



SuperSmash Leagues YEAR 7&8

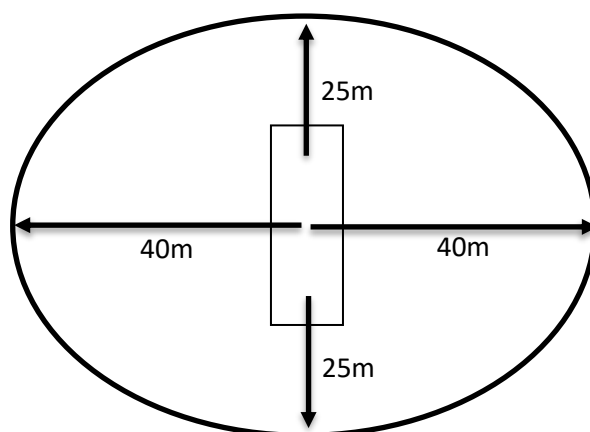
Please read in conjunction with the General Rules

1. Preamble

- A) Matches will be played as a one day, 30 over game.
- B) At Christmas the grades will be re-assessed and adjusted if deemed applicable, in line with Sport New Zealand's 'Balance is Better' philosophy there will be no trophies awarded for this age group. For more information see Junior Grade General Rules and Guidelines.
- C) 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 18 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, and Kookaburra Practice. 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 each 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) The field shall be set with a 40m 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.



3. Team Size

- A) A team may consist of 9-11 players with a maximum of 9 players allowed on the field at any one time.
- B) The minimum number of players deemed necessary to constitute a team for each game shall be 7 players.

4. Hours of Play



- A) Play shall commence at 8.45 am and should be finished by 11.45am.
- B) The toss should take place at 8.30 am. Teams must have a minimum of 7 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 complement of 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.
- C) A maximum break of ten minutes is allowed between innings.
- D) Players should not leave the field of play during a drinks break and must not exceed two minutes.
- E) When a game is abandoned due to rain, 14 overs are to be bowled in the second innings to constitute a game. The winner will be the team with the higher run rate.

5. Bowling and Over Limitations

- A) Each player must bowl two overs (except the wicketkeeper) before anyone can bowl a third over. The maximum number of overs per bowler shall be 5 in a day. This applies to all types of bowlers.
- B) Five overs are to be bowled from one end before changing ends and repeating in alternate five over blocks throughout the innings. A 30 over game will have five end changes per innings. Bowlers run up should not exceed more than 15 metres.
- C) An over consists of 6 balls, with a maximum of 8 deliveries if extras (wides and no-balls) are bowled.
- D) Pitches are required to be marked with 2 lines (approx. 20 cm long), both sides of the outside stumps at 60 cm and 90 cm indicating the lines for the calling of wides. Any ball that passes the batter more than 90cm outside the off stump and 60 cm outside the leg stump and does not touch the bat or batter's equipment shall be deemed a wide.
- E) 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.
- F) Any delivery that bounces more than twice before the popping crease shall be deemed a no ball.
- G) 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).

6. Batting

- A) Players must face 6 balls minimum before they can be dismissed. In the event of a wicket within the first six balls faced, the batter must change ends and four runs is added to the fielding team's total. Players must retire immediately when they have faced 30 balls. All balls, including wides and no balls will be added into the batters ball count. Retired batters, providing they didn't get out in the first six balls, can resume their innings, in the order they retired, once all other players have been dismissed or retired.

7. Fielding

- A) A maximum of 9 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.

8. Restrictions on Dismissals

The following means of dismissal do not apply:

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

9. LBW



The LBW Law applies but the batter cannot be given out when offering a shot and playing forward. If they are not playing a shot they can be given out LBW under the normal Laws of Cricket, even if they are playing forward. See LBW guidelines (General Rules) for definition of playing forward.

10. Results

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