a local player which resides within a different DA to that of the competition, if eligible through one or more criteria:

11.6.1.3.1 The DA for which the player resides does not offer a level of competition for which the player will participate.

11.6.1.3.2 The player is on an employment secondment external to the DA.

11.6.1.3.3 New Zealand Cricket or NDCA request that the player be allowed to play Premier cricket.

11.6.2 No team shall field more than **two** non-resident players in any grade

fixture without the written permission of the CA. *(NCA specific: no team shall field more than three non-resident players in any one grade without written permission from CA).*

11.6.2.1 Any breach will result in an automatic default by that team to the fixture, regardless of format.

11.6.2.2 Any team can apply to CA for dispensation (written). *Teams need to allow four working days for an application to be approved or disapproved, inclusive of necessary documentation.*

12 CANCELLATIONS, ABANDONMENTS AND DEFAULTS

12.1 Cancellations

12.1.1 CA will be responsible to communicate any cancellations to clubs and umpires in accordance with the approved Cancellation Policy.

12.1.1.1 Only in extreme circumstances will the decision to cancel cricket and close grounds be made before the day of play

If play is delayed, the official umpires or captains of teams will be responsible to determine any further delays in the commencement of play.

If clubs are travelling longer distances, it is suggested that the home clue contacts the travelling team to advise the local position (and vice versa). If clues are unsure, at any time, clubs can contact relevant CA.

12.1.1.2 Where no official umpires are present for a match and a dispute arises as to the playing conditions, then any other official umpire or an independent official of CA shall determine if/when play shall take place. If neither is available, then play shall take place when both captains agree. The objective is to play as much cricket as possible.

12.2 Abandonments

12.2.1 Regardless of other matches within the same grade being abandoned, all points for matches played will be allocated to relevant teams. **

12.2.2 The scorecard for any game must be entered onto PlayHQ by the club which is deemed the 'home team', this includes the entry of abandoned matches.

12.2.3 If the first day of a two-day game is rained off, when individual games are played, and points are allocated as appropriate, outright points can be played for in those games.

12.2.3.1 ***HCA Specific: If the first day of a Two-Day game is rained off for the majority of games, then outright points will not*

be possible for that entire Round of play.

12.3 Defaults

12.3.1 Any club which defaults a fixture must contact CA before 3:00pm on the Friday prior to the match.

12.3.2 Clubs must default lower grade teams where necessary, to field a team in higher grades.

***HCA Specific: the club must default from Senior B upwards to Premier, ie no club can field a B grade team if a Senior A team has defaulted.*

***NCA Specific: If a Premier team defaults, the non-offending team shall be awarded the maximum number of points gained in that round, and the defaulting team shall lose the equivalent number of points. If a Premier side defaults and a lower team plays, that side shall also be penalised 3 points. In the event of a default by a Reserve or Third Grade team, the non-offending team will be awarded the maximum number of points gained that round. Disqualification from the competition may result if a team defaults two or more games, subject to CA and DA Board ratification.*

12.3.3 A default will automatically apply to any team which commences a session of play with less than eight players. Players arriving late will not be counted toward a need of eight players to commence a session.

12.3.4 A team which defaults could lose points and/or be fined, and the non-offending team shall be awarded the equivalent highest points scored in any corresponding game in that round in that grade/section.

12.3.5 Two-Day Games defaulted on the second day: The team defaulted to, will receive match points on the game and the number of bonus points available at the time of the default **except** where there is no play in that grade, in that round, when only points earned will be awarded.

12.3.5.1 The team which defaults will lose points gained on the first day, unless there are extenuating circumstances for the default which may be considered by CA.

13 THE MATCH

13.1 Team Lists and Player Absences (Late Arrivals)

13.1.1 A player can only take active part (substitute fielder exempt) in any one adult grade game on a Saturday, excluding double header T20s.

13.1.2 Premier teams must name all team players prior to the start of play. The team must provide the team list to appointed officials or opposition captain (should an official umpire not be standing). On this basis, any named player that arrives late may play an immediate part in the game.

13.1.3 Non-premier grades must notify the opposition captain of any shortfall

in team numbers prior to commencement of play. On this basis any player that arrives late may play an immediate role in the game and no stand-down penalty time for batting or bowling shall be imposed on such notified players.

13.1.4 In respect to the late arrival of a Premier or non-Premier player it must be noted that:

13.1.4.1 The late arrival must not have played in any other adult fixture on that day apart from acting as a twelfth player.

13.1.4.2 The captain must advise the opposition captain of any twelfth player that commences play at the start of the day, so that the player may be replaced by a player which arrives late.

13.1.4.3 In the event of a team playing twelve players, the captain must inform the opposing captain and the umpires who the non-bowler (cannot be the wicketkeeper) and non-batter and bowler for the second half of the match, the opposing captain and umpires must be informed before commencement of the third innings.

13.2 Substitutions

13.2.1 If the umpires are satisfied that a nominated player has been injured or become ill since the nomination of the players, the player shall be able to be replaced with a substitute only in the field (i.e. cannot bat or bowl).

