



NORTH-WEST  
YOUTH CRICKET

# North-West Youth Cricket

**Player's Handbook**

2027

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### **A Brief History**

NWYC is a youth cricket club in Christchurch comprised of players from a number of schools including Burnside High School, Papanui High School, Rangiora High School, Lincoln High School and Riccarton High School, as well as a number of Canterbury Country schools. The aim of NWYC is to give those students the best cricketing opportunities possible. For a club Established in 2010 we have enjoyed a number of successes, and continue to offer school cricket at a high level, as well as those looking to play in a more social grade.





### **Burnside West Christchurch University Cricket Club**

The original West Christchurch Cricket Club was established in 1905 and was based at Hagley Oval (the current grade listed Umpires pavilion was the clubs pavilion). In 1957 The Canterbury University Cricket Club merged with West Christchurch becoming West Christchurch - University CC and was still based at Hagley Oval. When the University moved to Ilam it was proposed that the club moved from Hagley Oval to Ilam however after some discussion it was decided in 1972 to merge with the suburban club Burnside CC and be based at Burnside Park - the current home of the club. Many matches were still played on Ilam Fields. The newly formed Burnside West Christchurch University Cricket Club (BWCUC) developed Burnside Oval with Waimariri Council into the grounds that are there today. The current clubrooms were completed in 1973 with alterations in the 1980s confirming the park as the home of Burnside Cricket.

In 2021/22, our club (including all Burnside West Christchurch University senior and junior members, North West Women's Youth and Senior members, and North West Youth members) totalled 556 playing members. We delivered cricket across a range of CMCA and CJCA interclub organisations, and also delivered grass-roots Smashplay and Kiwi cricket for our youngest members in a non - competitive format. On any given Saturday, there were up to forty teams playing across a range of social and competitive cricket formats and representing our club. We also promote cricket in local Christchurch primary and intermediate schools (Ilam, Westburn, Roydvale, Merrin, and Cobham), through our School Awareness programmes where we provide in-school cricket coaching and development.

Recent highlights for BWCUC have been winning the Canterbury Metro One day competition in 2021/22,2023/24, T20 Competition in 2024/25 and the two day competition in 2022/23,2023/24,2024/25  
The club has three current Blackcaps with Tom Latham, Will O'Rourke and Mitch Hay.

BWCUC are proud to partner with Merivale Papanui Cricket Club to deliver the North West Youth Cricket Cricket program. We see filling the gap for Youth Cricketers at the non-traditional cricket schools in Christchurch as being very important to keep players in the game we all love.





### **MERIVALE PAPANUI CRICKET CLUB**

Club Sponsors – Sporting Edge, The Brewers, BBS Timbers, Frame and Copy Geeks on Wheels and Bombay Tandoor.

MPCC is proud to be part of the North West Youth Cricket programme, together with Burnside-West Cricket Club, Burnside High School, and Papanui High School. Although these four entities administer North West Youth Cricket,

anybody from any school can play for us.

The 2022/23 cricket season at Merivale Papanui Cricket Club started off the back of some unfavourable departures from the club that left us depleted both on and off the field. Player departures resulted in us having to go into the season with 6 sides across grades.

After having come ever-so-close to winning the grade at the end of the last season, our Championship side came back stronger to comfortably win the one-day trophy and claim an absolute well-earned promotion to premiership. Special thanks to coach Mario Williams for steering the ship through uncertain tides and ensuring what he had personally set out to achieve for the club. All of this means we can all certainly look forward to an exciting inaugural season of premier-grade cricket at our very own Edgar Mac!



We have teams for every player from the more serious and competitive grades, to the social teams who want to have some fun on a Saturday afternoon. We enter sides in both full day (10:30 am start) and afternoon (1pm start) grades. Each team has one or two training sessions per week, run by professional coaches, and parents organise and manage the teams on a Saturday.

