

EASTERN DISTRICTS CRICKET ASSOCIATION – RULES FOR 2016-17

GRADE: Year 5

NOTES TO EDCA Year 5 RULES FOR 2016-17 SEASON

General

All games shall be played in accordance with:

- a) The Playing Conditions specified in these Rules;
- b) The Laws of Cricket (2000 Code – 5th Edition 2013) of the Marylebone Cricket Club,

and to the extent that there is any conflict between those conditions, the conditions shall be applied in the order of priority set out above.

Comments on Rules

Rule 6: Pitch length - must be between 17.7 and 18 Metres to comply with Auckland Cricket Association specification. Where games are scheduled on a full-length artificial wicket, then the pitch length must be shortened as follows:

At both ends:

1. position the stumps on the popping crease instead of the bowling crease
2. mark new popping creases - 4 feet (1.22 metres) from the centre of the stumps.

This will result in a pitch length of 17.71 Metres.

(Note – this means that all Y5 teams must carry a set of free-standing stumps, some chalk or tape, and something to measure 4 feet.)

Rule 11: Innings

Post Xmas, if the game finishes early, the team coaches should provide the opportunity for more cricket - particularly if there are players who have not batted or bowled. (For example, if there is an hour of playing time remaining, consider setting up a 6-over “game”). However, any runs scored or wickets taken do not count towards team or individual stats.

Rule 15: Wides

It is imperative that the calling of wides be **consistent** throughout the game. If an umpire is exchanged (permitted, but try to avoid it), his replacement **must** be briefed on the wide lines which have been used in the game so far.

Rule 16: No balls

The umpire at the Striker’s end should indicate any “over-height” no-ball to his mate at the Bowler’s end, who will make the signal to the scorers when the ball is dead.

Post Xmas, the first “over-stepping” offence by a bowler results in a warning only and the penalty run is NOT recorded. In all other respects the delivery is to be regarded as a no-ball.

Note: a No-ball overrides a Wide.

Rules 25 and 5:

Batting – when a team has more than 8 players, the innings still concludes at the fall of the 8th wicket. The provision in Rule 5 for the 7th dismissed batsman to remain at the wicket as non-striker only does not apply.

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	PRE XMAS	POST XMAS
1 Team Numbers	8	8
2 Boys/Girls	Mixed	Mixed
3 Graded	No	No
4 Ball	142gm, 2 piece Australian leather.	142gm, 2 piece Australian leather.
5 Length of innings	24 overs – 6 overs per batting pair.	Maximum 25 overs or at the fall of the 8 th wicket, whichever occurs first. (Note – following the fall of the 7 th wicket, only the not-out batsman shall face any remaining deliveries until he is dismissed or 25 overs have been bowled. The 7 th batsman dismissed remains at the wicket but only as the non-striker. In the event that he is dismissed run-out, that will be regarded as the 8 th wicket and the innings concludes.
6 Wicket Length	18 Metres maximum. Wickets may need to be shortened. (Refer Notes.)	18 Metres maximum. Wickets may need to be shortened. (Refer Notes.)
7 Boundaries	Yes and marked by cones or flags. Boundaries should be 35-40 metres from the stumps where ground layout permits.	Yes and marked by cones or flags. Boundaries should be 35-40 metres from the stumps where ground layout permits.
8 Hours of Play	8.30 –11.45 approx	8.30 – 11.45 approx. (A minimum over rate of 16 overs per hour is to be maintained)
9 Toss	Made at 8.20am. Teams who are not ready at this time are deemed to have lost the toss.	Made at 8.20am. Teams who are not ready at this time are deemed to have lost the toss.
10 Drinks Break	Between each innings only.	One 5-minute drinks break allowed during each innings if conditions necessitate.
11 Innings	Teams play two innings each. First innings concludes after the first four batsmen have batted out their overs. Remaining four batsmen bat during the 2 nd innings.	One innings per team. The first innings concludes at the end of the 25 th over or on the fall of the 8 th wicket - whichever occurs first. The second innings concludes when the target score has been reached, or at the end of the 25 th over, or on the fall of the 8 th wicket - whichever occurs first.
12 Minimum No. of balls before batsman out	6 overs per pair regardless of dismissals. Umpires should do their best to ensure that batsmen face the same number of deliveries. A batsman who has been dismissed must not face the next delivery.	Batsmen should face 6 fair deliveries (i.e. excluding wides and no-balls) before they depart the wicket. Any batsman dismissed in his first 6 should not face the next delivery, and must depart the wicket after facing 6 fair deliveries. However, any batsman dismissed a 2 nd time in his first 6 must depart the wicket after his 2 nd dismissal irrespective of number of fair deliveries faced.
13 Overs per player bowled	Minimum 2, maximum 4 per player. No player can bowl their 3 rd over until all players have bowled 2 overs.	Minimum 2, maximum 4 per player. No player can bowl their 3 rd over until all players have bowled 2 overs (with the exception of a specialist WK who keeps for the entire innings).
14 Over length	Max 8 deliveries (including wides/no balls)	Max 8 deliveries (including wides/no balls)
15 Wides	Umpires must agree wide lines before the game begins. 1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide delivery then the ball is not called a wide.	Umpires must agree wide lines before the game begins. 1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide delivery then the ball is not called a wide.

