



T20 Youth Slam

PLAYING CONDITIONS

1. Team Composition

Minimum 9 players in the game. If a team has extra players, the two coaches must agree before the match starts how this will be managed. Players should be year 9, 10 or 11. OCCA may grant dispensation upon request (e.g. year 8s or older players). Year 8 player should not be promoted at the expense of the year 9-10 player.

2. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss and will automatically be batting first. If a team is not available to start a match on time they will be deemed to have lost the match. All players must be entered into CricHQ prior to the match.

3. Hours of Play & Over Rate

- **Friday Night T20:** 5:00pm – 7.30pm (Games can start earlier or later right up until 6pm with prior agreement from coaches/managers from both sides).
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a 3-minute break is permitted.
- The first innings should conclude no more than 1 hour and 5 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
- The second innings should conclude no more than 1 hour and 5 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed.

4. Players, Officials & Spectators Conduct

- This competition is played in accordance with the OCCA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.
- Team officials and spectators should recognise that the participation and enjoyment of the players is always paramount. Their behaviour around the players should reflect this.
- Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.

- Under no circumstance shall team officials remonstrate with umpires.
- **All Game Managers** are to have registered and completed the online vulnerable persons module including police vetting. <https://www.nzc.nz/community/coaches-corner/register>
- **All Coaches** are to have registered and completed the Advanced Foundations Coaching Course including police vetting. <https://www.nzc.nz/community/coaches-corner/register>.

5. Length of Innings

Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

6. Pitch Length

Full pitch.

7. Boundaries

Full size boundaries as marked (approx. 50 m)

8. Fielding

- To speed up games and/or manage overlapping boundaries, bowling is from one end is optional.

Fielding Restrictions

- No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions.
- At no time can more than 5 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.
- If fielding restrictions are not met, the umpire will signal and call a 'no ball' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.

9. Ball

A 156gm (boys) and 142g (girls) Kookaburra **Water Resistant Crown White (or Pink Ball)** is to be used but alternatives may be used if agreed between captains prior to the start of the game. The match ball does not have to be new, but umpires must agree that it is fit for play.

10. Dismissals

All dismissals count.

11. LBWs

Yes. Umpires are to always give the batter the benefit of the doubt and only give an LBW if they are completely satisfied the ball would have hit and stumps and pitched correctly. Any doubt at all should result in a not out decision.

12. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 9 players, but the returning batter must be the lowest scoring batter (dismissed).

- A dismissed batter may only return after any retired batters have returned.

13. No Balls/Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist when standing in batting stance, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide definition before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 6 deliveries per over. The last over has no maximum deliveries.
- No Balls and Wides are worth 2 runs.

14. Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or*
- b. The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply. The last over of the innings will continue until a legitimate delivery is bowled to the batter.

15. Bowling Restrictions

- Maximum 4 overs per player. Could include a Maximum 2 over spells.

16. Wicket-keeper

No more than two wicket-keepers are to be used during an innings to ensure that the match is not unduly delayed. If a wicket-keeper fields then he/she must also bowl the minimum number of overs. Wicket-keepers must wear OCCA approved proper helmets according to NZC helmet policy.

17. Umpiring

- Coaches are permitted to umpire, however, it is best practice for coaches not to Umpire unless there are no other alternatives.

- Umpires are to stay in position at the bowlers end and square leg for a minimum of 4 overs before swapping positions. We encourage the same umpires remain throughout the game to ensure consistency.
- All umpires should have completed minimum free online Umpiring Coaching Modules (<https://www.nzc.nz/community/umpiring-and-scoring>)
- Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
- Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down.
- No “yelling” instructions to players from the side-lines should occur.

18. Grounds

- OCCA will try to schedule games to minimise travel and may not be traditional home grounds for either team. For example, we may play games between Wakatipu and Dunstan in Cromwell. Grounds are subject to change depending on availability.

19. Points:

Win = 3 points Match Abandoned = 1.5 points Loss = 0 points. Tied games will be decided in a super over. If there is still a tie another super-over involving different players will be played. If there is still a tie the team scoring the most boundaries wins (controversial!).

20. Weather Cancellations, Defaults. Please refer to the OCCA Youth Slam Facebook page for information on Weather Cancellations or Defaults.

21. Girls, Helmet Policy and Other General Conditions Girls may play in any boy's grades. Please refer to the OCCA Webpage for information on Helmet Policies and other General Conditions.

Note that it is fundamental that games are scored on CricHQ if the game is not scored on CricHQ then points will not be allocated. If your coaches need training or you need any support with CricHQ please get in touch.