High school students of all ages and abilities are welcome

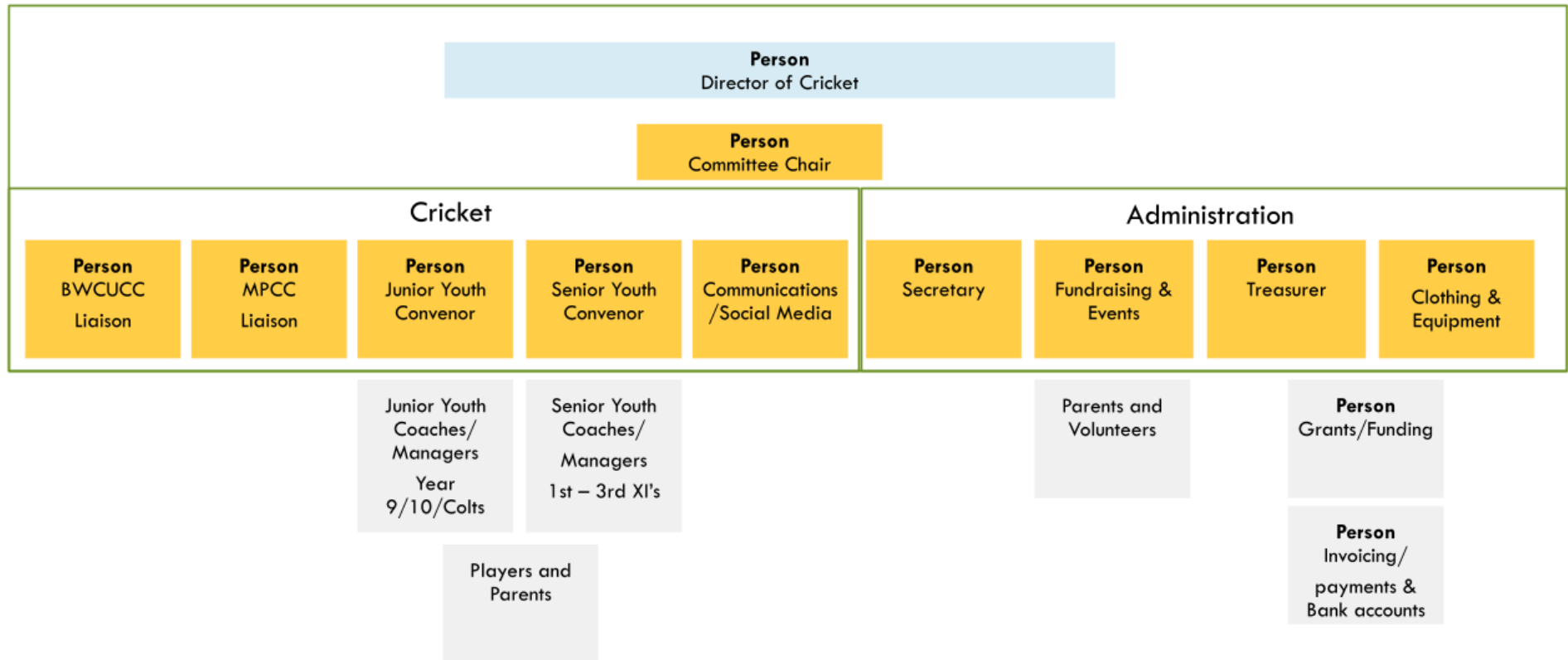
For further details, please contact Mario Williams - [mpcricket@xtra.co.nz](mailto:mpcricket@xtra.co.nz)

<https://nwyc.co.nz/>

<https://www.facebook.com/northwestyouthcricket>



# NORTH WEST YOUTH CRICKET ORGANISATION CHART



<https://nwyc.co.nz/>

<https://www.facebook.com/northwestyouthcricket>

### **Christchurch Metro Cricket and Youth advisory group recommendations**

North West Youth Cricket are supportive of the initiative and goals of CMCA and the parameters they have in place, which are in brief:

- Year 9 boys will play in Year 9
- Year 10 Colts grade is to be treated as a development pathway to provide quality cricket, it is preferred for talented Year 10s to play in this grade over 2nd XI Cricket. Year 10 Colts grade may have some “young” year 11 boys who may need to be confirmed with CMCA. (Birthdays Jan – April).
- Junior T20 is for Years 10 and 11, Senior T20 is for Years 12 and 13.
- Players who are selected to play 1st XI cricket must be able to play that standard of cricket for their age / ability (This is around player safety / welfare).

### **Selection Policy**

All sides selected will be based on the following criteria:

- Attitude
- Training attendance
- Potential
- Performance

All sides will be selected by the Wednesday prior to the start of the next match. The sides will be displayed on the club Instagram and Facebook page.

If players are available for only one day in a two day match, this will be taken into account regarding selection. Where players are in doubt for playing on a Saturday due to injury etc. players will be bracketed. The final decision on availability will be made no later than 3:00pm Friday.