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16	No Balls	<p>Only called for a full toss above the waist, a bouncer above the shoulder, or a “double bounce” ball.</p> <p>New players struggling to bowl a full length may be allowed to "overstep" at the umpire's discretion. However, bowlers should be advised if they overstep and be encouraged to take corrective action.</p>	<p>Normal Laws apply, including full toss above waist, bouncer above shoulder, or a “double bounce” ball. However, umpires are to give bowlers one warning before calling no ball for over-stepping the popping crease.</p> <p>(Note – the striker cannot be dismissed Bowled, Caught, Hit Wicket or Stumped off a no-ball including the 1st offence by a bowler.)</p>
17	Double Bounce Rule	<p>Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than once (i.e., 2 times), or rolls along the ground, before reaching the popping crease.</p> <p>A player may bowl from 15M if he/she is having trouble reaching the popping crease on the first bounce.</p>	<p>Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than once (i.e. 2 times), or rolls along the ground, before reaching the popping crease.</p>
18	Fielding Restrictions	No player may field within 10 metres of the bat except between ‘point’ and the wicket keeper.	No player may field within 10 metres of the bat except between ‘point’ and the wicket keeper.
19	Wicket Keeper	Minimum of two players must take turn as WK – one for each innings.	One change of WK may be made during an innings – preferably at the drinks break.
20	Field rotation	Players are allowed to maintain their fielding positions.	Players are allowed to maintain their fielding positions.
21	Stumpings	No.	The umpires must give a batsman one warning before he is given “Out-stumped”.
22	LBW	No.	No.
		However umpires can insist that batsmen take their stance on middle and leg.	However umpires can insist that batsmen take their stance on middle and leg.
23	Teams with less than the required team numbers	<p>A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on.</p> <p>The coach of the bowling team shall nominate the bowlers for the extra overs. No player shall bowl more than one additional over.</p> <p>If requested, the opposition coach must provide up to two players to assist with fielding when the fielding team is short. The coach of the team to whom the request has been made shall decide on the players who will field for the other team and may roster others on and off.</p>	<p>A team with less than 8 players may bat dismissed players twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on.</p> <p>A dismissed batsman may only return after any lower-scoring retired batsmen have returned – see Rule 25.</p> <p>If requested, the opposition coach must provide up to two players to assist with fielding when the fielding team is short. The coach of the team to whom the request has been made shall decide on the players who will field for the other team and may roster others on and off.</p>
24	Replacement players (ie Teams with more than the required team numbers)	<p>Teams may use any number of replacement players, but all players present must bat, bowl and field.</p> <p>The team coach must re-arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 24 overs.</p> <p>There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.</p>	<p>Teams may use any number of replacement players, but all players present must bat, bowl and field.</p> <p>The team coach must arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 25 overs. (Refer Notes).</p> <p>There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.</p>

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		PRE XMAS	POST XMAS
25	Retirement/ Batsmen returning	N/A	Compulsory retirement of batsmen when they reach 25 runs. Batsmen may also be retired on a lower score if there are players who have not yet batted. Retired batsmen can return only at end of the innings and on the basis that the lowest scoring retired batsmen return first. They must then stay at the crease until they are dismissed or they reach 25 runs (if previously retired before reaching 25).
26	On-field Coaching	Allowed.	Allowed.
27	Exchange of umpires	Allowed at completion of an innings.	Allowed at completion of an innings.
28	Determination of Result	Total runs for both innings minus 3 runs for every wicket lost.	Highest score wins.
29	Championship Points	Non-championship grade. However EDCA teams (Grafton-Parnell-University Clubs) play for the Sports Club Cup on a challenge basis. Please acquaint yourself with the rules for these challenge games.	Non-championship grade. However EDCA teams (Grafton-Parnell-University Clubs) play for the Sports Club Cup on a challenge basis. Please acquaint yourself with the rules for these challenge games.

Rules Arbiter

The EDCA Rules Arbiter will promptly, by mobile phone availability, provide decisions on Rules or Spirit of Cricket issues arising during the course of play to try and avoid any subsequent debate or dispute. The Arbiter will receive and rule on written issues arising during the season on behalf of EDCA.

The Arbiter's decision is final, binding and non-negotiable. All participating teams agree to be bound by these guidelines and the decisions of the Arbiter.

The EDCA Arbiter for the season is Richard Walker, Auckland University CC, 027-424-1880, admin@aucc.co.nz

Cancellations

Cancellation notices will also be posted on the Grafton, University and Parnell websites by 7am.