



## SuperSmash Leagues YEAR 5&6

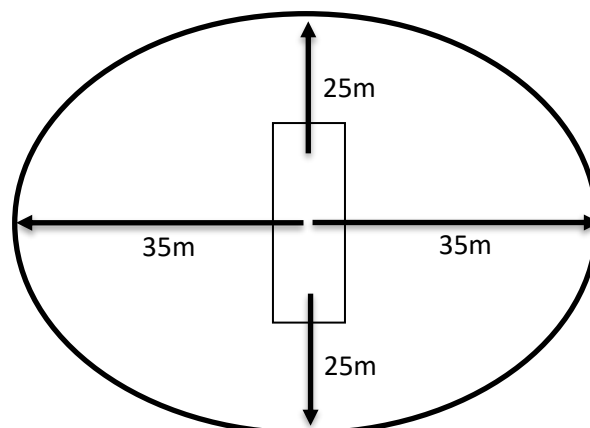
### Please read in conjunction with the General Rules

#### 1. Preamble

- A) The following rules aim to introduce cricketers to the hard ball whilst still fostering participation by all players. Emphasis should at all times be directed to the development and enjoyment of the players. Team numbers are restricted to 8 to ensure maximum participation. Emphasis should at all times be directed to the development and enjoyment of the players.
- B) Games will be 20 overs per innings, where pairs of batters, bat for 5 overs each, irrespective of being dismissed. Matches should finish within 2 hours.
- C) In line with Sport New Zealand's 'Balance is Better' philosophy there will be no placings awarded for this age group. For more information see Junior Grade: General rules and guidelines.
- D) To the extent there is any conflict between these rules and The MCC Laws of Cricket, the Counties-Manukau Junior Cricket rules will take priority. In those instances where no rule is written to cover the situation, the MCC Laws of Cricket will apply.

#### 2. Equipment

- A) The length of the pitch shall be 16 metres. Normal batting creases apply. These may need to be marked with chalk.
- B) The stumps to be used are the wooden type with two bails. Sets of free-standing stumps may be used to achieve the shorter distance. Each team is to provide one set.
- C) 142 gram Kookaburra Red King, Kookaburra Crown, Kookaburra Practice, Kookaburra Menace are the approved balls. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the start of the first innings. A Kookaburra 142g Commander (composite) ball can be used in damp/wet ground conditions by mutual agreement between the coaches/umpires. Exactly the same ball type must be used in both innings i.e. Red King/Crown/Practice OR the Commander ball.
- D) Wooden bats are to be used.
- E) The field shall be set with a 35 metre boundary. Boundaries directly behind the stumps shall be 25m from the base of the stumps (see diagram). The home team provides and sets out the cones for the boundary.
- F) Pads, Helmet, box, thigh pad, gloves to be worn when batting and wicketkeepers must wear gloves and a helmet.





### **3. Team Size**

- A) A team may consist of 8-10 players with a maximum of 8 players allowed on the field at any one time. All players must bat and bowl.
- B) The minimum number of players in a team deemed necessary to constitute a game shall be 5 players.

### **4. Hours of Play**

- A) Play shall commence at 8.45 am and should be finished by 10.45am on Saturday mornings.
- B) A short break only (five minutes) allowed between innings.
- C) The toss should take place at 8.30 am. Teams must have a minimum of 5 players present at this time or they forfeit the toss. The punctual team chooses whether to bat or bowl first. If they bat first, they bat for their full 20 overs. If they elect to field, the late team only bats to the revised number of overs. This is calculated by reducing overs faced by 1 over for every 3 minutes they are late.
- D) If time is lost due to causes outside the control of teams, (e.g. rain), coaches should agree on reducing the total overs by 2 overs for every 6 minutes lost so that lost time is allocated as equally as possible.
- E) When a game is abandoned due to rain, 10 overs are to be bowled in the second innings to constitute a game. The winner will be the team with the higher run rate.
- F) A short break only (five minutes) allowed between innings.
- G) There are no drinks breaks.

### **5. Bowling and Over Limitations**

- A) Each player must bowl two overs (except the wicketkeeper) minimum before anyone can bowl a third over. Bowlers can only bowl three overs maximum.
- B) Bowlers are to bowl from one end only. Bowlers run up should not exceed more than 10 metres.
- C) If a bowler cannot bowl effectively from 16 metres, the umpire may advise the player to bowl from a shorter distance. This rule is not to be used to enable good bowlers to gain an advantage. Good bowlers are to be encouraged to bowl from the correct position.
- D) The bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.
- E) An over consists of 6 balls, with a maximum of 8 deliveries if extras (wides and no-balls) are bowled.
- F) Wides should be agreed before the game starts and are scored as an "extra" run to the batting side. If the batters run (when the ball has beaten the keeper), these are also added to the score.
- G) Any ball that passes over the shoulder of the batter (in their normal batting stance) on the bounce, or over the waist on the full shall be called a no ball. No-balls are scored as an "extra" run to the batting side. There are no foot fault no-balls.
- H) Any delivery that deviates after hitting the edge of the artificial wicket shall be deemed a wide ball followed immediately by a call of dead ball (one run will be scored for the wide, but batters cannot run and cannot be dismissed).
- I) No batter should be given out if in the eyes of the umpire the bowler has thrown the ball.



## 6. Batting

- A) Players bat in pairs for a specific number of overs, regardless of how many times they are dismissed. Ideally, 4 pairs of players will receive 5 overs each. Larger teams will need to adjust this, e.g. 10 player teams will receive 4 overs each.
- B) Coaches/ umpires should ensure that each batter in a partnership receives about the same number of deliveries, even to the extent of swapping over the batters during an over so this happens.
- C) The fielding side shall receive four runs for each dismissal to be added to the total runs at the end of the innings.
- D) Batsmen change ends when dismissed except where a dismissal occurs on the last ball of an over or when a batter is run out at the end from which the ball was delivered (the other batter faces the next ball). The intent of this rule is to maximise the rotation of the strike.

## 7. Fielding

- A) A maximum of 8 players can field at any one time.
- B) No fielder, except the wicketkeeper and any off-side slips are permitted within 10 metres of the facing batter. This is to ensure the safety of fielders.
- C) A maximum of 2 players per team can wicketkeep.

## 8. Restrictions on Dismissals

The following means of dismissal do not apply:

- LBW
- Handled the ball
- Obstructing the field
- Timed out – except when a player refuses to wear a helmet
- Run out of the non-striking batter by the bowler (Mankad)

## 9. Results

Refer to Rule 3 in the Junior Grade General Rules for instructions on entering results into CricHQ.