



Weraroa CC INC Twilight Cricket Rules 2019-2020

If you have any issues or queries during your game, text or call Brett on 0275094743 or email info@weraroa.co.nz

Most basic cricketing rules apply for twilight cricket, however, there are slight adjustments for games so please take the time to learn the rules before you get your season underway.

We try not to make many changes, since why change something that is not broken.

The Twilight Rules

Batting:

- Once a batsman has reached 50 runs, they must retire at the end of the current over. Batters are welcome to try and hit as many runs as they can with the balls remaining in the over.
- Under no circumstances is any retired batsman allowed to bat again for the rest of the game or if the whole team is bowled out.
- LBWs can only be given if batsman is standing right in front of the wickets and making no attempt to play any shot.
- Helmets, U18s must wear a batting helmet. We ask all other players to consider their own safety and use a helmet.
- The club prefers batters to wear two leg pads.

Bowling:

- A bowlers run up is only from the end of the Pitch. Usually only 4-5 steps max.
- No bouncers are to be bowled in twilight cricket. This is a social tournament.
- Wides are very lenient, just like test match cricket however, it is best to have the team captains confirm what their idea of a wide is so there is no confusion.
- Wides and No Balls are worth 2 runs. They do not have to be re-bowled unless it is the last ball of the innings.
- No free hits for extras bowled.
- Three overs is the maximum amount of overs that a player can bowl.
- Bowlers cant bowl 2 overs in a row. RE: over 10 & 11
- Captains can mix up the bowler's overs. RE: Bowl overs 1,9,14
- No fielding rules.
- No Mad-Cat dismissals, 2 Warnings max, the 3rd and final warning will require the batsmen to retire from batting.
- No Balls (full tosses) after 2 warnings, captains need to decide the next steps, either bowler continues bowling or the fielding captain can offer the rest of the bowler's balls/overs to any other bowler in the fielding team he chooses.
- The wicket Keeper must bowl.

Game Rules:

- Coin toss is completed at 5.30pm before start time by both captains. The winning captain will decide if the team bats 1st or 2nd. This is the only way to decide who bats 1st or 2nd during the game.

- If a team has won the game then you cannot continue play to accumulate more runs. Teams are welcome to continue a friendly game, but the runs scored and result stands once the win has taken place.
- If there is a tie between teams on the points table at the end of the season to decide rankings for finals, this season will be based on run differential. A team's run differential is determined by subtracting the total number of runs (both earned and unearned) it has allowed from the number of runs it has given to the opposing team with the ball.
- **Example:** Team One scored 808 runs with the bat during the regular round robin season and allowed 556 runs with the ball, giving them a run differential of +252. Team Two, meanwhile, scored 622 runs with the bat as a team but surrendered 892 runs with the ball. Their run differential was -270.
- An attempt to break the rules in any unsportsmanlike fashion could result in loss of points for your team.
- 21 Overs per innings, 6 balls bowled per over. Extras, wides are not re-bowled during the game, unless it is the last ball of each batting innings.
- Finals draws, a super over will be played. If the super over is also drawn, another super over will be played and so on. The final ball of the super over must be re-bowled until the final ball is a legal ball.
- The ball, we ask that the balls used are Either a 2 piece or 4 piece ball 156gram Ball to be used. It must have had at least 20 overs bowled with it during other games before it can be used for twilight. Captains are to check game balls before the innings has started and if captains are not happy they can request a ball change. Once the 1st ball of the innings has been bowled the ball is deemed the legal ball and can only be changed if lost, or breaks down.
- All teams are to score games using the twilight score sheets provided.

Player Rules:

- Teams are only allowed 2 senior A's players. NO-EXCEPTIONS. (Both players can be HKCA or MCA Rep Players)
- To be classed as a senior A's player, you have to of played 10 or more Senior afternoon games for the A's during last season's for a HKCA or MCA senior club.
- 9 or less games at Senior A level class the player not a senior player.
- If a player is new to the region this new season and plays Senior A cricket this new season, they are welcome to play if they are one of your two senior players. But if they are going to play also with your two current senior A players you must contact the twilight manager to discuss this further, most likely the decision will be no, and only two senior players max can be in any team at one time.
- To play in the finals, players must have played 3 round robin games for that team, if because of an injury or players away and this rule becomes a selection problem, please contact the twilight manager to discuss the player you would like to select for the semi or final. A high chance we will not favour a current senior A player.
- Players must be legal to play in NZ and any banned players by HKCA or NZC can-not play during their banning period.
- Players can only play for one team during the twilight season, unless approved by twilight managers.

Weather:

- If rain falls, the completed games points will stand.
- Any unfinished games will receive shared points each.

- Only one final call will be made subject to weather at 4pm Wednesday. Watch the club Facebook Pages, and the captains Facebook Group Page.
- The council has until 3pm to close grounds.
- If the council close any single ground, we will try and move games to another field. If this can't be done, any other games played will be classed as "friendly games only" and points / results will not count.
- If weather washes out certain games during the season, teams are welcome to re: schedule games at another time, but games will be deemed friendly games only and results will not count towards the points table.

Protests:

When a match is in dispute, the captains of both teams must make a written submission to the Weraroa Committee within 48 hours of the final ball being bowled. This can be emailed to info@weraroa.co.nz please also call the twilight manager to also discuss once the email is sent to confirm the email has been received and the twilight managers are aware of the email and the dispute matter.

A copy of the scoresheet must also be provided.

The decision result will be decided subject to a whole club committee vote.

The committee decision made to a protest will be final.

Other Rules:

- There is to be no alcohol brought on to Weraroa Domain. The Weraroa Cricket Club do not have a license for alcohol to be brought onto the premises.
- Only drinking cans and plastic bottles are able to be used this season during twilight on all the college & council grounds.
- Teams must be aware of the drinking by-law in place by the police/council. - Any teams drinking liquor on the grounds is at your own risk.
- No cars to be parked on any fields or on the grass at any of college grounds or council grounds.
- All rubbish must be removed from grounds by teams – please don't use college or council bins.
- Being able to use the grounds is a privilege and we do not want to lose that privilege.
- Toilets are supplied by the Council and the Weraroa Club Rooms, and the college. Please use the toilets. If any issues call the twilight managers.
- Please use these rules and guidelines to ensure twilight cricket is played in the best possible spirit that it can be. Teams involved in last season's competition did so and this resulted in a successful season for everyone.
- If your team is on the left hand side of the draw that means it's your home game and your team must pick up the game gear bag.
- Teams need to understand that Weraroa Cricket Club will supply a basic gear bag for game day.
- Teams still need to bring their own ball and pen.
- Game bags and scoresheets must be returned to Weraroa Club Rooms by 9pm
- Team Fees must be all paid before any finals are played, non-paying teams will lose their seasons points at the semis / finals period.
- Any game day issues, please call twilight managers.
- The Weraroa Cricket Club Committee have the right to change the draw or any rules during the season if required.