If a player has been dropped from a side, it is the coach's responsibility to explain why to the player. The coach must also encourage that player and offer the best

advice on how to regain selection for the side he has been dropped from. A player selected for a side other than the one he represents has a responsibility to play for the side he has been selected for to the best of their ability.

**NB: Any player not available for selection, or unable to attend a game he has been selected for, must notify their coach and the relevant Junior / Senior Convenor prior to team selection announcements on Wednesdays.**

Players at NWYC are continuously on trial through their performances, their attendance at training and meetings, and their ability to play within the spirit of the game.

Good performances and attitude will result in player movements into higher teams during the year when opportunities arise.

### **First XI**

The First XI squad will be selected through a trial process and the selectors will be the 1st XI Coach, the 1st XI Manager, the Senior Convenor and other input as required.

The First XI playing XI will be selected and named weekly and players not selected for that Saturday will be playing either 2nd XI, 3rd XI or Colts depending on age.

Players not selected will be informed why and will have a plan in place for their match for example for the 2nd XI.

The 2nd XI team will be asked to accommodate the individual player plan. (For example – a batsman asked to bat at 4 or 5 to score runs or spend time in the middle will be accommodated in the 2nd XI. This messaging will be done between coaches.)

As per the Metro Pathway the preference for a Year 10 player would be to play in the Colts XI.

Player performance in either 2nd XI or Colts XI will be monitored to earn a spot in the 1st XI.

NWYC wish to provide a First XI experience for our combined schools team. This includes uniform and player standards. Players selected for NWYC 1stXI Training Squad are required to have full NWYC uniform representing current Sponsorship. For clarity, that is the white playing shirt, training shorts and shirt and training jacket.

Uniform can be purchased [North West Youth Cricket Club – Custom Teamwear & Club Gear | Cricket Express](#). There is a 6-8 week lead time for delivery. Hardship support may be available through the Club at the discretion of the Committee and Club Convenor. Email [Northwestyouthcc@gmail.com](mailto:Northwestyouthcc@gmail.com) to enquire.

### **Baggies**

To acknowledge player contribution to the NWYC 1st XI, a Baggy Hat will be presented. Eligibility is based only on Saturday Competition game representation only (T20, Pre-season games, The Willows match are all excluded).

- 12 1st XI games
- 12 1st XI wickets
- 200 1st XI runs

### **2nd and 3rd XI**

Following the First XI team announcement the 2nd XI and 3rd XI sides will also be named. It is anticipated that the 2nd and 3rd XI sides will be selected on player performance.

If a 3rd XI has more than 12 players available then the excess players can be made available to fill in for Year 10 teams if they require a player. Teams are not to sit out the same player each week and must rotate.

### **Year 10**

A Colts XI side and additional Year 10 sides will be named based on numbers. The

Colts and Year 10 sides will be selected to play on a weekly basis with input from the coaches and managers. It is anticipated that a Colts XI wider training squad will be named.

- Year 10 teams will be named and players are expected to play in the team they are selected for.
- If a Year 10 player is available on a Saturday and the team is defaulted to then that player is expected to fill in for any team that is short.

### **Year 9**

Year 9 teams will be entered based on players numbers.

We will anticipate having a Year 9a wide training group. A playing XI will be named weekly and the balance of the players will play 9b grade.

- 9B players will still have the opportunity to play in the Year 9a grade.
- Squads will be named after the Year 9 Camp
- As all of these players are coming from different junior clubs NWYC are hoping from some patience while the boys transition to youth cricket however please get in contact if there are any concerns.

### Information for North-West Youth Cricket Players

#### General

Once a player has committed to a NWYC Cricket side in February, they are committed to that side until the end of that season, the following December. Refunds of subscriptions will not be available to boys who choose not to play in the latter half of the season.

Applications for refunds for any other reason must be sent in writing to the Club Treasurer and will be assessed on a case by case basis.

All players:

- are expected to attend all team training.
- must attend any cricket meetings as required.
- must train in appropriate NWYC training gear. Correct footwear must always be worn.
- must adhere to the dress code:
  - Upon arrival - Players must turn out in their NWYC training gear
  - During the match - Players must only wear North-West Youth Cricket shirts and caps
  - Umpiring - Players are expected to wear their NWYC training top or hoodie at all times when umpiring
  - Exceptions: Using an approved NWYC one day alternative and using a NWYC floppy hat
- must play within the spirit of the game and respect cricket's Code of Conduct. At all times **RESPECT** all coaches and managers, the opposition, your teammates, match officials, equipment, and the facilities you train and play on.