13.2.2 Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not. The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

13.2.3 If a player has been selected to play in a higher representative match it shall be permissible for that player to be replaced for a club match or part of a club match and for that player replacement from another grade to be replaced but subject to the following conditions:

13.2.3.1 If a player is not out at the end of the first days play no continuation of that players innings is allowed by the replacement player.

13.2.3.2 The name(s) of the player(s) to be replaced and the replacement(s) are to be provided to the opposition captain prior to the commencement of the days play and to be reflected in the scorecard on PlayHQ, replacing the

player.

13.2.4 Notwithstanding conditions above, premier teams shall be allowed to replace up to three players on the second day of a two-day match and each team in other divisions may replace up to five players. *(NCA Specific: Premier teams can, by agreement between both captains, have more than three changes on the second day of a two-day match).*

13.2.5 Any club member selected for a higher representative match but declines selection, must obtain CA approval before playing in any club match in lieu of the higher representative match.

13.2.6 No replacements are permitted during any club final, except in extenuating circumstances and must be applied for and approved by CA.

13.3 Stumps and Bails

Wooden stumps of the prescribed length shall be used in all games.

13.4 The Toss

The team drawn on the left-hand side of the draw will be deemed the 'home' team. The captain of the home team will be responsible to toss the coin, while the away team captain makes a call. If a team is not represented by its captain and at least six other players 15 minutes prior to the start of the game, the team present is deemed to have the won toss.

13.5 Balls

13.5.1 Sanctioned balls are the Kookaburra range. No other brand is approved for use within matches. *NCA additionally approve the use of Platypus range.*

13.5.1.1 All Premier and Premier Reserve* fixtures must use a four-piece ball. *NCA Reserve grade (and below) can use a four piece or two-piece ball

13.5.1.2 All Senior/Business House matches can use either a four or two-piece ball.

13.5.1.3 All adult mens grades must use a 156g ball

13.5.1.4 All adult female grades must use a 142g ball.

13.5.2 All grades shall use a new red or white leather ball. Acceptable standards are listed below per DA, and the colour of the ball is dependent on individual competition playing conditions:

NCA	Turf	Regulation	Club Match	Senator	Red King
Premier	✓	✓	✓		
Reserve	✓	✓	✓		✓
Senior		✓	✓	✓	✓
Business			✓	✓	✓

House					

CMCA	Turf	Regulation	Club Match	Senator	Red King	Crown
Premier		✓	✓			
Reserve		✓	✓	✓		
Senior					✓	
Business House					✓	✓

HCA	Turf	Regulation	Club Match	Senator	Red King	Crown
Premier		✓	✓	✓		
Reserve			✓	✓		
Senior			✓	✓		
Business House	Use Kookaburra Commander					

WVCA	Turf	Regulation	Club Match	Senator	Red King	Crown
Premier		✓	✓			
Reserve		✓	✓	✓		
Senior			✓	✓		

BOPCA	Turf	Regulation	Club Match	Senator	Red King	Crown
Premier	✓	✓	✓			
Reserve		✓	✓	✓		
Senior B Grade			✓	✓	✓	

PBCA	Turf	Regulation	Club Match	Senator	Red King	Crown
Premier				✓		
Reserve				✓	✓	
Senior					✓	✓
Business House					✓	✓

13.6 Lost Balls

13.6.1 In the event of play being delayed by reason of a lost ball, the match shall recommence after three minutes at the request of either captain

or no claim for lost time shall be allowed.

13.6.2 Both umpires/captains must agree on the replacement ball, with consideration ball condition.

13.7 Trees

If during any match a ball struck by a batter hits any part of a tree within the boundary on the full, it shall be deemed a six, and if not on the full, it shall be deemed a four.

13.8 Cessation of Play

13.8.1 Regardless of agreed number of overs/hours of play, all matches must cease by 7.00pm, excluding super-over play where light is deemed appropriate by umpires or agreed by both captains.

13.8.1.1 Official umpires may use discretion if a result is likely to be achieved by 7:30pm.

13.9 Fitness of Weather, Light and Conditions

Are under the jurisdiction of official umpires during the course of a match. If no official umpires are present, both captains must agree on conditions for the match to start or continue.

13.10 Rain Interruption (TWO-DAY Format)

13.10.1 When the first day of play (of a two-day fixture) is not possible, day two will be a one day modified match. ***NCA Specific: All matches remain as two day matches regardless of time lost.*

13.10.1.1 If any match in the relevant grade begins play on the first day, all fixtures remain as two-day game. ***HCA Specific: If the majority of matches are rained off in the first day, then all matches are deemed to be one day modified matches.*

13.10.2 Late start due to Adverse Weather

13.10.2.1 If playing time is lost at the start of a day's play due to wet weather or wet pitch conditions, this lost time may be made up by shortening the lunch or tea interval, provided that both captains agree, and the decision is made before play starts. *See individual grade rules for permitting overtime which can be played.*

14 GROUNDS

14.1 Grounds

14.1.1 All fixtures must take place on grounds and pitch allocated as per the competition draw. No ground/pitch changes are permitted on the day of the match unless by CA.

