

2024/25

Senior Representative Handbook



**NORTHERN
DISTRICTS
CRICKET**

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1 DIRECTORY

1.1 Definitions

District Association (DA's)	Northland Cricket Association (NCA) Counties Manukau Cricket Association (CMCA) Hamilton cricket Association (HCA) Waikato Valley Cricket Association (WVCA) Bay of Plenty Cricket Association (BOP) Poverty Bay Cricket Association (PBCA)
ND	Northern Districts Cricket Association
The Region	The District Association competition relevant to the region for which the players club is affiliated
Competition Administration (CA)	Designated officials responsible for competitions operation and delivery.
The Board	Board of the DA or organising body from which the competition is affiliated, inclusive of any Sub Association and/or sub-committee

1.1 ND Staff Leads

Role	Name	Phone	Email
Competitions, Tournaments Lead	Collette Amai	027 493 5073	collette@ndca.co.nz
Competitions & Tournaments		027 222 7893	competitions@ndca.co.nz
Regional Officials Coordinator and Umpire Developer	Luan Kloppers	021 112 2195	luan@ndca.co.nz

1.2 Contacts – Coaches and Managers

	COACH		MANAGER	
NCA	Neal Parlane	nealp@northcricket.co.nz 027 431 7669	Kara Cunis	karac@northcricket.co.nz 021 045 8587
CMCA	Clint Price	cprice@absboiler.co.nz 021 118 9430		
HCA	Michael Dodunski	0273737031	Rebecca (Becki) Ross Andrew McLean	rbbotherway@gmail.com 027 486 9893 Andy91mav@gmail.com 021 044 5856
WVCA	Indika Senarathne	indicambridgecricket@gmail.com 022 320 9076	Murray Mayston	murraymayston@hotmail.co.nz 027 777 0711
BOPCA	Jono Boulton	onojtuob@hotmail.com 0275773702	Paul Wadsworth	wadsyp@gmail.com 027 6199 625

2 LAWS OF CRICKET

All laws of cricket are available to be viewed at the [MCC Laws of Cricket website](#).

All competition matches shall be played subject to and in accordance with the Laws of Cricket and subject to the playing conditions adopted by New Zealand Cricket, subject to such amendments and modifications as ND may determine from time to time.

The [Laws of Cricket 2017 Code \(Second edition 2019\)](#)

3 DRAWS

The draw for the competition(s) and tournaments shall be completed by ND and once confirmed and notified to competing Associations there shall be no replays.

If a match date and/or venue is changed once the draw is published, please confirm this change with ND and opposition.

3.2 Fergus Hickey, Brian Dunning & Northern Brave Smash Draw

All draws for competitions and tournaments can be accessed [here](#)

4 ALLOCATION OF UMPIRES AND MATCH OFFICIALS

Umpires will be allocated to games by Northern Districts Regional Officials Coordinator and Umpire Developer. Scorers will be provided by each association team.

5 COMPETITION REGULATIONS

5.1 Competition Structure

Fergus Hickey Rosebowl: Teams will play a round robin series of two-day games.

Brian Dunning: Teams will play a round robin series of 50 overs games.

Northern Brave Smash: Teams will play a round robin series of T20 games.

Hawke Cup Elimination Series

The top points scorer in the Fergus Hickey Rosebowl matches in the calendar year annually and the first two rounds of the current season shall be the ND challenger for the Hawke Cup in the current year.

5.2 Balls

- In all two-day matches the ball to be used shall be RED four-piece 156g Kookaburra Regulation balls. Each District Association is responsible for these.
- In all one day matches the ball to be used shall be WHITE four-piece 156g Kookaburra Regulations balls. Each District Association is responsible for these.
- In all T20 matches the ball to be used shall be WHITE four-piece 156g Kookaburra Regulation/Turf balls. These will be provided by ND.

5.3 Facilities/Services

The host Association will endeavour to provide first class pitches, good outfields, adequate boundary dimensions, scoreboards and suitable changing facilities as defined in the District Association Warrant of Fitness. The host association will meet the ground and facility charges and will provide lunches and suitable refreshments prior to commencement of play, at lunch, at afternoon tea and at drinks' breaks during play for all umpires, players and associated team officials.