### Communication

The club uses an app called “Stack Team App”. This is the main form of communication between club admins, coaches and managers and also players and parents. Information around this is in the communication section.

Players must download and install this application as well as parents. **The “players” will be allocated to the respective teams. The parents can also join the General Members group.**



1. Download “Stack Team App”
2. Create an Account
3. Search for “NWYC” or North West Youth Cricket
4. Join the club and request your team as a player

### Captains

Captains will run the initial pre match warm ups in consultation with their coach.

Captains must lead by example and ensure that the game is being played in the right spirit and work with their coach and manager to ensure this.

### Umpiring and Scoring

The majority of matches will be umpired by the players, and the home side is responsible for scoring the game on PlayHQ. When NWYC is the away team they will still maintain a separate scorebook.

The NWYC Club would like players to adhere to the following protocols:

- If you edge the ball to the keeper or know that you have been dismissed - **you should walk**. Failure to walk applies undue pressure to your teammates when umpiring.
- You must know the LBW law! Only give the batsman out if you are certain! Remember, the benefit of doubt goes to the batsman.

Scoring is an extremely important part of the game and must be done properly. Always sit next to the other team's scorer to ensure the totals always match. Make sure you watch every ball and keep an eye on the umpire for any signal. Always signal back to let the umpire know you have received the call.

### Coaches / Managers

Need to ensure that players are not listed as "private player" and have changed this setting on their own PlayHQ account. Coaches / managers also need to ensure that players are registered before the game so no scorecard shows "fill in player".

A brief match report and photo(s) need to be provided to the club communication / social media person on Saturday evening so these can be posted and be available on the Sunday. This is a great opportunity to celebrate success across the club.

### **Covers**

Certain grades are required to cover their wickets. If the team is drawn to play a match on one of our home grounds, your team is responsible for covering the pitch.

Covers must be put on no later than 8pm on a Friday night and removed no later than 7:30am on the morning of the match.

Team captains and managers are responsible for covers being applied correctly. Failure to do so may result in loss of competition points. As captain, if you have any doubts about the covers it is imperative you clarify these before your match.

## **NZ Cricket's Code of Conduct - Players**

- o All players and officials shall agree to take positive steps to maintain the high reputation of the game of cricket.
- o Everyone on the field shall ensure that the match is conducted within the spirit as well as the Laws of Cricket. On the field the captain is responsible for ensuring this. No player shall fail to comply with the instructions of an umpire, criticise their decision by word or action, show dissent, or generally behave in a manner on or off the field which may bring an umpire into disrepute.

Examples of unacceptable behaviour:

- o A player assaulting or attempting to assault an umpire, another player, a spectator, or tournament official
- o A player abusing an umpire or disputing (as distinct from questioning) an umpire's decision, or reacting in an obviously provocative or disapproving manner by word or action – either towards an umpire, their decision, or generally following an umpiring decision
- o A player using crude, racist and/or abusive language, or engaging in conduct detrimental to the spirit of the game
- o A player using any kind of crude or abusive hand signals
- o Players employing dramatic actions accompanying appeals, or any actions or words which may be construed as “pressuring” umpires
- o Players abusing or engaging in audible remarks about players of the opposing teams (“sledging”, which is deemed to be contrary to paragraph 1. of this code), is not condoned by New Zealand Cricket.
- o Racist comments, racist gestures, homophobic comments, homophobic gestures, comments based on sexuality, physicality or mental state, and any other language that is harmful, hurtful directed at a player or official will not be tolerated.

### **The Spirit of Cricket**

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

- 1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.**

### ***Responsibility of Captains***

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### ***Player's conduct***

In the event that any player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### **2. Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

**3. Umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

**4. The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

**5. It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, i.e.
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an umpire in an aggressive manner when appealing

**6. Violence**

There is no place for any act of violence on the field of play.

**7. Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.



# North-West Youth Cricket

Culture and Philosophy

## **Culture**

The culture and immediate future of NWYC cricket is in our hands. The culture of a successful club is built on commitment, hard work, working towards a team goal, and enjoying the success of others as well as your own.

