



DUNEDIN JUNIOR CRICKET ASSOCIATION

2015-16
JUNIOR HANDBOOK



KOOKABURRA

WWW.DUNEDINCRICKET.CO.NZ

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Has your event been cancelled?

Don't be stuck beside the radio
waiting for the cancellation notices,
or, worse still, turn up ready to play
when it's been cancelled!

Receive cancellations instantly via

- txt message • email
- www.otagocancel.co.nz

To receive cancellations, register at the
OtagoCancel website: www.otagocancel.co.nz

Otago cancel 

www.otagocancel.co.nz

DUNEDIN JUNIOR CRICKET ASSOCIATION COMMITTEE 2015/2016

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GENERAL INFORMATION

Cancellations

Cancellations will only officially be advised through the Otagocancel website. Register for notifications at www.otagocancel.co.nz where automated alerts (text and/or e-mail) will be sent to you when games are cancelled or transferred.

Also check the Dunedin Cricket website www.dunedincricket.co.nz

The Draw

The draw will be available on the Dunedin Cricket Web page from Tuesday afternoons and be published in the Otago Daily Times Draw page on Thursdays.

Player unfairly out of grade

No player is to play unfairly out of their grade.

Players Dress Code

All players taking the field in Hard-ball grades are to be in the same cricket attire, coloured clothing is allowed.

Ground condition reporting

Advise Dunedin Cricket Manager (Tim O'Sullivan) by the following Monday of any substandard ground condition e.g. wetness of ground, length of outfield grass, size of boundary etc. Email: tim@otagocricket.co.nz

Ground Facilities

If for any reason DCC Facilities are not open for use on match day please phone the DCC and identify yourself and fixture you are connected with.
Dunedin City Council 03-477-4000

Grass length (maximum 40mm)

The maximum length should be 40mm. Advise the Dunedin Cricket Manager if more than 40mm by the following Monday so to advise the DCC.

A 40mm measure mark is on back cover as a guide to use.

News

Otago Daily Times welcome clubs and schools to submit any news items for their weekly Friday Column 'Notes from Slip'. Any items should be sent each week via email by midday Wednesday.

Otago Daily Times – Email sport@odt.co.nz

Results

All results are to be entered online through crichq.com or by up loading completed game from CricHQ App to the website. For both of these methods you must be a CricHQ Club/Team admin. Results are required by noon on the Sunday following the match.

Each club will be given more details on this process.

Damage to Private Property

If any private property is damaged due to events from a cricket match run under the jurisdiction of the Dunedin Cricket Association:

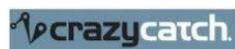
Inform the owner of the damaged property to contact their Insurance Company in the first instance - If that Insurance Company requires any assistance please have them contact the Dunedin Cricket Manager at the Otago Cricket Offices on 03-477-9056.

In no circumstance accept liability for the event.



Otago Sports Depot
177 George Street
Dunedin
Phone 03 477-5837

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Rules - Dunedin Junior Cricket

Each section, Premier, Section 1, 2, 3, 4, 5 and 6 have their own rules. See the following pages for more details.

NOTES TO COACHES.

It is recommended that coaches should have a quick chat before the game (maybe at the toss). They should discuss LBWs, Wides, and No Balls (especially the more than 2 bounces before the popping crease rule). They can also discuss ball changes (in the case of wet weather) and over rates. Sections Premier, 1 and 2 coaches to encourage captains and players to control play, give guidance where needed and try not to micro manage.

NOTES TO SCORERS.

Below are the standard scoring symbols that we encourage scorers to use when using a scorebook.

Bye	B	Followed by a superscript (B ¹ , B ² , B ³ , B ⁴) numeral indicating the number of Byes completed.
Leg Bye	L	Followed by a superscript (L ¹ , L ² , L ³ , L ⁴) numeral indicating the number of Byes completed.
No Ball	○	Put a dot or if additional runs are scored, put runs inside the circle
Wide	+	If additional runs are scored, put runs in one of the spaces of the cross
Wicket	W	
Out	//	When batsman is dismissed place this at the end of the batsman's tally line

OTAGO SPORTS DEPOT PREMIER SECTION

Objectives

To encourage participation by all players. As long as the innings duration allows all players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

Grading

Recommend players should be in year 7 or 8 at school (12 – 13 years old).

Ball

Kookaburra or Platypus leather two piece ball 142g

A ball can only be changed during an innings if its condition has deteriorated to the point where continued use could unduly affect the outcome of the game. It shall be a mutual decision made by the coaches, in the spirit of fair play.

Pitch

Full pitch 20.12 metres

Boundaries 45 metres

Time (toss 10 minutes before game starts)

Pre Christmas playing hours 9.00am – 12:45pm

Post Christmas playing hours 8.45am – 12.30pm

The team batting first will face 35 over's or bat until 10.45am (10.30am post Christmas) whichever comes first (unless they are bowled out), the team batting second would then face the same number of over's as the team who batted first. (Please note if the team batting first is bowled out before 10.45am (10.30am post Christmas) the team batting second is still entitled to 35 over's. **Change of Innings: 15mins.** In the unlikely event of the game having to finish before the team batting second has faced their full entitlement of over's the result of the game will be determined by the team who has the highest run rate. (Calculated by dividing the amount of runs scored by the amount of over's faced).