5.4 Covers

The host Association shall ensure that the pitch to be used in any competition match is kept adequately covered during the period preceding the match. The pitch must be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of the day's play or providing the weather is fine, within a period of two hours thereafter. Such coverings shall remain in position until a time no earlier than 5.00 a.m. and no later than 7.00 a.m. the following morning when they shall be removed if the weather is fine.

Where no ground staff are available it shall be the responsibility of the batting side to cover the pitch during the day's play. It is recommended that the covers also protect the bowlers' run ups to a reasonable distance. At the end of the day's play, it is a responsibility of the host team to assist the ground staff to cover the pitch.

5.5 Nomination of Players

Teams may be composed of 12 players, but only 11 may bat. To maximize player participation the non-batter may be a different player in each innings - but the non-batters must be nominated before the start of each innings. All 12 players can field and bowl, but only 11 players are to be on the field at any one time.

Note that NZC Playing Conditions on substitutes [how long a player must be on the field before ability to bowl and when an absent player is permitted to bat] will apply.

The expectation is that all 12 players field for a minimum of 15 overs per innings. A player not meeting this requirement shall not be able to bat.

5.6 Conduct of Players

The ND Code of Conduct will apply to all players and team members. Please see ND Senior Competition Regulations for process and further information.

5.7 Defaults

If any District Association defaults in a match the following shall apply:

- The team defaulting shall lose six points, and non-offending team shall be awarded maximum points gained in that round.
- No points shall be gained or forfeited if a default is brought about by bad weather, accident, or other circumstances beyond the reasonable control of the defaulting team. ND shall, if necessary, determine whether the default has been so caused, and may re-schedule the match.

5.8 Clothing

All team uniforms must be approved by ND and worn by all team members:

- Representative teams must wear white clothing for all two-day fixtures.
- Representative teams must wear coloured clothing for all limited over fixtures.

5.9 Bowling Restrictions

The underage bowling restriction guidelines apply. These can be found on page 53 of the NZC Game On Resource, and are outlined below in the table.

Age	Bowling Restrictions	Sessions Per Week / Bowling Restriction
16 years	<ul style="list-style-type: none"> 14 Overs per Day 6 Overs per spell 	<ul style="list-style-type: none"> 2 sessions per week 6 overs per session
17 years	<ul style="list-style-type: none"> 16 Overs per Day 6 Overs per spell 	<ul style="list-style-type: none"> 2 sessions per week 6 overs per session
18 years	<ul style="list-style-type: none"> 20 Overs per Day 8 Overs per spell 	<ul style="list-style-type: none"> 2 sessions per week 6 overs per session

5.10 Points

Fergus Hickey Rosebowl and Hawke Cup

Result	Points
Outright Win	8
Outright Tie	6
First innings Win	4
First innings Tie	2
First innings Draw (No First innings result achieved)	2
Draw – Match abandoned or less than 50 overs possible	4
If the team batting second has not faced 50 overs the game will be deemed a draw	2
Batting Bonus Points	1 at 200, 2 at 250, 3 at 300
Bowling Bonus Points	1 at 3 wickets, 2 at 6 wickets, 3 at 9 wickets
* Bonus points up to 100 overs in the 1st innings [no compulsory declaration]	
3 rounds to be completed to constitute a viable competition	
If rounds cannot be completed due to extenuating circumstances, the team with the highest average points per round will be determined the winner	

Brian Dunning Trophy & Northern Brave Smash

Result	Points
Win	4
Abandoned or no result	2
Loss	0

5.11 Tiebreaker Rules

Fergus Hickey Rosebowl:

If points are tied for the Fergus Hickey Rosebowl, then the winner shall be determined as follows:

- a) The team which gains the most points in matches between the tied teams.
- b) If still no decision, the winner shall be determined by calculation of the runs per wicket between the teams which finish equal on points i.e. runs per wicket for minus runs per wicket against.

If points are tied to find the Hawke Cup challenger, then the team which gains the most points in games between the teams shall be awarded the challenge. If still no decision, then rule (b) above applies.

Note: if the holder of the Hawke Cup at the start of the season is a Northern Districts DA, this DA is not eligible to challenge should they lose the Hawke Cup prior to the ND challenge.