As individuals we take responsibility for creating a positive environment. All players must actively create a positive atmosphere and winning ethos to enable everyone to reach their potential and enjoy their cricket.

Positive talk creates a positive environment. Dressing room banter is good fun but not at the expense of a team mate's game. Try to build everyone up!

This document highlights many important elements and philosophies that are key to a successful team and club.

## **Goals**

- o Play positive attractive cricket.
- o Enjoy our cricket.
- o To consistently play at a high standard, week in, week out.
- o To provide Canterbury and New Zealand rep teams with players at all levels.

## **Enjoy Success**

- o Enjoy the success of others as well as your own. Seeing hard work achieve results bonds players and brings both individual and team success.
- o Support team mates during the match. Offer encouragement while fielding and support as a team while others bat. Sitting together as a team lifts our batsmen and shows the opposition a united front.
- o Build a culture of success. Success does not come by chance but through hard work.

## **North-West Youth Cricket Training and Playing Philosophy**

### **Training Philosophy**

Aim to:

- o Train with quality and intensity.
- o Have a goal each session.
- o Push yourself and others.
- o Bat, bowl and field as in match conditions.
- o Fielding training to be intense.
- o Do throw downs on non training days.
- o Fitness is your responsibility. Improve personal fitness levels.
- o Improve personal skill levels.

### **Batting Philosophy**

Develop the ability to:

- o Play in a dominant manner
- o Aim to score off every ball wherever possible, collect all available runs
- o Dominate the fielding side by picking up singles and by finding the gaps in the field
- o Plan and communicate within your partnership
- o Back up and run aggressively between wickets
- o Play within the team and individual game plans
- o Make good decisions
- o Be positive when moving forward or back

### **Bowling Philosophy**

Bowl the opposition out by:

- o Bowling with controlled aggression
- o Bowling in partnerships
- o Bowling on one side of the wicket
- o Having the ability to move the ball either in the air, off the pitch or both
- o Having the ability to bowl full and straight to restrict scoring opportunities
- o Consider all advice given in the game environment
- o Create pressure to create chances
- o Bowl with consistency
- o Assess the weaknesses of opposition batsmen
- o Have a plan

## **Fielding Philosophy**

Always look to out-field the opposition by:

- o Being aggressive in the field, putting pressure on the batsman
- o Encouraging each other at all times
- o Attempting to save every run possible
- o Attempting to take every catch possible
- o Being accurate with returns to the stumps
- o Enjoying and getting involved in the game
- o Create run out opportunities by anticipation
- o Maintain a high standard throughout the innings

## **Wicket keeping Philosophy**

Lead the team's on-field performance by:

- o Setting and maintaining high standards for the fielding team through quality performance and encouragement
- o Being a leader through communication and feedback to the Captain and bowlers
- o Keep any verbal communication with the opposition batsmen friendly and convivial.

## **Physical Philosophy**

Be physically prepared by:

- o Maintaining a high level of fitness required for all physical disciplines
- o Accepting responsibility for the management of your own training programme

## **Mental Philosophy**

Know that you can:

- o Develop your own game plan ensuring it meets the needs of the team and be able to implement the plan during practice and matches
- o Take responsibility for your actions both on and off the field
- o Analyse your decision making options during and after match situations
- o Recognize and adhere to team culture
- o Make sure your practice is driven by a purpose at all training sessions
- o Failure to prepare is preparation for failure

## Leadership Philosophy

Understand that:

- o Every player is a leader and can contribute to decision-making in the appropriate forum
- o You must take responsibility for your decisions and actions
- o You must be able to anticipate in game situations
- o Each person is the Captain of their field position
- o You are part of a culture where all participants feel valued
- o Leadership roles differ on the field (players) and off the field (management)
- o Every player should respect the opposition

## Match Day Philosophy

Make sure that you:

- o Prepare as well as you can both physically and mentally.
- o Wear your uniform proudly and correctly.
- o Warm up with intensity, it sets the tone for the day.
- o Make every ball a contest whether batting bowling or fielding.
- o Be involved every ball (backing up, verbal support etc).
- o Support your team mates.
- o Build partnerships when batting.
- o Bowl in partnership with the bowler at the other end.
- o Build pressure by saving every run you possibly can.
- o Clap opposition off the field at end of session/close of play.
- o Appreciate good cricket from team mates and opposition.

