





1. Hours and Format

- Hours of play shall be Saturdays 10.30am to 1.20pm and 2.30pm to 5.20pm.
- In all games, each innings shall consist of 20 overs, weather permitting.
- Teams cannot declare their innings closed, unless bowled out prior.
- There must be a minimum of 5 overs available in each innings to constitute a match.
- The toss will occur at 10 am, which teams must have arrived at the ground for.
- The second innings must commence by 12pm and 4pm even if 20 overs have not yet been bowled in the first innings. The team batting second will have the same number of overs available to them as were available in the first innings.

2. Teams

- Teams may be composed of 12 players, but only 11 may bat.
- If a team is composed of 12 players, a nominated non-batter and non-bowler must be provided. This cannot be changed after the toss.
- The wicketkeeper cannot be nominated as the non-bowler. The non-bowler may still field.
- This can be expanded or changed with the mutual agreement of the coaches.
- At the commencement of play a minimum number of seven registered players are required to be present in order to constitute a team. Failure to have seven players constitutes a default, however the game may be played on the agreement of the two teams.
- Players registered for one team within the competition may play for any team without penalty or affecting points providing both teams have 7 registered players.

3. Points and Placings

- To constitute a competition, three full rounds must have been completed. For a round to be deemed completed, at least half the games from that round must have achieved a result.
- The points received by each team shall be as follows:

- Win: 4 points

- No Result: 2 point

- Tie: 2 point

- Loss: 0 points

- Where teams have the same number of points, placings will be decided on net run rate. The points table will be available on PlayHQ throughout the competition.
- When scores are tied in the semi-finals and final, the winner shall be determined by a super over. If





still tied after the first over, another super over will take place.

- If the semi-finals are abandoned without achieving the 5-over minimum to constitute a match (or not played), the team placed higher in the round-robin will advance.
- In the final, if the match is abandoned with no result (or not played), the team placed higher in the round-robin will be declared the winner.

4. Equipment

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

5. Bowling

- No bowler may bowl more than 4 overs.
- In a match where an innings is shortened and the new total overs is not divisible by five, one additional over shall be allowed to the minimum number of bowlers.

6. Batting

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

7. Wide Balls

- Short pitched deliveries: If any ball delivered by a bowler, passes or would have passed over the shoulder of the striker standing in their normal batting stance at the crease, the square-leg umpire shall call and signal wides. One short-pitched ball per over is permitted.
- A ball deemed to have passed more than 200mm outside the leg stump will be called a wide. Offside wides will be called if the batter cannot reasonably reach the ball while playing a normal cricket shot. A wide cannot be called if the batter makes any contact with the ball.

8. No Balls

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





no-ball.

• Any delivery outside of the artificial pitch, will be deemed a no-ball and a free hit awarded.

9. Dead Ball

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

10. Fielding restrictions

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

11. Rain Rule

- Play will not commence in rain, and if players should leave the field after the start of play because of rain, play will not recommence until the rain has stopped or both captains agree to play on. There should not be any pressure placed on captains to continue playing in rain. Player welfare must come first.
- DLS will be used, available on PlayHQ, to calculate target totals for the innings.

12. Scoring

• Results must be submitted via PlayHQ. The team named first on the online draw is required to do this.

13. Other

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