Brian Dunning & Northern Brave Smash

If points are tied after the completion of the round robin, then the winner shall be determined as follows:

- a) If two teams are on equal points, it will be determined via 'Who beat who' in the round robin.
- b) If there are three or more teams equal on points, then it will be decided on net run rate

6 PLAYING CONDITIONS

6.1 Fergus Hickey Rosebowl

[Plunket Shield Playing Conditions](#)

Except hereunder NZC Playing Conditions for the Plunket Shield shall apply.

Hours of Play (Day 1 & 2)

Time	Session
10:30am – 12.50pm	Session 1
12:50pm – 1.30pm	Lunch
1.30pm – 3.40pm	Session 2
3:40pm – 4:00pm	Tea
4:00pm – 6:00pm	Session 3

On the second day by mutual agreement the captains may cease play one hour early provided there is no possibility of a result. Umpires may vary the length of the lunch/tea interval depending on conditions.

Minimum Overs

Play shall continue each day until the completion of a minimum number of overs (96) or until the scheduled cessation time, whichever is the later.

On Day 1, play shall not continue for more than 30 minutes beyond the scheduled or rescheduled close of play [permitted overtime]. Any overs not completed by the permitted overtime will be lost and cannot be made up on Day 2. The initial minimum number of overs to be completed on any day (unless there is an interruption to play) is 96. This is calculated at 15 overs per hour.

- The minimum number of overs per day shall be reduced by two for each break between innings. However, there is no reduction if the break between innings coincides with a lunch or tea interval.

Suspension of Play

If play is suspended, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two bases produces the greatest number of overs.

either

One over for each full 4minutes playing time remaining till the scheduled time for close of play (see NZC Playing Conditions 4 Day Over Rates calculation sheet)

or

The minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for suspension of play.

Last hour

On the last day 15 overs must be bowled in the last hour. The start of the last hour may be delayed so that it commences when 15 of the agreed minimum overs remain to be bowled.

Extension of Play

The hours may be extended on either day to make up for lost time in a day's play because of light, weather, or any other unavoidable circumstances.

- Notwithstanding this, play must not be scheduled to go beyond 7:00pm on Day 1 nor 6.30pm on Day 2.
- When the hours of play per day are extended beyond the usual 6 ½ hours the minimum number of overs per day will increase by one over for every full 4 minutes of extra playing time (i.e. 15 overs per hour).
- The total number of scheduled hours must not exceed 13 hours.
- Lunch and tea intervals may be adjusted to suit the extended hours, with the agreement of the Umpires.
- Games may start up to 30 minutes early on the second day if more than one hour's play is lost on Day 1.

Day One Abandoned: Change of format and/or pitch

If play is not possible on Day 1 then the match will proceed as a single innings game (not limited overs) on Day 2. The points for a first innings lead, tie, or draw will still apply.

If no play is possible on Day 1 and the ground or pitch is deemed by the Umpires to be unfit for play on Day 2, then the match will be abandoned. The game will not be transferred to artificial.

The Ball

- Per NZC 1st Class Playing Conditions. Except that Kookaburra Regulation balls should be used.
- The captain of the fielding side may request a new ball at the completion of 80 overs.

Declarations and Forfeiture – Law 14

It is not the intention that any declaration or forfeiture should become the subject of an agreement between captains. If the Umpires have grounds for thinking that such an agreement has taken place, they shall report accordingly to the ND Tournament Manager, and if ND is satisfied the agreement is proven, any points scored in that match shall be forfeited.

No team shall be allowed to declare its First Innings closed until at least one hour of playing time has elapsed since the start of that innings.

6.2 Brian Dunning Trophy

Except as modified hereunder the NZC Playing Conditions for the Ford Trophy shall apply.

[Ford Trophy Playing Conditions](#)

The Competition(s)

- Match will be 50 overs per side. A minimum of 20 overs will constitute a match.
- If weather prevents a game being played on a turf pitch, the game will not be transferred to artificial.

The Ball

- White Kookaburra Regulation 156g balls shall be used.

