**Playing Conditions for NDC**

**Secondary Girls Tournament**

**2018**

1. **Tournament Format**
* **NOTE Pitch length 18 mtrs. ( each assn. to provide spring loaded stumps)**
* 9 aside teams
* Day 1 & 2 - T20 games
* Day 3 - 30 over game
* Open draw on Day 1and Day 2, Final Day playoffs 1v2, 3v4, 5v6 [ where teams are equal on points , qualifying positions will be decided firstly by who beat who and then av runs per wicket for less av runs per wicket against] Manager

**2. Hours of Play**

 Are set by the host Association.

**3. Teams**

May be composed of 10 players, but only 9 may bat. All 10 players may field and bowl, but only 9 players are to be on the field at any one time.

**4. Bowling Restrictions**

* T20 games - no bowler shall bowl more than 4 overs in an innings (or 1/5 of the overs in a reduced match).

30 over games - no bowler shall bowl more than 6 overs in an inning (or 1/5 of the overs in a reduced match). Bowlers may bowl a max. of 4 overs in any one spell. They must not bowl again until the equivalent number of overs as the length of that spell has been bowled from the same end.

 **NZC’s amended pace bowling guidelines (pace bowler = non-spin bowler)**

**Guidelines based on once per week games:**

 Secondary– Year 9-13/13-18 years old – 12 overs per day, 5 overs per spell

**Guidelines based on practice sessions:**

Secondary– Year 9-13/13-18 years old – 2 sessions per week, 5 overs per session

**Guidelines based on tournaments (3 days or longer in length):**

NZC would like to stress the importance that the below guidelines need to be progressively introduced to a bowler’s workload and not included rapidly prior to a tournament. Coaches should introduce progressive bowling schedules that will allow players to increase their workloads in a controlled manner leading into a tournament.

Secondary– Year 9-13/13-18 years old – 10 overs per day, 5 overs per spell, 38 overs max (for tournaments 3 days or longer)

**Maximum Involvement:**

The above outlines the alignment with bowling workloads and player safety but it is also important to identify another key reason for the pace bowling guidelines. With these guidelines in place it will help to align tournaments being played with one of Age & Stage’s key principles – maximum involvement. The maximum overs allowed to be bowled per non-spin bowler during a tournament of 3 days or longer in length will result in a wider spread of players within a team needing to bowl throughout the week.

Reliance on two or three key bowlers to bowl the majority of overs during the tournament can no longer be carried out. This will help to improve the overall experience of all players within the team during the tournaments and provide more players than before with the opportunity to learn and perform during a representative tournament.

**5. Fielding Restrictions**

* No more than 4 fielders on either side of the wicket
* No fielder may field closer than 10 metres from the striker’s wicket on the onside or in front of point on the offside (i.e. does not apply to slip and gully)
* There are no other fielding restrictions apart from the usual only a maximum of 2 behind square at any time

**6. Interrupted Games** (e.g. start delayed or weather interrupted)

* The aim is to rearrange the number of overs so that both teams have the same number of overs (min. 5 overs to produce a result)
* **Duckworth Lewis calculations shall apply using the CricHq scoring system**

**7. Equipment**

 Each team is expected to provide its own set stumps and bails.

 2 piece 142 gram balls will be provided by NDCA.

**7. Dress**

 Teams may wear either white cricket clothing or Association coloured clothing.

**9. Wides - guidelines for umpiring**

• balls wide of either side of the wicket so that the striker cannot reasonably reach them with a normal cricket stroke.

**10. No Balls**

All no ball will result in the next legitement delivery being a free hit

• usual no ball rules for overstepping.

• balls over shoulder height

• balls over waist height on the full

• balls that bounce more than once before reaching the batting crease

• underarm deliveries

• penalty of one run in addition to any other runs scored

Note

There are no maximum number of balls per over ( 6 legitement balls must be delivered)

**10. Boundaries**

Pitch length is 18 Mtrs.

III

45 to 50Mtr from the centre of the wicket to boundary

45 to 50 Mtr square boundary

III

**12. Drinks breaks**

 There is no drinks break in the T20 games. Drinks may be taken after 15 overs in the 30 over games. Coaches are permitted on the field of play during the drinks break. However, coaches should not take up more time than is usual for a drinks break. The Umpires are instructed to move the game along.

**ND CRICKET PLAYER SAFETY REGULATIONS**

The following Player Safety regulations will apply to all ND Cricket competitions

1. All batsmen under 19 years of age must wear a helmet with a faceguard when batting in hardball cricket.

Note: we recommend that this applies to net practices as well.

1. ND Cricket recommends that all batsmen, regardless of age, should wear a helmet with a faceguard when batting in hardball cricket.
2. All wicketkeepers under 19 years of age must wear a helmet with a faceguard when standing up to the stumps [within 5 metres] in hardball cricket.
3. ND Cricket recommends that all wicketkeepers, regardless of age, should wear a helmet with a faceguard when standing up to the stumps in hardball cricket.
4. All players, regardless of age, must wear a helmet with a faceguard when fielding closer than 7 metres from the stumps of the batsman on strike in hardball cricket, except behind the wicket on the off side. ND Cricket recommends that they also wear a protector and shin pads.
5. No player up to and including Year 10 shall be allowed to field closer than 10 metres from the stumps of the batsman on strike, except behind the wicket on the offside.

Note: these restrictions still apply when a player Under 19 is playing adult representative cricket.