## North-West Youth Cricket Game Plan

### Batting;

- o Do not leave it to someone else.
- o Turn strike over at every opportunity.
- o Target specific bowlers (communicate).
- o Be aware of singles on both sides of the wicket
- o Non striker to be alert and backing up.
- o Established batsman should take control.
- o Be prepared to grind out an innings. You will not always bat well.
- o One of the top 6 should aim to be 'not out'.

### **Bowling;**

- o Always bowl in your areas.
- o Build pressure with dot balls. Be patient.
- o Maidens build pressure.
- o No extras.
- o New batsman – attack top of off stump.
- o Established batsman – bowl one side of the wicket.
- o Be one step ahead. Put yourself in the batter's shoes.

### **Fielding;**

- o Attack the ball.
- o Be involved in every ball.
- o Back up the fielder or back up the stumps.
- o Body language. Have a presence in the field.
- o Comments must be positive at all times.
- o Aggressive fielding creates pressure and lifts our bowlers.

Be responsible for your own performance and make the most of every challenge.

Back yourself, pressure, partnerships.

Winning is a process. Play good cricket every ball.  
The result will take care of itself.

Be a match winner!

Some people make things happen,  
Some people watch things happen,  
Some people wonder what happened,  
Which are you?

EVERY BALL IS A CONTEST.  
TRY HARD

**NEVER GIVE UP!**

## **BASIC UMPIRING SKILLS**

This paper is to provide some basic skills and knowledge required for a game of cricket to proceed.

**It does not attempt to delve too deeply into the intricacies of the Laws and deals with simple application only.**

**There are matters such as Duty of Care, Health and Safety and Racial & Religious Vilification that are common to most aspects of daily life. The ideals established under the laws of the land should transfer to the Cricket field.**

### **RESPONSIBILITIES**

Duty of care to all participants includes: -

Health and safety principles

Hydration

Sun and eye protection

Protective equipment (helmets, pads, gloves etc)

Basic first aid

Reasonable risk management policies and procedures in relation to the condition of the pitch and ground as well as weather and light conditions.

### **PLAYER/MATCH MANAGEMENT**

Fair go for all participants

Make the game fun and encourage active participation

Teach respect for each other and the umpire

Instil etiquette and common good manners in players

Do not accept any form of dissent, abuse or sledging

Do not accept vilification in any form (racial or otherwise)

### **SOME BASIC LAWS**

#### **THE PREAMBLE**

This sets the desired tone for acceptable behaviour and stresses that the Captain of the team is responsible for his players. Players are instructed to respect each other, the role of the Umpires and the game's traditional values.

There should be no unnecessary appealing, cheating or sharp practice, sledging or intimidation and **definitely no violence.**

**The Umpire's decision should be accepted without dissent**

#### **Law 1. THE PLAYERS**

Re affirms that the Captain is responsible for the conduct of his players.

#### **Law 16. START OF PLAY: CESSATION OF PLAY**

The Umpire at the bowler's end shall call play to start the match and on resumption after any interruption/interval.

The Umpire at the bowler's end shall call time on the cessation of play prior to any interval/interruption or at the conclusion of the match.

### **Law 18. SCORING RUNS**

The score is reckoned by runs.

A run is scored:

- (a) each time the batsmen cross and make their ground at the opposite end while the ball is in play
- (b) when a boundary is scored
- (c) when penalty runs are awarded (no ball, wide etc)
- (d) when lost ball is called (lost on the field of play)

There are provisions to disallow runs throughout the Laws, the most used being disallowance of Leg Byes if no attempt to play the ball has been made.

Short runs occur when a batsman fails to make good his ground at the opposite end and then completes further runs. Only one of the runs is to be disallowed unless he runs short more than once in the same run sequence. Umpires should watch the batter grounding the bat on turning for a further run. This generally stops the batsman running short (because of being watched). It is not a common occurrence in most games.

When a batsman is dismissed any penalty runs are still scored (no balls, wides). In some cases runs scored are permitted (Run Out).

### **Law 19. BOUNDARIES**

The boundary allowance is 4 runs for a ball reaching the boundary (not on the full) and 6 runs for a ball struck by the batter pitching over the boundary.

Boundaries can be marked in a variety of ways (fence, flags, line etc). The boundary is the bottom front edge of any line or fence.

Make sure that the boundary, however marked, is agreed prior to the start of the match. If a fielder touches the boundary while in contact with the ball then a boundary is scored, 6 runs if on the full, 4 runs if not on the full.