Over's

Maximum of 35 over's per team

Bowlers

Maximum of 7 over's per bowler with a maximum of 4 to be bowled in one spell for pace bowlers. **A maximum of 8 balls per over.**

Field Control

Captain to be encouraged to control play. Coaches to encourage fielding teams to bowl 20 overs an hour (**3 minutes per over**).

No more than 4 fielders allowed on the leg side.

Batting

Batsman must retire immediately at reaching 50, but may return after the remainder of the team has batted. Batsmen can also retire earlier than 50 and return after the rest of the team has batted, any player retired before 50 must return before any batsman retired at 50.

Helmets - must be worn at all times by batsmen and wicketkeeper standing up to the wickets.

Wides

An extra run is given. Where in the opinion of the umpire the ball is outside the reach of the batsman when playing a normal cricket shot

No ball

An extra run is given and no ball is called for

- Ball bouncing above shoulder height of the batsman when at normal standing level (either umpire to call).
- Full toss over waist height when batsman is standing normally (either umpire to call).
- Fielding closer than 10 metres (other than in slip area). The umpire to warn the fielder in the first instance. If they persist, a no ball is to be called.
- When a ball bounces **more than twice** before reaching the popping crease.
- When the ball rolls along the ground, or comes to rest before the Strikers wickets. A No ball to be called and signaled and then immediately call and signal Dead ball.
- If a bowlers front foot has not landed with some part of the foot behind the popping crease (grounded or raised)
- When a bowlers back foot cuts or is over the return crease
- Ball bowled that bounces outside the regular pitch
- Runs scored from the bat count in addition to the extra

LBW – Yes. *Recommended that Umpires have done an umpiring course.*

Playing Numbers - 9 per side

Scorers from both teams shall sit together. At least one team must be using a scorebook, the other team are welcome to use the CricHQ App.

SECTION ONE

Objectives

To encourage participation by all players. As long as the innings duration allows all players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

Grading

Players should be 11 - 13 years of age or in year 6, 7 or 8 at school.

Ball

Kookaburra or Platypus leather two piece ball 142g

A ball can only be changed during an innings if its condition has deteriorated to the point where continued use could unduly affect the outcome of the game. It shall be a mutual decision made by the coaches, in the spirit of fair play.

Pitch

Full pitch 20.12 metres

Boundaries 40 metres

Time (toss 10 minutes before game starts)

Pre Christmas playing hours 9.00am - 12:45pm

Post Christmas playing hours 8.45am - 12.30pm

The team batting first will face 35 over's or bat until 10.45am (10.30am post Christmas) whichever comes first (unless they are bowled out), the team batting second would then face the same number of over's as the team who batted first. (Please note if the team batting first is bowled out before 10.45am (10.30am post Christmas) the team batting second is still entitled to 35 over's. **Change of Innings: 15mins.** In the unlikely event of the game having to finish before the team batting second has faced their full entitlement of over's the result of the game will be determined by the team who has the highest run rate. (Calculated by dividing the amount of runs scored by the amount of over's faced).

Over's

Maximum of 35 over's per team.

Bowlers

Maximum of 6 overs per bowler with a maximum of 4 to be bowled in one spell for pace bowlers. A maximum of 8 balls per over.

Field Control

Captain to be encouraged to control play. Coaches to encourage fielding teams to bowl 20 over's an hour (3 minutes per over).

No more than 4 fielders allowed on the leg side.

Batting

Batsman must retire immediately at reaching 50, but may return after the remainder of the team has batted. Batsmen can also retire earlier than 50 and return after the rest of the team has batted, any player retired before 50 must return before any batsman retired at 50.

Helmets - must be worn at all times by batsmen and wicketkeeper standing up at the wickets.

Wides

Extra run. Where in the opinion of the umpire the ball is outside the reach of the batsman when playing a normal cricket shot. NB: if the ball is struck by the batsman a wide can NOT be called.

No ball

An extra run is given and no ball is called for

- Ball bouncing above shoulder height of the batsman when at normal standing level (either umpire to call).
- Full toss over waist height when batsman is standing normally (either umpire to call).
- Fielding closer than 10 metres (other than in slip area). The umpire to warn the fielder in the first instance. If they persist, a no ball is to be called.
- When a ball bounces **more than twice** before reaching the popping crease.
- When the ball rolls along the ground, or comes to rest before the Strikers wickets. A No ball to be called and signaled and then immediately call and signal Dead ball.
- If a bowlers front foot has not landed with some part of the foot behind the popping crease (grounded or raised)
- When a bowlers back foot cuts or is over the return crease
- Ball bowled that bounces outside the regular pitch
- Runs scored from the bat count in addition to the extra

LBW - Yes. *Recommended that Umpires have done an umpiring course.*

Playing Numbers - 9 per side

Scorers from both teams shall sit together. At least one team must be using a scorebook, the other team are welcome to use the CricHQ App.