14.1.2 No match will be held on a ground which has been closed.

14.1.3 The condition of all parks and changing areas are the responsibility of

clubs which utilise the facilities. Clubs must ensure:

1. All parks and changing facilities are to be left in a tidy state.
2. Players must use toilet facilities as provided within parks.
3. Facilities are to be left secure and locked at the end of play.
4. Teams are not to practice or warm up on any part of the grass blocks.

14.1.4 Criteria for control of pitches/grounds are listed below:

1. Before play has started, control of the pitch is in the hands of the ground's person (if appointed) or umpire/s. The grounds person/umpires will determine when play shall start, otherwise both captains shall agree on a start time.
2. Once the match has started, if there are interruptions for weather, both umpires or captains must agree to restart play.
3. During the course of a match, if pitch conditions deteriorate to the point where the grounds person/umpire considers there is excessive damage, the grounds person/ umpire has the right to indicate this (to captains) at any time when play has stopped ie, end of an over, fall of a wicket, close of innings, etc. If the batting captain does not agree with the ruling, then the home captain will make the decision to abandon play or not.
4. Notwithstanding the above, if official umpire/s are appointed, then the decision of whether play will start or continue shall be made by the umpire/s.

14.2 30m Circle

Two semi-circles of radius 30 yards (27.43 metres), with the middle stump at each end of the pitch as their centres, shall be drawn on the field of play. The semi-circles shall be linked by two parallel straight lines drawn on the field.

14.3 Allocation/Priority of Pitches and Grounds

14.3.1 Where there is a clash of matches, the adult match will start on time as per the competition playing condition start times. Junior matches played prior to adult games must finish no later than five minutes prior to the scheduled start of an adult game. There will be no extension or exception.

14.3.1.1 Any game which clashes must be reported to CA to make a ruling on the result

14.3.1.2 Adult matches can complete the toss at the side of the field to be ready to start play as scheduled.

14.3.2 All Premier matches will be played on grass pitches when available. CA has the right to allocate a pitch if the club does not have its own nominated grass pitch.

14.4 The Pitch

During any match the pitch can be rolled only up to 10 minutes prior to the toss on the first day and 10 minutes prior to the commencement of play on the second day. The pitch shall not otherwise be rolled during the course of the match.

14.5 Artificial Pitch

No spikes are to be worn on artificial pitches while batting or bowling and if a player if reported to have worn spikes while batting or bowling, the club may be fined.

14.6 Covers

14.6.1 The home team (team listed on the left-hand side of the draw) is responsible for application of covers (hessian and covers) prior to the day of play.

14.6.1.1 The home team is responsible for storing the covers at the end of play.

14.6.1.2 Covers must be placed at least two metres either side of the designated pitch and extend five metres back from the stumps (to protect the bowlers run ups).**See CMCA, HCA and BOPCA specific conditions below:

***CMCA specific: It is compulsory for covers and hessian to be on grass pitches for each Premier and Senior A grade game. This is the responsibility of the home team and must be done the evening prior to each game no later than 7:00pm. Unless CA instructs otherwise, covers and hessian are to be removed no later than 9:00am on match day. Failure to comply will result in penalties ranging from losing future home games or point deductions, and possible fines. Each case will be considered by CA*

***HCA specific: The team named second in the online draw is responsible to ensure the covers are removed at a suitable time before play. The same team is responsible to correctly roll the covers and dry the scrim before positioning both the covers and scrim in the designated storage area by end of the days play.*

***BOPCA specific: It is compulsory for covers and hessian to be on grass pitches for each Premier and Reserve grade game. This is the responsibility of the home team and must be done the evening prior to each game no later than 7:00pm. Unless CA instructs otherwise, covers and hessian are to be removed no later than 9:00am on match day. It is NOT the responsibility of ground staff to manage pitch covers. Failure to comply, leading to sub-standard playing conditions, or match abandonment will result in*

penalties ranging from losing future home games or point deductions, and possible fines. Each case will be considered by CA.

14.6.1.3 During play it is the responsibility of the batting side to cover the wicket if required, but in the interest of the game all players are expected to assist.

14.6.1.4 Under no circumstances are players to run over covers in spikes. This may result in a fine to the club in addition to the cost of any repairs to the covers.

15 REPORTING AND REPORTS

15.1 Captain Reports

15.1.1 Captains must complete an umpire report on Officials HQ or by any other platform as communicated by CA for all matches involving official umpires and must be submitted by both team captains. The report deadlines are 48 hours* following completion of play and reports can be accessed online. Failure to meet this requirement may result in a points deduction and/or a fine. *NCA Specific: before 9am on the Tuesday following the match

16 ANNUAL AWARDS AND PRIZES

16.1 Criteria

16.1.1 Individual player and competition awards will be determined on PlayHQ competition statistics. It is imperative that scorecards are inputted weekly with the correct players.

16.1.2 Clubs/Schools have full responsibility to ensure that scorecards are inputted.

16.1.3 Where a final has been scheduled but is not possible to be played, then the team which is top of the table will be confirmed as the winner.

16.1.3.1 Where a competition has pool play, the team which has the most points and then net run rate will be determined as the overall winner.