Nomination of Players:

- Teams may be composed of 12 players, but only 11 may bat.
- All 12 players can field and bowl, but only 11 players are to be on the field at any one time
- The 12th player may be rotated on and off the field, bearing in mind the rules of cricket in terms of eligibility to bowl in relation to a player's time off the field (i.e if off the field for more than 8 minutes cannot bowl till back on for length of time off the field)

Hours of Play:

10.30am – 2pm	Session 1
2pm – 2.30pm	Interval
2.30pm – 6pm	Session 2

- Two drinks break per session shall be permitted, each one hour and 10 minutes apart.

Fielding Restrictions/Power Plays:

At the instant of delivery:

- a) Powerplay 1: no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2: no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- c) Powerplay 3: no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below.

Innings duration	Power play 1	Power play 2	Power play 3	Innings duration	Power play 1	Power play 2	Power play 3
20	4	12	4	35	7	21	7
21	4	13	4	36	7	22	7
22	5	13	4	37	8	22	7
23	5	14	4	38	8	23	7
24	5	14	5	39	8	23	8
25	5	15	5	40	8	24	8
26	5	16	5	41	8	25	8
27	6	16	5	42	9	25	8
28	6	17	5	43	9	26	8
29	6	17	6	44	9	26	9
30	6	18	6	45	9	27	9
31	6	19	6	46	9	28	9
32	7	19	6	47	10	28	9
33	7	20	6	48	10	29	9
34	7	20	7	49	10	29	10

Super Over

If teams are tied at the end of the game, a super over shall be played as described in NZC Ford Trophy Playing Conditions.

6.3 Northern Brave Smash

Except as modified hereunder the NZC Playing Conditions for Super Smash Cricket shall apply.

[Men's Super Smash Playing Conditions](#)

Hours of Play

	Morning Game	Afternoon Game
Session 1	10.30am – 11.55am	2.30pm – 3.55pm
Interval	11.55am – 12.15pm	3.55pm – 4.15pm
Session 2	12.15pm – 1.40pm	4.15pm – 5.40pm

A scheduled finishing time shall be set in case interruptions to play occur and calculations are required. There are no overrate penalties, but captains and umpires are asked to monitor and maintain 4.25 minutes per over.

The Ball

White Kookaburra Regulation/Turf 156g balls shall be used.

Super Over

If teams are tied at the end of the game, a super over shall be played as described in NZC Super Smash Playing Conditions.

7 SCORING

7.1 PlayHQ Player Registration

All players must be registered on PlayHQ and assigned to the correct teams.

7.2 PlayHQ Scorecard Entry

All games are to be scored on PlayHQ. District Associations are responsible for the entry of correct scorecards in PlayHQ. The scorecard for any game must be entered into PlayHQ by the District Association which is deemed to be the 'home team' (or the team on the left side of the draw). A full scorecard must be entered for a match which has a result or is abandoned.

In the event of PlayHQ technical issues, the team responsible to enter the scorecard must ensure that an email which explains the issue is communicated to ND before the deadline for results.

7.3 Scoring and Scoreboard

The home team is responsible for providing a scoreboard for each match. The batting team is responsible for updating scoreboards during the game.

8 REPORTING AND REPORTS

8.1 Captain Reports

Captains must complete an umpire report on [this link](#) for all matches and must be submitted by both team captains. The report deadlines are due to be completed by Tuesday 9am following completion of play and reports can be accessed online.

9 HELMET POLICY

District Association (DA) representative teams competing in ND tournaments and competitions:

The following policy will be mandatory. Helmets, with a face guard, are mandatory for all cricketers while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the offside).

British Standard helmets (BS7928:2013) are considered “best of breed” helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). For the amateur cricketer (Men and Women) who choose to wear a helmet, it is strongly recommended that the helmet meets the British Standard (BS7928:2013).

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

Enforcement:

- Each DA must make the helmet policy available to all representative teams, team managers and coaching staff.
- Each DA should brief your team managers around the expectation that the helmet policy is tightly and closely enforced.
- Coaches and team managers should be aware that the match will be suspended until the player complies with the helmet policy.
- The helmets must be BS7928: 2013 compliant.

Helmet Replacement Policy:

- A helmet must be replaced as follows:
- After a severe impact from a cricket ball.
- If you can see or feel any damage to any part of the head protector.
- After a hard knock causing indentation