SECTION TWO

Objectives

To encourage participation by all players. As long as the innings duration allows all players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

Grading

Players should be 10 to 11 years old and in years 5 or 6 at school.

Ball

Kookaburra leather two piece ball 142g (white)

A ball can only be changed during an innings if its condition has deteriorated to the point where continued use could unduly affect the outcome of the game. It shall be a mutual decision made by the coaches, in the spirit of fair play.

Pitch

Pitch 18 metres

Boundaries 35 metres

Time

Playing 4.45pm - 7.30pm (Friday Night)

Toss to be at 4.35pm

The team batting first will face 25 over's or bat until 6.05pm whichever comes first. (Unless they are bowled out), the team batting second would then face the same amount of over's as the team who batted first. (Please note if the team batting first is bowled out before 6.05pm the team batting second is still entitled to 25 over's.

Change of Innings: 10 mins

In the unlikely event of the game having to finish before the team batting second has faced their full entitlement of overs the result of the game will be determined by the team who has the highest run rate. (Calculated by dividing the amount of runs scored by the amount of overs faced)

Over's

Maximum of 25 overs per team. If team out before 20 overs still bat out the overs but runs not counted towards the final score.

Bowlers

Maximum of 4 overs per bowler with a maximum of 2 to be bowled in one spell for pace bowlers. Maximum of 8 balls per over

Field Control

Captain to be encouraged to control play, but coaches to contribute as required. Coaches to encourage fielding teams to bowl 20 over's an hour (3 minutes per over).

No more than 4 fielders allowed on the leg side.

Batting

Batsman must retire at 30 but may return after the remainder of the team has batted. Batsmen can also retire earlier than 30 and return after the rest of the team has batted, any player retired before 30 must return before any batsman retired at 30.

Helmets - must be worn at all times by batsmen and wicketkeeper standing up to the wickets.

Wides

Extra run. Where in the opinion of the umpire the batsman has to fully stretch to play the ball or the ball is outside the marker line on the batsman's crease. NB: if the ball is struck by the batsman a wide can NOT be called.

No ball

An extra run is given and no ball is called for

- Ball bouncing above shoulder height of the batsman when at normal standing level (either umpire to call).
- Full toss over waist height when batsman is standing normally (either umpire to call).
- Fielding closer than 10 metres (other than in slip area). The umpire to warn the fielder in the first instance. If they persist, a no ball is to be called.
- When a ball bounces **more than twice** before reaching the popping crease.
- When the ball rolls along the ground, or comes to rest before the Strikers wickets. A No ball to be called and signaled and then immediately call and signal Dead ball.
- If a bowlers front foot has not landed with some part of the foot behind the popping crease (grounded or raised)
- When a bowlers back foot cuts or is over the return crease
- Ball bowled that bounces outside the regular pitch
- Runs scored from the bat count in addition to the extra

LBW

There will be no LBW decisions given against batsmen.

Playing Numbers

Only 8 fieldsmen at any time. Last man standing rule to apply when only eight players are batting, when this rule is used the last batsman dismissed will act as a runner. However the innings will end at the fall of the eighth wicket (ie: if non striker is run out)

By arrangement with Manager/Coach a ninth man may participate but must advise the other team at the commencement of game. They may bat at the fall of the seventh wicket. Ninth man can bowl. Last man standing rule does not apply.

Stumps

Teams are recommended to carry a set of metal stumps or a set of spring loaded stumps with a base.

Scorers from both teams shall sit together. At least one team must be using a scorebook, the other team are welcome to use the CricHQ App.

SECTION THREE

Objectives

To encourage participation by all players in all aspects of the game. The emphasis is to be on equality of opportunity. For the first time, players will bat, bowl and field with a hard ball. Players should have a good understanding of the basic technical aspects of the game. **Bowlers should be capable of presenting the ball on a good length. Wides and no balls should all be called. Batsmen should be beginning to give some thought to shot selection** and fielders should be able to catch and ground field the ball with confidence.

Grading

Players should generally be in their third or later season of cricket, aged 9 – 10 years of age and in year 5 – 6 at school.

Ball

Kookaburra or Platypus leather two piece ball 142gm (5oz)

A ball can only be changed during an innings if its condition has deteriorated to the point where continued use could unduly affect the outcome of the game. It shall be a mutual decision made by the coaches, in the spirit of fair play.

Pitch

Pitch 18 metres

Boundaries 35 metres

Time

5pm – 7.30pm Friday Night

Toss to be done at 4.50pm

The team batting first will face 22 over's or bat until 6.10pm whichever ever comes first. (Unless they are bowled out), the team batting second would then face the same amount of over's as the team who batted first

Change of Innings: 10mins

In the unlikely event of the game having to finish before the team batting second has faced their full entitlement of over's the result of the game will be determined by the team who has the highest run rate. (Calculated by dividing the amount of runs scored by the amount of over's faced).