Overthrows can happen. If the ball reaches the boundary from an overthrow, the boundary allowance is scored plus any runs completed together with the run in progress, providing the batsmen have crossed on that run at the instant of the throw.

### **Law 20. LOST BALL**

This applies only to balls lost on the field of play (eg. lost in a drain etc). Runs allowed are the number actually run at the instant of the call or 6, whichever is the greater. This does not happen very often.

### **Law 21. THE RESULT**

The Umpires are responsible for the correctness of the score. This means that whenever you can ask the scorers to make sure that the scores add up and are correct. If you leave the field believing that a result has been reached and there has been a mistake in scoring,

- (a) if you have either time or overs left, resume play until the runs are scored or the game finishes otherwise, unless one side concedes defeat.
- (b) if time has been reached and no overs are available, make the necessary adjustment to the score and advise the captains of the amended result

### **Law 22. THE OVER**

The over consists of 6 fair deliveries.

Overs are bowled from each end alternately.

No balls, wides, dead balls called prior to delivery do not count as a ball in the over. If an Umpire miscounts the balls then the number as counted shall stand. A bowler is not permitted to bowl 2 consecutive overs (or part overs) in the same innings. An over must be finished by a replacement if he cannot finish the over due to injury or suspension.

### **Law 23. DEAD BALL**

It is important to know when the ball is dead so that nothing untoward can subsequently occur. The following is a list of when the ball either is automatically dead or is to be called dead by the Umpire.

#### **AUTOMATICALLY DEAD**

- (a) finally settled with bowler or wicket keeper
- (b) a boundary is scored
- (c) a batsman is dismissed
- (d) becomes trapped between the bat and person of the striker or in items of his clothing
- (e) lodges in clothing or equipment of a batsman or Umpire
- (f) lodges in a protective helmet worn by a fielder
- (g) the ball is illegally fielded or strikes the fielder's helmet placed on the ground
- (h) penalty runs are awarded
- (i) lost ball is called
- (j) over or time is called

The ball is to be considered dead when it is clear to the Umpire at the bowler's end that the fielders and batsmen have ceased to regard it as in play.

#### **TO BE CALLED DEAD BY EITHER UMPIRE**

- (a) he intervenes in a case of unfair play
- (b) serious injury to player or umpire occurs
- (c) he leaves his normal position for consultation
- (d) one or both bails fall from the striker's wicket before he has the opportunity to play the ball
- (e) if for an adequate reason the striker is not ready and does not play at the ball
- (f) the striker is distracted by noise or movement while preparing to receive a delivery
- (g) the bowler accidentally drops the ball before delivery
- (h) the ball does not leave the bowler's hand for any reason
- (i) there is a requirement to do so under any of the laws

The ball is not counted as one of the over if it has not been delivered.

The ball ceases to be dead when the bowler start his run up, or if he has no run up, his bowling action for the next delivery.

### **LAW 24. NO BALL**

There are several different reasons for a no ball being called. (Throwing the ball, illegal field placements, encroachment of fielders, dangerous bowling etc).

**By far, the main area to focus on is the placement of the feet by the bowler for each delivery. This is the most common no ball call.**

#### **No Ball, the Feet:**

**Back foot:** the foot must be inside and not touching the inside edge of the return crease when it lands in the delivery stride.

**Front foot:** some part of the foot (grounded or raised) must be behind the back edge of the popping crease when it lands in the delivery stride.

**Mode of delivery:** The bowler must indicate through the Umpire to the batsman his mode of delivery (ie-right arm over the wicket). If he then changes without notification to you (to notify the batsman), no ball is to be called. Underarm bowling is not permitted unless match regulations allow or there is prior agreement.

The many other no ball calls require a thorough knowledge of the laws and are invoked only occasionally.

#### **Out from a no ball:**

There are only 4 ways of dismissal from a no ball (run out, obstructing the field, handled the ball, hit the ball twice). Of these run out is the most prevalent, the others rarely occur. The penalty run for the no ball is scored regardless of what happens. A no ball call overrides a call of wide. The ball is not dead because no ball is called. A no ball does not count in the over (ie it is to be bowled again).

A free hit off a no ball only applies in one day cricket. In all other cricket including declaration cricket in the event of a no ball being called, one extra will be added to the batting teams total, in addition to any runs scored from the bat, byes or leg byes.