17 CODE OF CONDUCT AND JUDICIARY PROCESS

17.1 Rules of the Code

17.1.1 Participants must not indulge in "unacceptable behaviour" on any part of a cricket ground, (including the field of play clubrooms, changing rooms and their immediate surrounds) towards either a person involved in the same match or adjacent match, or a general member of the public. Without limiting the generality of the term, examples follow:

- Abuse or assault or attempt to assault, either verbally or physically, an Umpire.
- Crude or abusive language/gestures.
- Engage in conduct detrimental to the spirit of the game.
- Assault, attempt to assault or abuse, either verbally or physically, another player/team official, match official or spectator/ member of public.

17.1.2 A breach of the code can be applied to any affiliated school/club member, whether on the field of play or as a by-stander, including across social media either before, during or after a game.

17.1.3 Players, team officials, club officials or match officials (unless authorised by the DA or CA) must not make any public announcement or media comment or engage in any act, omission or conduct prejudicial to the interests of cricket or which may bring the game, the DA/CA or any player or group of players into disrepute.

17.1.3.1 'Team Official' includes any team manager/coach appointed or any other person holding an official position within cricket or the club/team.

17.2 Eligibility to Lodge a Judiciary Submission

17.2.1 The following persons may submit a formal judiciary **if present at the time of alleged incident and have observed** an alleged breach of the code:

- Official (Umpire or Scorer) or Player Umpires
- NDCA staff and MA/DA Board
- Team coach/managers (officially appointed) or team members.
- Any official match observer/Referee if appointed
- Council entities/representatives
- Parents/Guardian of a person under 18 years.

17.3 Process to Lodge a Judiciary Submission

17.3.1 A person as outlined in 16.5 which wishes to allege a breach under 'Rules of the Code', should complete a Judiciary Submission Form no later than 12pm Monday following any match from the weekend in which the alleged incident occurred, or within 48 hours after a midweek game. ** *NCA Specific: Before 9:00am on Tuesday following the incident in NCA.*

17.3.2 To submit a Judiciary complaint/report, see link; Judiciary Submission Form.

17.3.3 A submission which is received after the outlined deadline, may still be considered by CA.

17.4 Judicial Panel and Hearings

17.4.1 The Board and/or CA may appoint a Judiciary Panel. The Panel will consider and decide on the submission, in a manner which accords with the principles of natural justice and best ensures a fair and prompt determination.

17.4.2 Upon notification from CA, the Judiciary Panel will arrange a hearing that will take place in person or via video conference within the timeframe as outlined within 15.9.2, or NCA specifically see 15.9.3.

17.4.3 The Judicial Panel reserves the right to hold a hearing and/or make a judicial decision, regardless of if the subject attends the hearing.

17.5 Register of Misdemeanours and Penalties

17.5.1 CA will hold a confidential three-year record of all judiciary details and associated detail across both clubs and players, to ensure consistency of sanction application long term. This will include full detail of the report, the hearing procedures adopted, the decision and rationale.

17.5.2 Without limiting the generality of the term's misdemeanours and unacceptable behaviour, CA will use guidelines to impose sanctions for matters regarding conduct of players.

17.6 Penalty Details and Guideline

17.6.1 CA and/or DA Boards reserves the right to enforce DA, NDCA and/or NZC's Code of Conduct and Spirit of the Game policies, if and as needed.

17.6.2 Where a party is determined to breach the code, the judiciary may impose any sanction as aligned within 'sanction guidelines'. This includes the ability to impose a single sanction or combined sanctions across any of the three categories, for any one breach:

- Participation suspension of a player, team or club in matches for a length of time.
- Forfeiture of points (whether for the match in question or otherwise).
- Monetary fine to the club.

17.6.3 If any player is found to breach the code more than once in the same

season, the judiciary must impose a sanction in a higher category than that imposed for the first offence.

17.6.4 For consistency, a guideline of sanctions has been developed to cover individual, team and club/school sanctions based on a first occurrence.

17.6.4.1 An individual may receive a suspension, or a suspended sentence. A suspended sentence is a sanction which is imposed as a result of a judiciary process, but the implementation of the sanction is delayed of a in order to allow the defendant to perform a period of probation. Suspension is intended to have increasing effect through Levels 2, 3, and 4 breaches. For a level 1 offence, the indicative penalty is a written censure and/or a suspension.

17.6.4.2 If two individual suspensions occur within one team during a season, then the captain of that team will be stood down for one game. This standdown may coincide with the same timeframe as a sanctioned player also being stood down.

- There will be no exception considered (eg. finals eligibility).

17.6.4.3 Suspension may be for a set number of matches or definite period and shall take effect immediately following the decision to suspend and shall apply to any local competition fixtures, inclusive of DA representative fixtures. Suspensions at DA level shall not apply to first class levels.

17.6.4.3.1 An adult who is suspended for abuse towards a player which is 18 years of age or younger will automatically result in a deduction of team points (in alignment with 15.6.4.5) as well as any other sanction which might be imposed.

17.6.4.3.2 A player under the age of 18 years or younger, who participates in a senior competition will be sanctioned in line with the senior competition code of conduct as detailed in section 15. Throughout the judicial process, the player will have a support person over the age of 18 years of age present on all communications or in person hearings.

17.6.4.4 Monetary fines must be paid to the relevant DA Board within 31 days of receipt of written communication from CA.