Playing Numbers

Only 8 fieldsmen at any time. Last man standing rule to apply when only eight players are batting, when this rule is used the last batsman dismissed will act as a

runner. However the innings will end at the fall of the eighth wicket (ie: if non striker is run out)

By arrangement with Manager/Coach a ninth man may participate but must advise the other team at the commencement of game. They may bat at the fall of the seventh wicket. Ninth man can bowl. Last man standing rule does not apply.

Format of the Game

Bowlers shall bowl from both ends alternating between overs.

One Innings each

The game is to be played with each side bowling 22 six ball overs (132 balls). Either side may bowl no more than this number. **NB. No extra balls for no balls and wides**

If dismissed before the completion of the 22 overs the batting side may 'bat out' the remaining overs by rotating the batsmen already dismissed. Any runs scored during this time are not counted towards the team total.

Where there are nine players on the batting side only the first eight batsmen score towards the team total, unless a batsman has retired and only 6 wickets have fallen.

Teams fielding less than eight players may also bat out the allotment of overs, but no batsman who has been dismissed may have any runs scored added to the team total, unless both sides agree to this.

Batting

Batsman must retire immediately at reaching 25 but may return after the remainder of the team has batted. Batsmen can also retire earlier than 25 and return after the rest of the team has batted, any player retired before 25 must return before any batsman retired at 25.

Helmets - must be worn at all times by batsmen and wicketkeeper standing up to the wickets

LBW

There will be no LBW decisions given against batsmen.

Bowling

No bowler shall bowl more than 3 over's (unless there are less than 8 players - excess over's to be evenly split).with a maximum of 2 to be bowled in one spell. All players must bowl.

Bowlers may bowl on a shorten wicket where they have difficulty getting the ball down the wicket.

Wides

Extra run. Where in the opinion of the umpire the batsman has to fully stretch to play the ball or the ball is outside the marker line on the batsman's crease. NB: if the ball is struck by the batsman a wide can NOT be called.

No ball

An extra run is given and no ball is called for

- Ball bouncing above shoulder height of the batsman when at normal standing level (either umpire to call).
- Full toss over waist height when batsman is standing normally (either umpire to call).
- Fielding closer than 10 metres (other than in slip area). The umpire to warn the fielder in the first instance. If they persist, a no ball is to be called.
- When a ball bounces **more than twice** before reaching the popping crease.
- When the ball rolls along the ground, or comes to rest before the Strikers wickets. A No ball to be called and signaled and then immediately call and signal Dead ball.
- If a bowlers front foot has not landed with some part of the foot behind the popping crease (grounded or raised)
- When a bowlers back foot cuts or is over the return crease
- Ball bowled that bounces outside the regular pitch
- Runs scored from the bat count in addition to the extra

Coaches should encourage batsman to stand in front of middle or leg stump (batsman not covering all 3 stumps).

Stumps

Teams are recommended to carry a set of metal stumps or a set of spring loaded stumps with a base.

Scorers from both teams shall sit together. At least one team must be using a scorebook, the other team are welcome to use the CricHQ App.

SUPERSTAR CRICKET - SECTION FOUR

Objectives

To encourage participation by all players in all aspects of the game. The emphasis is to be on equality of opportunity. Players should continue to develop with the basics of cricket including the development of bowling with a straight arm action correct batting grip and stance and some basic strokes and continue in the development of good fielding habits.

Grading

Players should generally be in their second or later season of cricket, aged 8 - 9 years of age and in year 4 - 5 at school.

Time

Games will start at 9a.m. and aim to finish by 10.30a.m.

The Field

The pitch length is to be 14 metres long but can vary from bowler to bowler.
Boundaries 25 - 30 metres

Pitch

Pitch 14 metres
Boundaries 30 metres

Equipment

Games are to be played with a Kookaburra Softaball (Junior) or Gunn & Moore Skills ball (Junior) or a Gray Nicolls Wonderball (Junior). (NOTE: This is a small circumference ball). Plastic or metal stumps with a based is required. Lightweight wooden cricket bats.

Teams

Teams shall be strictly eight per side in a game i.e. team squads shall play 8 batters only and 8 fielders only.

Format of the Game

Sixteen Overs - two six-ball overs per bowler. Four six-ball overs per batting pair (each batter faces 12 balls)

Batting

Teams start on 200 runs.

Batters shall bat in pairs, changing ends upon running but also (at the discretion of the umpire/coach) at the fall of a wicket, and end of each over. At the fall of a wicket player and team will be penalized -5 runs

If the ball is missed or unable to be played by the batter, due to a poor delivery from the bowler (as decided by the umpires), and no leg-byes, byes or wides are run, the ball is placed on a batting cone in front of the batting crease and hit forward of the wicket to continue play.

A cone hit is deemed to be completed when the ball leaves the cone.

If a batter is struggling to hit what are deemed to be good deliveries the umpires may allow a cone hit in order to help build the confidence of the batter. This type of cone hit should not occur more than once per batter per over. This situation should become less applicable as the season goes on.

In all instances when the ball is missed by the striking batter and runs away for leg byes, byes or wides, the batters shall be encouraged to run. When leg byes, byes or wides are run, no 'tee-hit' shall be taken.

