

SECONDARY RULES | Secondary Girls

- Teams are to be **8-a-side**
- Hours of play shall be **Tuesdays 4pm – 6:30pm**
- Games shall be played as **20 overs per innings**

1. Hours and Format

- Hours of play shall be Tuesday's 4:00pm – 6:30pm.
- There shall be no interval between innings (this can be changed with the agreement of both coaches).
- In all games, each innings shall consist of 20 overs, weather permitting.
- Teams cannot declare their innings closed.
- There must be a minimum of 10 overs available in each innings to constitute a match.
- The length of any pitch shall not exceed 18.00 metres. This must be marked out with chalk or tape by the team coaches before the start of the game.
- Boundaries should be agreed upon by the team coaches and marked before the start of the game and must not exceed 40 metres from the centre of the pitch.

2. Teams

- Teams may be composed of 8 players, but only 11 may bat.
- Rules may be modified with the agreement of both coaches to ensure participation of all players if more than 8 are available. The wicketkeeper cannot be nominated as the non-bowler. The non-bowler may still field.

3. Points and Placings

- The points received by each team shall be as follows:
 - Win: 4 points (including being on the receiving end of a default)
 - No Result: 2 points
 - Tie: 2 points
 - Loss: 0 points
- Where teams have the same number of points, placings will be decided on net run rate. The points table will be available on PlayHQ throughout the competition.
- When scores are tied in the semi-finals and final, the winner shall be determined by the following:
 - The team scoring more runs per wicket lost will advance.
 - Where runs-per-wicket are equal, the team scoring its runs at a faster rate per over batted will advance.
 - If the teams are still equal, then whoever was placed higher in the round-robin will advance.
- If the semi-finals are abandoned without achieving the 10-over minimum to constitute a match (or not played), the team placed higher in the round-robin will advance.
- In the final, if the match is abandoned with no result (or not played), the team placed higher in the round-robin will be declared the winner.

4. Equipment

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- Two-piece, 142-gram Kookaburra balls must be used, irrespective of the surface being played on. Old balls may be used; however, they must be of reasonable standard, and **both** coaches must agree to this.
- Neatness and uniformity of clothing are an essential requirement.
- Protective gear is required:
 - It is mandatory that all batsmen wear helmets.
 - All wicketkeepers must wear approved full-face helmets when standing up to the wickets.

5. Bowling

- All bowling is to take place from one end.
- Six-ball overs with a maximum of eight balls per over (in the case of extras).
- No bowler may bowl more than four overs in an innings.
- In a weather interrupted match, no bowler may bowl more than 1/5 over the allocated overs.

6. Batting

- LBWs do not apply.
- Batsmen must retire upon scoring 50 runs, this occurs when their last scoring shot equals or passes 50 runs, i.e., at 49 a 4 is scored, batsman is retired on 53 not out. Returning batsmen must return in the order that they retired

7. Extras

- **Short, pitched deliveries:** If any ball delivered by a bowler, excluding a spinner, 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 no-ball, whether the batsman hits the ball or not.
- **Full pitched deliveries:** If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist-height of a batsman standing in their normal batting stance these deliveries will be called and signaled no-ball by the square-leg umpire, whether the batsman hits the ball or not.
- **Wides:** A ball deemed to have passed more than 200mm outside the leg stump will be called a wide. Off-side wides will be called if the batsman cannot reasonably reach the ball while playing a normal cricket shot. A wide cannot be called if the batsman makes any contact with the ball.
- **Scoring extras:** No change has been made to how wides are scored. However no-balls are now scored with any runs off the bat or through byes or leg-byes scored separately. I.e., previously a no-ball plus one bye was scored as two no-balls. It will now be scored as the no-ball extra, with any other runs scored as a bye or leg-bye extra.
- **Double bounce:** If a ball bounces **more than once** between the batting creases this will be called no-ball.

8. Dead Ball

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

9. Fielding restrictions

- No fielder is allowed to stand within ten meters of the batsman except off-side slip fielders.

10. Rain Rule

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

11. Scoring

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

12. Other

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