### **Law 25. WIDE BALL**

A wide is adjudged if in the Umpire's opinion the ball passes so wide of the striker that he is unable to hit it with a normal cricket stroke.

The batsman cannot create a wide by moving away from the ball making it appear to be too wide of him.

Remain consistent with your judgement throughout the match. Don't change your parameters once the game has started.

**It is not a wide if the ball is hit by the striker or touches any part of his clothing or equipment.**

Wait for the ball to pass the striker's wicket before calling wide.

#### **Out from a wide ball:**

There are only 5 ways of dismissal from a wide ball (stumped, run out, obstructing the field, handled the ball, hit wicket). The most common being stumped and run out, the others rarely occur).

The penalty run for the wide is scored regardless of what else happens. The ball is not dead because wide is called.

A wide does not count in the over (ie. it is to be bowled again).

### **Law 26 Bye & Leg Bye**

**Byes** If not a no ball or a wide and the ball passes the striker without it touching the bat or person then byes can be scored.

### **Leg Byes**

If the ball has NOT touched the bat then leg byes can be allowed, providing the batsman has attempted to play the ball or tried to avoid being hit by the ball. Runs scored are leg byes unless no ball has been called, then they are scored as no balls. If the batsman has made no attempt to play the ball or avoid being hit then leg byes are not allowed.

### **Law 27 Appeals**

No decision should be given without an appeal.

Either out, (finger raised) or say not out.

If the batsman decides to "walk" let him do so provided he is out under the laws.

### **Law 30 Bowled**

The batsman is out bowled if a ball, not being a no ball, strikes the wicket and removes the bails. Bowled takes precedence over any other form of dismissal.

### **Law 32 Caught**

Striker is out caught if a ball, not being a no ball, is struck by the bat and caught fairly before touching the ground.

Caught takes precedence over any other form of dismissal other than bowled. A fair catch is taken when the fielder has complete control over the ball and his own movement.

We recommend that the fielder should remain within the boundary to complete a catch. (ie. not touch the line, rope or fence whilst in contact with the ball).

### **Law 35 Hit Wicket**

The striker can be out Hit Wicket if he puts his wicket down (by his bat or person) whilst playing at the ball or when immediately taking off for the first run whether he played at the ball or not.

### **Law 36 Leg Before Wicket**

The striker can be out Leg Before Wicket if a ball, not being a no ball, strikes him on the person (not just the leg) and,

The ball was not pitched outside leg stump

The ball was not first touched the bat of the striker

The ball is definitely going on to hit the stumps

**ONLY GIVE A BATSMAN OUT LBW IF YOU ARE CERTAIN THAT THE LAW IS SATISFIED IN FULL**

It is much better to be hard on LBW rather than to give them easily.

Generally, the further forward a striker is when struck by the ball, the less likely the ball will go on to hit the stumps, therefore NOT OUT.

### ***Law 38 Run Out***

Either batsman can be Run Out if he is out of his crease and the wicket is put down at his end. The batsman out will be the one closest to the wicket put down at the time it is put down. Any runs scored from that delivery, prior to the run out are allowed (no ball, wide or runs completed prior to the dismissal)

### ***Law 39 Stumped***

The batsman can be out stumped (providing the ball is not a no ball) if out of his crease and the wicket is put down by the wicket keeper without the intervention of another fielder. If the striker were attempting a run then the decision would be run out and not stumped. The wicket keeper must have the ball in his hand(s) to complete a stumping.

### ***Law 40 The Wicket keeper***

The wicket keeper is the only fielder permitted to wear protective pads (externally) and gloves.

The wicket keeper must remain behind the stumps until the striker has played or played at the ball unless the ball hits the striker or the striker attempts to run.

The wicket keeper is allowed to wear a protective helmet.

### ***Law 41 The Fielder***

Fielders are not permitted to wear gloves or external leg guards.

They are permitted to wear protective helmets.

Protective helmets are to be worn or placed on the ground behind the wicket keeper (fielders' only). Batsmen must wear or carry their helmets.

### ***Law 42 Fair and Unfair Play***

This Law is complex and covers numerous and specific matters of fair/unfair/dangerous play. The Umpire is the sole judge of what is fair/unfair/dangerous.

If you believe that something that occurs falls within your definition of what is unfair etc, then it is unfair etc.

***The matters raised on the first page of this paper under The Preamble and the general preliminary comment form the basis of application of what is fair/unfair/dangerous.***