17.6.4.4.1 Should a club fail to comply with a monetary fine and/or the deadline, the fine will remain at the initial amount and the sanctioned team shall receive a point deduction of up to six points, within the competition that the sanction was

received.

17.6.4.5 Should any team receive a sanction inclusive of forfeiture of points, the points shall be deducted with immediate effect. Deduction of points for the team of which the coded player is a member together with a penalty on the team captain. Points can be deducted as follows:

i. A second coding for a single player in the same season will result in two points deducted from the team (team as per second incident).

ii. Suspension: four points deducted

iii. Second suspension: eight points deducted

17.7

SANCTION	LEVEL	MINIMUM SANCTION	MAXIMUM SANCTION
MATCH BAN (PLAYER/TEAM)	LEVEL 1	Written Censure with suspended sentence	One playing day suspension
	LEVEL 2	One week suspension	Six-week suspension
	LEVEL 3	Four-week suspension	Twelve-month suspension
	LEVEL 4	One year suspension	Life Ban
FORFEITURE OF POINTS	LEVEL 1	Written Censure	1 Point
	LEVEL 2	3 Points	6 Points
	LEVEL 3	6 Points	9 Points
	LEVEL 4	8 points	All competition points
MONETARY FINE	LEVEL 1	Not Applicable	
	LEVEL 2		
	LEVEL 3	$50	$150
	LEVEL 4	$200	$500

17.8 Judiciary Determination

17.8.1 Mitigating and aggravating circumstances will be considered in the determination of the Level and the penalty.

17.8.1.1 Mitigating circumstances may include, without limitation, contrition, apology, good record and the circumstances in which the breach occurred.

17.8.1.2 Aggravating circumstances may include, without limitation, the fact that a Player and/or Team Official, Supporter/s and Spectator/s is a repeat offender, refusal to acknowledge a breach or ignoring the umpires warning.

17.8.2 Once a determination has been reached, there is no right of appeal.

17.9 Judiciary Process and Timeline

17.9.1 The Judiciary process and timeline is outlined for alleged levels of breaches:

- **Level 1:** Determined and communicated by CA in accordance with sanction guidelines (16.9).
- **Level 2-4:** Determined by Judiciary panel/commissioner (communicated by CA) which:
  - Will consider and determine the submission in a manner which accords with the principles of natural justice, and which best ensures a fair and prompt determination of the alleged breach of the code.
  - Provide written reason/s for the decision and provide the decision to CA.
  - Communicate any decision to the player/s and club/s concerned and the initiator of the report as per timeline outlined in 16.9.

17.9.2 CA will aim to complete and communicate all judiciary processes (Level 1-4) before the next scheduled day of play in that grade. CA will operate with a target to ensure any decision is able to be affected before the next scheduled day of play.

17.9.2.1 For a player which has received an alleged breach of the code, if the next day of play within a grade is less than seven days away, the judiciary process may be brought forward (if possible), to provide an outcome in advance of the next play.

17.9.2.1.1 Persons can best support the pace for which a decision can be made with formal submission of any allegation as soon as possible.

17.9.2.1.2 Ability to adhere to this process depends on the timing for which the club/school submits the Judiciary Submission Form, and/or the availability of the CA, Judicial Panel or Judicial Commissioner.

17.9.2.2 Due to the nature of volunteer Judiciary panels, in certain instances CA may not be able to achieve a determination in advance of the next day of play, however a determination will be achieved as soon as possible.

17.10 Judiciary Timeline and Process (including Submission)

For further information and detail, please see the regional 'Code of Conduct and Judicial Process':

17.10.1 It is important that teams in all grades maintain playing standards. These standards exist to ensure high quality and enjoyment of the game for all.

17.10.2 For any submission concerning these By-laws or the Code of Conduct (for NCA see 15.9.3) on a Saturday or Sunday match, the guideline procedure is as follows (disputes for all midweek matches should be submitted within 48 hours of the event):

Day	Time	Detail
Monday following any match from the immediate weekend round (either Saturday or Sunday)	Before 12:00pm	• The dispute or complaint shall be emailed to the CA. The submission must include alleged detail and alleged rule breach.
	Before 5:00pm	• CA shall immediately identify and communicate a copy of the dispute or complaint to the 'other parties' (both individual/s and club/s), including which rules have been allegedly breached. • Where official umpires were appointed to the fixture, umpires response will be sought and recorded. *Player umpire response will not be sought.* • CA shall inform the necessary parties as delegated by the DA Board of the total number of disputes/complaints received from the weekend and the total number of Level 4 allegations. All Level 4 allegations if disputed must be offered a judiciary hearing to be held within 72 hours *(Please note if no disputes/complaints are received, then*

		no communication will be actioned).
Wednesday	Before 04:00pm	• 'Other parties' shall have the right to reply in writing to the CA • DA Board appoint adjudicators to each Level 4 dispute/complaint, which may impose any penalty as deemed appropriate including debarring a player, team or club from participating in matches conducted by the DA Board for any length of time, forfeiture of points whether for the match in question or otherwise, or a monetary fine.