As each over consists of only six deliveries, there can be a maximum of six cone hits per over.

Byes

To keep things simple, there are no byes or leg-byes. If a ball goes past the batter without them hitting it and they run, the runs are to be awarded to the batter

Bowling

All bowling takes place from one end only. The umpires shall determine which is the most suitable end to bowl from.

In the advent of an odd number of players per team, one bowler may bowl an extra over or two bowlers shall be asked to bowl one over at three balls each.

(Every attempt to coach players to deliver the ball over-arm should be made.)

No extra deliveries shall be bowled in the over.

Fielding

No fielder is to be placed within 10 meters of the striking batter unless they are the wicket keeper (for safety reasons).

At the end of each over the fielders should be rotated one position so that all fielders will play in each fielding position.

Scorers from both teams shall sit together. At least one team must be using a scorebook, the other team are welcome to use the CricHQ App.

SUPERSTAR CRICKET - SECTION FIVE

Objectives

To introduce participants to the game of cricket using short matches with lightweight equipment and soft ball, which incorporates most of the skills for the game. Players can use skills they have acquired at the Superstar Cricket Academy.

Grading

Section 5 is recommended for 7 year olds (players need to be able to bowl).

Time

Games will start at 9.30 a.m. and finish by 10.30 a.m. (Games to aim to be completed in one hour).

The Field

The pitch length is to be 12 metres long but can vary from bowler to bowler.

Equipment

Plastic Cricket equipment in all cases, no wooden bats shall be used. Games are to be played with a Yellow soft ball.

Teams

Teams shall be *strictly* eight per side in a game i.e. team squads shall play 8 batters only and 8 fielders only.

Format of the Game

Twelve six-ball overs per team, each player must bowl at least one over and no more than two overs. Three six-ball overs per batting pair (each batter faces 9 balls)

Batting

Teams start on 200 runs.

Batters shall bat in pairs, changing ends upon running but also (at the discretion of the umpire/coach) at the fall of a wicket, and end of each over. At the fall of a wicket player and team will be penalized -5 runs

If the ball is missed or unable to be played by the batter, due to a poor delivery from the bowler (as decided by the umpires), and no leg-byes, byes or wides are run, the ball is placed on a batting cone in front of the batting crease and hit forward of the wicket to continue play.

A cone hit is deemed to be completed when the ball leaves the cone. If a batter is struggling to hit what are deemed to be good deliveries the umpires may allow a cone hit in order to help build the confidence of the batter. This type of cone hit should not occur more than once per batter per over. This situation should become less applicable as the season goes on.

In all instances when the ball is missed by the striking batter and runs away for leg byes, byes or wides, the batters shall be encouraged to run. When leg byes, byes or wides are run, no 'tee-hit' shall be taken.

As each over consists of only six deliveries, there can be a maximum of six cone hits per over.

Byes

To keep things simple, there are no byes or leg-byes. If a ball goes past the batter without them hitting it and they run, the runs are to be awarded to the batter

Bowling

All bowling takes place from one end only. The umpires shall determine which is the most suitable end to bowl from.

In the advent of an odd number of players per team, one bowler may bowl an extra over or two bowlers shall be asked to bowl one over at three balls each.

(Every attempt to coach players to deliver the ball over-arm should be made.)

No extra deliveries shall be bowled in the over.

Fielding

No fielder is to be placed within 10 meters of the striking batter unless they are the wicket keeper (for safety reasons).

At the end of each over the fielders should be rotated one position so that all fielders will play in each fielding position.

Scorers from both teams shall sit together. At least one team must be using a scorebook, the other team are welcome to use the CricHQ App.

SUPERSTAR CRICKET ACADEMY

Recommended for ages 5 – 6 years (cricketing 0 – 2 years) as a pre-requisite year for Superstar Cricket – Section Five.

This is an adult-child programme aimed at introducing the adult to leading cricket development activities and the child to participating in cricket development activities.

Adults are expected to run the skills activities and modified games, and for this a training course of two hours and a detailed skills manual is supplied.

Adults receive a New Zealand Cricket accredited coaching certificate as well.

Games against other Superstar Cricket Academy groups will be arranged from to finish off the season, late February/March

DIRECTORY OF GROUNDS

Ground	General Location
Bayfield Park	Musselburgh Rise, Musselburgh
Bishopscourt	Lynn Street, Kaikorai
Brockville	Grigor Street, Brockville
Brooklands Park	Church Street, Mosgiel
Corstorphine	Middleton Road
Culling Park	Royal Terrace
East Taieri School	Cemetery Road, East Taieri
Gardens Ground	Cnr North Road & Bank Street
John McGlashan College	Pilkington Street, Maori Hill
Kensington Oval	Cnr Princes Street & Andersons Bay Road
Littlebourne (OBHS)	Littlebourne Road
Logan Park	Corner of Logan Park Drive & Anzac Avenue
Memorial Park	Off Gordon Road, Mosgiel
Montecello	Eglington Road
Opoho	Lovelock Ave, Opoho
Seddon Park	Victoria Street, Mosgiel
Sunnyvale	Main South Road, Green Island
Tahuna Intermediate	Marlow Street
Taieri High School	Green Street, Mosgiel
Tonga Park	Surrey Street, St Clair
Wakari School	Helensburgh Road
Walton Park	Fairfield

MAPS

For more information on sports grounds and their location please go to:

<http://www.dunedin.govt.nz/facilities/sportsgrounds-a-to-z>

click summer sports.

