

YEAR 7-8 HARDBALL 30 OVER – TAMARIKI

SET UP A GAME	
Hours of play	8.45am or 9am start time, as per draw GAME DURATION: 3 HOURS 30 MINUTES
Team	9 -11 players per team. If a team is composed of 11 players, 2 nominated non-batters must be provided. Maximum of 9 players allowed on the field at any one time.
Overs per team	30 overs: An over shall consist of 6 balls bowled, with a maximum of 8 deliveries if extras (wides and no-balls) are bowled.
Pitch Length	18 meters
Boundaries	Maximum of 40 meters from the centre of the pitch.
Equipment	<p>Protective gear is required:</p> <ul style="list-style-type: none"> - Shoes must be worn. - Batters must wear batting pads, batting gloves, abdomen guard(box), and helmets. - All wicket-keepers must wear gloves and a helmet. - Spring-loaded stumps - New 142-gram Kookaburra two-piece leather ball must be used. - Wooden bats - Any clothing, preferred team clothing to be school or club uniforms.
GAME IN PLAY	
Batting	<ul style="list-style-type: none"> - LBW's only apply if the batter is struck below the knee roll or is hit behind the batting crease. All judgment regarding height must be through consultation with the square-leg umpire. - Batters must face a minimum of 6 balls (Grace period) after 6 balls all dismissals apply. Any dismissals in the grace period will award the bowling team with 4 runs. If a batter gets out, batters must change ends. - Batters must retire after facing 30 deliveries (wides and no-balls included). Retired batters providing they didn't get out in the first 6 balls, can resume their innings, in the order they retired, once all other players have been dismissed or retired.
Bowling	<ul style="list-style-type: none"> - The bowling will take place for 5 over blocks from one end and then swap for the next 5 overs at the other end. - Run ups for bowlers should not exceed more than 15 meters. - No bowler shall bowl more than 5 overs in an innings or more than one-sixth of the total overs in a rain-shortened inning. <p>Bowling Extras:</p> <ul style="list-style-type: none"> - Wide – A ball deemed to have passed more than 200mm outside the leg stump will be called a wide. Off-side wides will be called if the batter cannot reasonably reach the ball while playing a normal cricket shot. A wide cannot be called if the batter makes any contact with the ball. - Wides shall be counted as 1 run to be added to the batting team's total. - No-Balls – a ball over waist height on the full or if a ball bounces more than once. - For no-balls a 1 run is added to the score under extras, and any resulting runs off the bat are credited as runs to the batter

Fielding	<ul style="list-style-type: none">- No fielder is allowed to stand within ten meters of the batter except for the wicket-keeper and off side slips.- No more than 4 fielders are permitted on the leg-side and no more than 4 outside the 20-meter assumed circle at any time, and no more than 2 behind square on the leg side.
Rain Rule	Play will not commence in rain. If time is lost due to the weather, 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. Player welfare must come first.
Scoring	<ul style="list-style-type: none">- Results are to be submitted via PlayHQ. The team named first on the draw is responsible to do so.