	Before 05:00pm	• CA will communicate to the DA Boards or relevant judiciary parties all Level 1 decisions and sanctions.
		• CA will communicate to the Judiciary panel all full reports for Level 2-4 adjudication, inclusive of 'Party 1 & Party 2' as well as official umpire responses.
		• CA will communicate to all parties involved with a Level 4 allegation the time and venue of the Judiciary hearing. The Judiciary will determine who will attend the hearing and may additionally request attendance of
		  • the initiator of the report
		  • an official club representative (preferably an observer of the incident)
		  • the player/s reported
		  • any other persons thought fit to preserve the course of a fair and just hearing.

Thursday		• All judiciary hearings will be complete and any resulting rule breaches and imposed sanction agreed.
Friday	Before 11:00am	• Level 4: Adjudicators will inform CA of the final decision and confirm any sanction to be imposed. There shall be no right of appeal.
	Before 01:00pm	• CA will formally communicate the agreed decision within 24 hours (which may or may not include a sanction) to the necessary parties involved in the dispute/complaint. Only the immediate parties of the dispute/complaint will be informed, no other additional parties.

17.10.3 NCA Specific Judicial Process:

1. *NCA receive a complaint: The complaint must be delivered to the NCA General Manager (GM), or the acting GM, by 9am on Tuesday. If it is not received on time, it is dismissed.*

2. *GM will call the Judicial Commissioner (JC) after receiving any complaint. GM endeavours to do this before the end of business on the day the complaint arrives, if possible.*
3. *JC will instruct GM to then:*
    a. *Pass on the initial complaint to JC, via email.*
    b. *Contact the umpires – this is usually done immediately after GM has discussed the complaint with JC. If JC doesn't answer GM call or is delayed in returning GM call, GM will contact the umpires and discuss what has allegedly happened.*
    c. *Send the complaint, in its entirety, to the club and person, the complaint involves.*
    d. *Ask for the person and club to officially respond to the complaint in writing (all communication is sent to GM).*
    e. *Send that player/club response to JC, when GM receives it.*
4. *GM then contacts the umpires and discusses the alleged incident.*
5. *GM asks for the umpire(s) to send GM an official report on the alleged incident – GM asks for that to be sent to GM by the next day and it must be in writing.*
6. *GM passes on that report to JC via email.*
7. *JC will instruct GM to pass the umpires report on to the club and person who the complaint involves.*
8. *JC then decides whether it's worthy of their involvement – deciding on whether it's a judicial matter for JC to deal with.*
9. *JC will let GM know and instruct GM to pass on the following:*
    a. *Whether there is to be hearing – ideally, it's in the same week as the complaint, but it's not always possible.*
    b. *If there is a hearing, GM will forward the time, date, venue and who can/will attend (they are club representatives and the player, the umpire(s), JC and an NCA representative).*
    c. *Contact all relevant people and ask for attendance – GM does this via email and/or phone, but GM always confirms in writing.*
    d. *Send back the player/club response to the umpires so they can make final comments before the hearing. GM passes those on to JC.*
    e. *Pass on, via email, all relevant information to the NCA representative before the meeting.*
    f. *If there is no hearing, GM will be instructed by JC to take a suitable course of action – phone calls, emails, letters etc.*
10. *GM then contacts NCA and/or other relevant staff to make sure rooms/bookings are confirmed for a hearing process.*
11. *Wait for JC to respond regarding decision. GM will call JC if it takes more than 24 hours.*

12. JC then instructs GM to pass on official findings, via email, to the player, club, umpires and complainant.

17.11 Player Conduct Offences and Rules (Level 1-4, A-G)

- Please note that examples are provided as guidelines and are not all-inclusive of breaches which could be attributed to that specific Level.