Also use other internet maps if needed.

CODE OF CONDUCT

1. INTRODUCTION

This Code of Conduct shall apply to all competitions subject to Dunedin Cricket Association playing conditions.

2. DISCIPLINARY COMMITTEE

The Dunedin Cricket Association shall appoint a Disciplinary Committee for each season.

3. RULES OF THE CODE

Players and Team Officials must not indulge in unacceptable behaviour on any part of a cricket ground including the field of play, clubrooms, changing rooms and environs. Appendix A sets out a non-exhaustive list of examples of unacceptable behaviour, and how they should be addressed.

For the purposes of this Code the term “Team Official(s)” shall include without limitation any Team Manager, Team Scorer or Team Coach appointed by a Club to manage and/or coach a team or any other person holding any official position within cricket.

4. ELIGIBILITY TO LODGE A REPORT

4.1 An alleged breach of Rules of The Code may be reported by:

- (a) Either or both Umpires or,
- (b) The Chairman of the Dunedin Cricket Junior Association or, Nominee
- (c) Any Dunedin Cricket Association Member or,
- (d) Any Team Official or,
- (e) Any Committee or Executive member of either club involved in the Match

4.2 No alleged breach of Rules shall be reported by any of the persons referred to in 4.1(b) to (e) above unless they have first consulted with the Umpire or Umpires in respect of any on field conduct or behaviour that is alleged to have breached this Code.

4.3 All reports of an alleged breach or breaches of the Code must be in writing on the form in the Dunedin Cricket Association Handbook or substantially in compliance with such form stating the level of offending alleged.

5. REPORTS-PROCEDURE

- 5.1 (a) Where any person entitled to do so wishes to report an alleged breach of the Rules, he/she shall complete a written report on the form outlined in the Dunedin Cricket Association Handbook (see Appendix B) and on website or substantially so in compliance with such form that must be lodged at the office of the Dunedin Cricket Association no later than 5:00 pm on the first working day (see definition Appendix C) following the day on which the breach occurred.
- (b) The report shall describe the alleged conduct in terms of Appendix A where applicable.
- (c) The Cricket Operations Manager or his/her nominee will before the hearing forward the report to the player and/or the Team Official reported, his club and the Disciplinary Committee.
- (d) Upon receipt of the report, the Cricket Operations Manager will arrange a hearing that will take place before 7:00 pm on the Friday following the lodging of the report.
- (e) If the subject of the report is unable to attend the hearing the hearing will be postponed until such time as they can attend. Until the hearing occurs the subject shall be ineligible to play or be involved in any match under the jurisdiction of the Dunedin Cricket Association.
- (f) The Disciplinary Committee will hear and decide on the report in a manner which accords with the principles of natural justice and which best ensures the fair and prompt determination of the alleged breach of the Code
- (g) The Disciplinary Committee must communicate the decision orally at the conclusion of the hearing and must deliver a written decision with full reasons for the decision within 72 hours of the decision being orally communicated. The Cricket Operations Manager will ensure that the written decision will be forwarded to:
- (i) the player and/or Team Official concerned;
 - (ii) the initiator of the report;
 - (iii) the Secretary of the club of the player and/or the Team Official reported.

6. APPEALS-PROCEDURE

- 6.1 (a) Where a player or Team Official wishes to appeal against any decision of the Disciplinary Committee in relation to any alleged breach of the Rules, an appeal must be lodged in writing with the Cricket Operations Manager within 72 hours of the written decision being provided to the club of the player or Team Official concerned. The appeal shall record in full the basis of the application.
- (b) The Cricket Operations Manager will immediately on receipt of the appeal advise the initiator of the report, the Disciplinary Committee and the DCA Committee.
- (c) The Dunedin Cricket Association Committee will hear and decide on the appeal, within 3 working days following receipt of the appeal, in a manner which accords with the principles of natural justice and which best ensures the fair and prompt determination of the appeal. In determining any appeal the Management Committee may set aside, reduce, vary or increase any penalty.
- (d) The subject of the appeal shall be ineligible to play or be involved in any match under the jurisdiction of the Dunedin Cricket Association.
- (e) The decision of the Management Committee shall be communicated to all those persons with an interest. No one shall be entitled to make any comment in relation to any such decision unless and until the person reported has been advised of the decision.
- (f) There shall be no right of appeal from a decision of the Management Committee.

7. PENALTIES

7.1 Where a player or team official has been found in breach of the Code a penalty or any combination of penalties may be imposed pursuant to this Rule.

7.2 The penalties that may be imposed are:

- Written censure.
- Suspension from playing.

In the case of a Team Official, suspension from any involvement with any team playing in fixtures under the control of the Dunedin Cricket Association.

