



## **Tournament Grade – Rules (Competition and KCUP Bash Grades)**

- 2018/2019 Season

### **TEAM COMPOSITION**

Games are played between two teams of 8 x players.

### **HOURS OF PLAY**

Games must start at 5.30pm

If both teams agree then you can start earlier, this must be coordinated with the club so a Pitch Manager can be provided.

### **LENGTH OF INNINGS**

Players bat in pairs for 4 overs each

Maximum 16 overs per innings

- There is a change of innings after 8 overs are bowled to help break up the game

### **PITCH LENGTH**

14 Meters – Wickets to Wickets

### **BOUNDARIES**

Yes, marked out by cones at the club's discretion

### **BALL**

COMPETITION - A PINK Incrediball will be used and is provided by the Pitch Manager.

KCUP BASH - A PINK Kookaburra Star 142 gram will be used and is provided by the Pitch Manager.

### **DISMISSALS**

Batters may be dismissed by being Bowled, Caught or Run-out only.

No Stumpings – No LBW's

Batters cannot be bowled out on a full toss

The batting team loses 3 runs whenever a batter goes out

A dismissed batsman must not face the next delivery, **unless** they were dismissed by a run out.

## **LENGTH OF OVERS**

Maximum of 6 deliveries (including Wides) + 1 T Shot

## **WIDES / (Referred to as Wides)**

A wide is any ball that is bowled outside the white cones.

The batter may choose to hit any ball regardless of how wide it is. If a ball lands stationary anywhere on the field the batter may choose to have a swing at the ball.

- The batter may take one swing at the ball. It will not be a wide if the batter swings and misses.

## **Wides incur 2 extra runs to the batter**

Batters can run a max of 1 Run on a Wide. This is noted as **W1** on the score sheet.

## **T-SHOTS**

Where any three balls in any one over are bowled wide, an extra delivery is added to the over, being a tee-shot at the end of the over. The yellow tee placed in front of the batter at the batting crease.

One swing of the bat only you can be given out after hitting a tee-shot (i.e. caught or run out).

The batter who is facing at the end of the over will receive the T-Shot.

## **NO BALLS** W on the score sheet

-Any ball that bounces above the batter's waist

-Any ball that passes the batter on the full

-Any ball that does not reach the batting crease

## **No Balls incur 2 extra runs to the batter - In addition to max 1 run taken**

-A No Ball and 1 run is noted as **W1** on the score sheet.

-A Batter may not be given out on a No Ball

## **BYES / OVERTHROWS**

Byes are scored after the ball hits any part of the batter's body or after the ball is missed by the wicketkeeper and/or where there are over throws.

- **There will be a maximum of 1 byes or overthrows** (even if the ball goes over the boundary)
- Each bye / overthrow will be attributed to the batter.
- All Byes / Overthrows are recorded as runs to the batter on the scoresheet

## **FIELDING**

No fielder is allowed to stand within 4 metres of the batter except for the wicketkeeper.

All fielders must be rotated clockwise at the end of each over allowing all fielders will rotate through all fielding positions **including wicket keeping**.

All batting will be done from one end. Games must finish by 7.10pm

No gloves are to be worn in the wicket keeping position.

### **UMPIRES**

The club will supply a Pitch Manager. The fielding team is required to supply a parent to umpire at square leg to assist in rotating players. Only the umpire at square leg may assist the team with fielding position. Instructions cannot be 'yelled' from the side line.

Scoring is to be done by the Pitch Manager at the bowlers end who is wearing the Hi Viz Vest.

The Pitch Manager at his/her discretion will swap batters during the over to ensure that every batter gets a fair go.

### **ON FIELD COACHING**

Coaching is allowed to help position fielders and coordinate teams and players from the Square leg position only.

### **AGE ELIGIBILITY**

Teams will be put together by the Competition Manager. and they will consider that not all teams will have the same ages children. All players must be registered with the club and wear the Takapuna Cap.

### **BOWLING**

Bowlers must attempt to bowl over arm from the popping crease, however in the interest of providing the batter with good deliveries the coach/umpire suggest that the bowler move closer in an effort to assist the batter to receive quality deliveries he/she can hit.

### **TEAM SHORTAGES**

If your team is short you can contact the Competition Manager to arrange a fill in from the Development Squad. All players must wear their Takapuna Cap.

### **LESS THAN 8 IN A TEAM**

FIELDING- The other team is required to supply additional fielders.

BATTING - The batter who has faced the least legitimate balls is to bat again, if this is equal then the lowest scorer who faced the least balls will bat again.

### **9 IN A TEAM**

FIELDING:

Have the bench as a fielding position so as you rotate someone sits out each over

BATTING:

The 2nd to last partnership gets only 3 overs of batting (opposed to 4).

The last person bats for 6 balls and faces all deliveries - Last players must be rotated... Last person to the ground plays 9th etc?

BOWLING:

2 bowlers will only bowl one over

The Team Manager must liaise with the Pitch Manager so they know that you have 9 in the team. The batting team Manager is required to support the Pitch Manager to ensure that the above is coordinated.

### **RESULTS**

The team with the highest score wins (Runs scored LESS 3 Runs per out)

### **CLUB NUMBER**

The players Club Number must be recorded against each batter and bowler and catcher. If there is no team number recorded then their result will not be recorded.

Your playing number will be confirmed to you upon registration. Please ensure that the club has it recorded correctly

### **PLAYER OF THE DAY**

One player is the day can be allocated by the Pitch Manager or the Team Manager. These will be handed back to club and to be presented with prize giving.