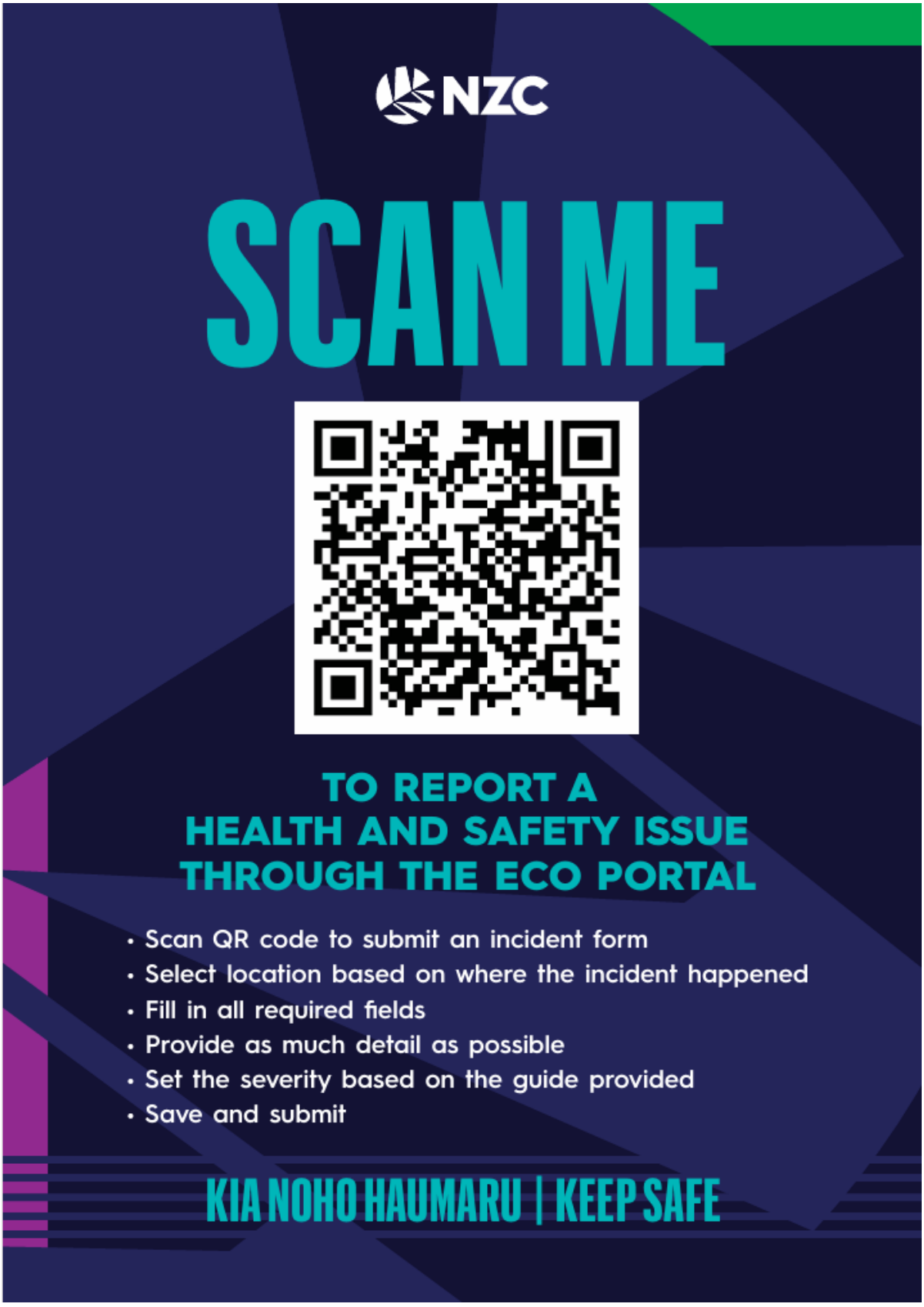
CRITERIA CATEGORIES	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Abuse of cricket equipment or clothing, ground equipment, fixtures and fittings.	• Hitting/Kicking wickets • Actions that result in damage to boundary fences or facilities, dressing room doors, mirrors etc.	• Throw a ball or other object at/near a player, team official, or Umpire in an aggressive or dangerous manner during a match.		
Showing dissent at an Umpires decision during a match, including obvious disappointment with, or challenge to and Umpire's decision.	• Obvious disappointment with, or challenge to, an umpire's decision • An obvious delay in play, or leaving the wicket • Shaking the head to indicate challenge to the decision • Pointing or looking at the inside edge when given out LBW • Pointing to the pad or rubbing the shoulder or giving any other indication the decision is challenged	• Show 'serious' public criticism at an Umpire's decision, irrespective of when such criticism or inappropriate comment is made. *Dissent as listed in Level 1 will be classified at 'serious' when the conduct contains an element of anger, abuse or challenge which is directed at the Umpire.* • Charge/advance toward or challenge, the Umpire in an	• Intimidation of an Umpire by language or conduct during a match (includes appealing in an aggressive manner which has, or may have, the effect of influencing the Umpire)	• Threat or assault on an Umpire or match official

	when caught behind • Snatching the head wear/ garment from the umpire whether in petulance or as a challenge to the umpire's decision • Requesting a referral to the TV umpire • Entering into any debate with the Umpire about his decision	aggressive manner when appealing during a match		
Using language or a gesture that is obscene, offensive, or insulting during a match.	• Loud or repetitious swearing • Obscene gestures or conduct which is directed at another person • Obscene gestures/conduct, which is not directed at another person, eg. swearing at one's own play/ fortune.	• Using language or gesture(s) that is/are seriously obscene, seriously offensive, or of a seriously insulting nature to another player, team official or Umpire.	• Threat of assault on any player, team official, or any other person (including a spectator) during a match	• A player or team official using any language or gesture (s) that offend, insult, or vilify another person on the basis of that person's race, religion, sexuality, gender, colour, descent or origin.
Excessive appealing during a match.	• Repeated appeal • Public criticism or inappropriate comment • Celebrate before umpire decision			
Excessive behaviour on field	• Point or gesture towards the pavilion by a	• Deliberate obstruction in the field	• Inappropriate and deliberate physical	• Physical assault of player or any person

	player at the dismissal of a batter • Give the batter a 'send-off'		contact between players	(including spectator)
Any other conduct that brings the game into disrepute or is contrary to the 'spirit of the game'.	• Changing the condition of match ball • Deliberate attempt to distract striker • Dangerous or unfair bowling • Bowler running on protected area after warning • Failure by team captain to ensure the team is punctual to start any session and change of innings. • Time wasting by the batting or fielding team • Batter or fielder damaging the pitch intentionally	• Failure by a fielding team to meet the minimum over rate requirements contains in rules • Deliberate ball tampering in breach of law 42.3 of cricket, eg; • Deliberately throw into the ground for purposes of roughening • Application of any artificial substance • Lifting or otherwise interfering with any of the seams • Scratching the surface with finger or thumb nails or any implement • Attempt to alter the shape	• Where the facts of the alleged incident are not clearly covered by any of the above offences, any conduct that is contrary to the spirit of the game/brings the game into disrepute	• Any act of violence on the field of play during a match • Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either is contrary to the spirit of the game or brings the game into disrepute.
Other	• Any other aspect of 'unfair play'	• All other serious conduct which is contrary to the spirit of the game or brings the game into disrepute		