Commentary

Levels

Schedule A to this Code classifies breaches under Rule 3(a) at ascending Levels 1, 2, 3, 4.

The Levels are to guide those making Reports, the disciplinary process, and to assist players and team officials understand how the Code applies.

Indicative Penalties

Level 1 - the indicative entry level is a written censure and / or suspension.

Level 2 - the indicative entry level is suspension for at least one playing day.

Level 3 - the indicative entry level is suspension for at least two playing days.

Level 4 - the indicative entry level is suspension for an extended period.

Mitigating and aggravating circumstances

Mitigating and aggravating circumstances will be brought to account in determining the Level, and the penalty.

Mitigating circumstances include, eg without limitation, contrition, apology, good record, and the circumstances in which a breach occurred. Aggravating circumstances include, eg without limitation, the fact that a player is a repeat offender, refusal to acknowledge a breach, ignoring umpire's warning.

Suspension

Suspension is intended to have increasing effect through Levels 2, 3 and 4 breaches.

Discretion

The Disciplinary Committee retains an overall discretion and will endeavour to achieve consistency.

Disciplinary Committee:

*Iain Nellies
George Morris
Gerard Finnie
Tony Buchanan*

APPENDIX A

The conduct described in Rule 3 if committed by a player or Team Official shall amount to an offence by such player or Team Official under the Code of Conduct.

Comment: Notes have been provided as guidance as to the nature of conduct that might fall within a particular Rule and are not a limiting list of conduct prohibited by such Rule.

1.1 Level 1 Offences:

1.1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match.

Note: Rule 1.1.1 includes any action(s) which fall outside the usual conduct of the same, such as hitting or kicking the wickets and any action(s) which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

1.1.2 Showing dissent at an Umpire's decision during a Match.

Note: Rule 1.1.2 includes:

1.1.2.1 obvious disappointment with, or challenge to, an Umpire's decision;

1.1.2.2 an obvious delay in play, or leaving the wicket;

1.1.2.3 shaking the head to indicate challenge to the decision;

1.1.2.4 pointing or looking at the inside edge when given out lbw;

1.1.2.5 pointing to the pad or rubbing the shoulder or giving any other indication the decision is challenged when caught behind;

1.1.2.6 snatching the cap from the Umpire whether in petulance or as a challenge to the umpire's decision or conduct;

1.1.2.7 entering into any debate with the Umpire about his decision.

It is no defence to any charge brought under this Rule to show that the Umpire might have, or in fact did, get any decision wrong.

1.1.3 Using language or a gesture that is obscene, offensive or insulting during a Match.

Note: Rule 1.1.3 includes:

1.1.3.1 loud or repetitious swearing; and

1.1.3.2 obscene gestures or conduct which is/are not directed at another person, such as swearing at one's own poor play or fortune. This offence is not intended to penalise behaviour which may be regarded as trivial.

When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:

1.1.3.3 be regarded by others on the field of play or outside the playing area as obscene;

1.1.3.4 give offence to others in the field of play or outside the playing area; or

1.1.3.5 insult another person.

This offence is not intended to cover any use of language or gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under Rule 1.4.5 of this Code.

1.1.4 Excessive appealing during a Match.

Note: For the purposes of Rule 1.1.4, "excessive" shall include:

1.1.4.1 repeated appealing which is not based on a genuine belief a batsman should be given out; or

1.1.4.2 celebrating a dismissal before the decision has been given, ie it is not intended to prevent loud or enthusiastic appealing.

1.1.4.3 It is not intended the Rule should prevent loud or enthusiastic appealing of itself.

1.1.5 Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman.

1.1.6 Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any player, Team Official, Match official or team participating in any Match, irrespective of when such criticism or inappropriate comment is made.

Note: Without limitation, players and Team Officials will breach Rule 1.1.6 if they publicly criticise the Match officials or denigrate a player or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, the context within which the comments are made and the gravity of the offending comments must be taken into account.

1.1.7 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

1.1.7.1 *is contrary to the spirit of the game; or*

1.1.7.2 *brings the game into disrepute.*

Note: Rule 1.1.7 is intended to be a “catch-all” provision to cover all types of conduct of a minor nature that is not covered by the specific offences set out elsewhere in the Code of Conduct.

By way of example, Rule 1.1.7.1 may (depending upon the seriousness and context of the breach) prohibit the following:

1.1.7.3 *the use of an illegal bat or illegal wicket-keeping gloves;*

1.1.7.4 *deliberate time wasting;*

1.1.7.5 *cheating during a Match which is conduct intended to wrongly influence any element of the game, including deliberate attempts to mislead the Umpire;*

1.1.7.6 *any conduct which is considered “unfair play” under Law 42 of the Laws of Cricket.*

By way of example, Rule 1.1.7.2 may (depending upon the seriousness and context of the breach) prohibit the following:

1.1.7.7 *public acts of misconduct;*

1.1.7.8 *unruly public behaviour; and*

1.1.7.9 *inappropriate comments which are detrimental to the interests of the game.*

1.2 Level 2 Offences:

1.2.1 Showing serious dissent at an Umpire's decision during a Match.

Note: Dissent, including the examples given in Rule 1.1.3 above will be classified as "serious" when the conduct contains an element of anger, abuse or challenge which is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket showing such dissent or where there is persistent re-reference to the incident over time.