18 APPENDICES

Appendix 1 – Health and Safety Reporting



Appendix 2 – NZC Helmet Policy

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

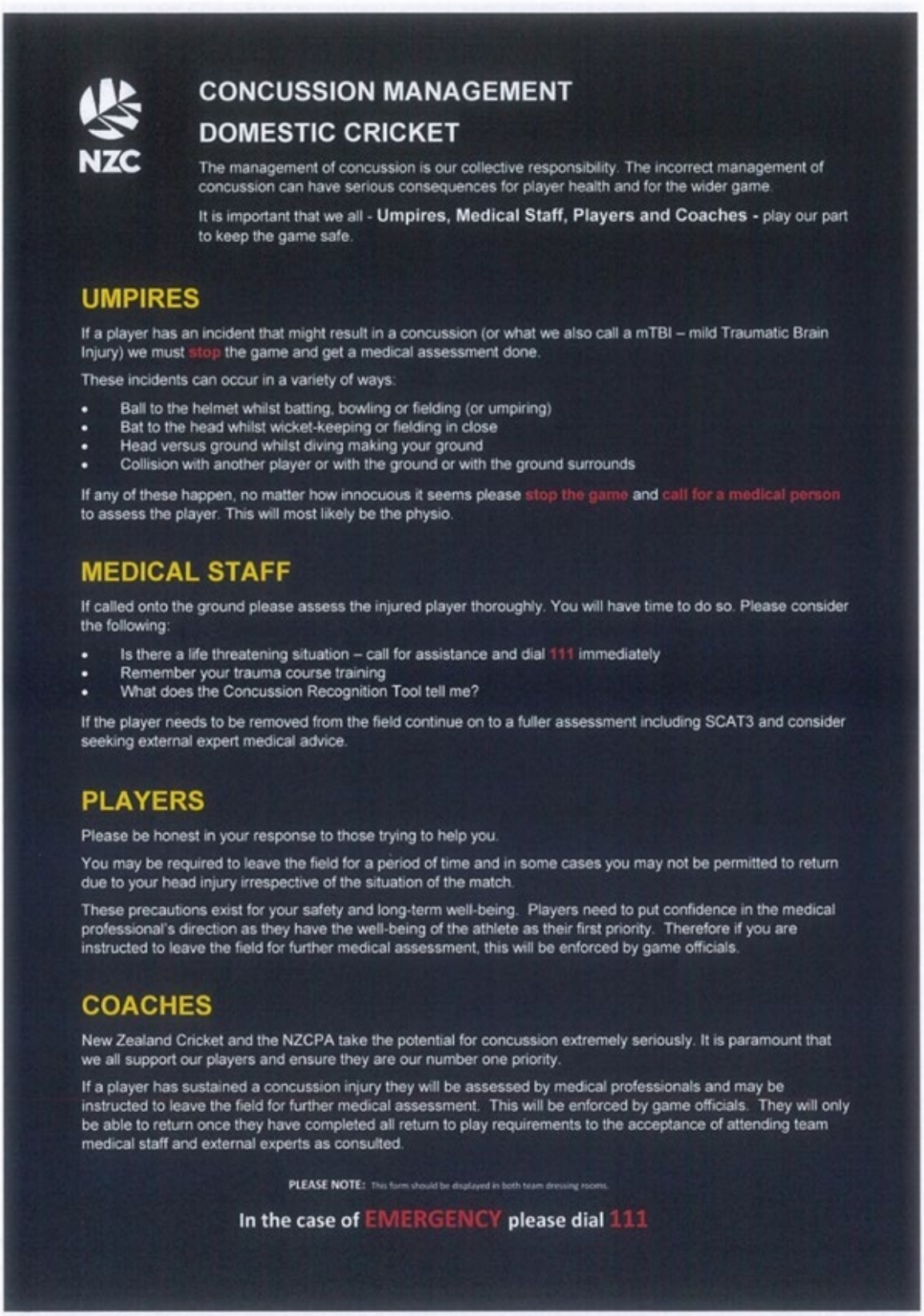
The following policy will be mandatory for the 2021 - 22 season onward. Helmets, with a face guard, are **strongly recommended** for senior cricketers (19yrs and above) while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres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

Appendix 3 – 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

Appendix 4 – Code of Conduct

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

- On and off field misbehaviour can result in a player being sent home. Parents will be notified if this step is taken.
- 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 Rangatahi Tournaments – this includes vaping.
    - This is inclusive of players 18 years and older.

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