It shall not be a defence to any charge brought under this Rule to show that the Umpire might have, or in fact did, get any decision wrong.

1.2.2 Inappropriate and deliberate physical contact between players in the course of play during a Match.

Note: Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player.

1.2.3 Charging or advancing towards, or challenging, the Umpire in an aggressive manner when appealing during a Match.

1.2.4 Deliberate obstruction on the field of play.

1.2.5 Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a player, Team Official, Umpire, Match Referee or any other third person in an inappropriate and/or dangerous manner during a Match.

1.2.6 Using language or gesture(s) that is seriously obscene, seriously offensive or of a seriously insulting nature to another player, Team Official, Umpire, Match Referee or any other third person during a Match.

Note: There will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard so as to become more than minor.

When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:

- 1.2.6.1 be regarded as seriously obscene; or*
- 1.2.6.2 give serious offence; or*
- 1.2.6.3 seriously insult another person.*

This offence is not intended to cover any use of language or gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under Rule 1.4.5 of this Code and must be dealt with according to the procedures set out therein.

1.2.7 Changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket.

Any action(s) likely to alter the condition of the ball which are not specifically permitted under Law 42.3(a) may be regarded as “unfair”. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes):

- 1.2.7.1 deliberately throwing the ball into the ground for the purpose of roughening it up;*
- 1.2.7.2 applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball;*
- 1.2.7.3 lifting or otherwise interfering with any of the seams of the ball;*
- 1.2.7.4 scratching the surface of the ball with finger or thumb nails or any implement;*
- 1.2.7.5 attempting to alter the shape of the ball.*

The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, are permitted. Any actions otherwise taken with the purpose of changing the condition of the ball shall not be permitted.

1.2.8 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

- 1.2.8.1 is contrary to the spirit of the game; or*
- 1.2.8.2 brings the game into disrepute.*

Note: Rule 1.2.8 is intended to be a “catch-all” provision to cover all types of conduct of a serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.

See guidance notes to Rule 1.1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Rule 1.2.8.

1.3 Level 3 Offences:

1.3.1 Intimidation of an Umpire whether by language or conduct (including gestures) during a Match.

Note: Includes appealing in an aggressive or threatening manner, which has or may have the effect of influencing the umpire in his role.

1.3.2 Threat of assault on another player, Team Official, or any other person (including a spectator) during a Match.

1.3.3 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

*1.3.3.1 is contrary to the spirit of the game; or
1.3.3.2 brings the game into disrepute.*

Note: Rule 1.3.3 is intended to be a “catch-all” provision to cover all types of conduct of a very serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.

See guidance notes to Rule 1.1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Rule 1.3.3.

1.4 Level 4 Offences:

1.4.1 Threat of assault on an Umpire during a Match.

1.4.2 Physical assault of another player, Team Official, Umpire or any other person (including a spectator) during a Match.

1.4.3 Any act of violence on the field of play during a Match.

1.4.4 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

1.4.4.1 is contrary to the spirit of the game; or

1.4.4.2 brings the game into disrepute.

Note: Rule 1.4.4 is intended to be a “catch-all” provision to cover all types of conduct of a serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.

See guidance notes to Rule 1.1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Rule 1.4.4.

1.4.5 A player or Team Official using any language or gestures that offend, insult, disparage or vilify another person on the basis of that person’s race, religion, gender, colour, descent or origin.

APPENDIX B

Disciplinary Committee
Dunedin Cricket Association
P O Box 1419
Dunedin
Facsimile: 03 477 3056
Email: tim@otagocricket.co.nz

Dear Sir

In accordance with Rule of the Dunedin Cricket Association Code of conduct I/we make the following Report.

Match:
Venue:
Date:
Umpire(s):

I/we wish to bring to your attention my/our belief that during the match on (date) conduct amounting to a breach of the Code of Conduct occurred. Those involved were:

Player(s)/Team Official(s):
Team:

I/we believe that the conduct breached Rule Clause of the Code as described in Appendix A.
The circumstances were:

I/we acknowledge that this Report must be lodged at the offices of the Dunedin Cricket Association no later than 5:00 pm of the first working day following the incident.

Report completed by

Signed:
Position:
Contact Number:

If submitting this Report electronically typing your name in the appropriate place means that you have electronically signing this form.

APPENDIX C

“Working day” means a day of the week other than:

- (a) Saturday, Sunday, Waitangi Day, Otago Anniversary Day, Good Friday, Easter Monday, and Labour Day; and
- (b) A day in the period commencing with the 25th day of December in any year and ending with the 2nd day of January in the following year; and
- (c) If the 1st day of January in any year falls on a Friday, the following Monday; and
- (d) If the first day of January in any year falls on a Saturday or a Sunday, the following Monday and Tuesday.