



STAGE THREE Match Checklist

32 OVERS

This is a quick reference only. Please refer to the Blue Book for full rules and details.

MATCH BASICS

Format: 32 overs per innings, **1hr 55min per innings**

Pitch: Full pitch | Boundary: 50m (from centre of pitch) | Spring or Wooden Stumps | Bowling from both ends (Teams are encouraged to bowl 8 overs from one end before swapping to speed up play)

Game Ball: 156g leather (Turf – 156g 4 piece)

Player numbers: Min. 7 players to start (max 14; 11 on field at one time)

Turf Teams refer to NSJCA Covers Protocol information

Team line-up entered into PLAYHQ.com by team manager/coach the night before your match.

UMPIRES & SCORERS

Umpires: One umpire provided by each team to umpire both innings.

- Pre-match communication: Discuss match details, signals, drinks breaks, any weather/ground issues, timing etc.
- For consistency umpire changes (if needed) occur mid-innings so each officiates half of both innings. Advise pre-match if a change is expected.
- The Coach may NOT act as an Umpire. Nor may the Umpire coach players.

Scorers: One scorer provided by each team.

- NSJCA recommendation: 1 Online PlayHQ + 1 Paper scorer

PLAYERS

Batters:

- Stg3 U14, U15: Retirement optional after 18 balls, mandatory after 50 runs OR 40 balls (first reached).
- Stg3 U17 Turf: Retirement optional after 24 balls, mandatory after 100 runs.
- Retired batters may return only after all teammates are out or retired, and must return in ascending order of runs scored.

Bowlers: (U17 Turf; refer to Blue Book for bowling restrictions)

- 6 fair deliveries with a max of 8 deliveries in total, except for last over which must be 6 legal deliveries.
- All players except one must bowl at least 2 overs in the first 24 overs of any innings of the match.
- No player may bowl more than 4 overs in a spell.
- No player may bowl more than 6 overs in an innings.

Coaches: No assistance allowed during play, except when the ball is dead to prevent bowling breaches. Captains should select bowlers and set the field.

Play by the NSJCA Code of Conduct & Spirit of Cricket at all times



COVERS PROTOCOL

U15 & U17 TURF

UNDER NO CIRCUMSTANCES SHOULD ANYONE WEARING SPIKES BE INVOLVED WITH COVERS – CHANGE INTO RUNNERS OR SIMPLY REMOVE SPIKED SHOES BEFORE HANDLING THE COVERS

Managers of turf teams need to contact their opposition to communicate about the process for Sat PM covers. Team contacts as per PlayHQ are placed on the NSJCA website (www.nsjca.asn.au).

Some grounds will be covered by Saturday teams, but others need to be done by teams.

BOTH teams have responsibility for covers, not just the first team in the draw.

BOTH teams need to take covers off Sunday morning.

If it is raining Sunday morning and the game is called off – BOTH teams need to make sure the covers come off and are put away, unless otherwise instructed.

Wickets to be covered on Saturday nights.

- In some cases a host club will be able to get its senior team to put covers on on Saturday night.
- If there has been rain on the Saturday such that Saturday play was abandoned and covers were not able to be put on in time, a washout can be declared then.

All players to turn up on Sunday morning on time, even if the weather is uncertain.

- If the weather is fine remove the covers, fold them as directed and put them away in the shed, and play.
 - The normal procedure for folding covers is to first remove the pegs, then drag the edge in the middle of the wicket square over the outer edge into the outfield (such that the cover is now upside down). To fold it take each end in to the middle and repeat that until you are left with a narrow strip, which is then similarly folded to result in a 1.5m square of plastic. Sometimes the condensation on the cover can be quite heavy, and that should be allowed to dry before folding etc. Hessian underlay should be placed on a fence to dry.
 - If there has been some rain overnight and water on the covers, be very careful as to how you remove the covers so no water leaks onto the wicket square. The accepted method is to fold in each edge by 60cm, then if the wicket you are playing on is on the edge of the square, take the edge in the middle of the square out over the outer edge so that the water runs away in the outfield. If the wicket is in the middle of the square then once the edges are folded, the cover is dragged to a point where one edge is in the outfield, and then the inner edge is dragged over the outer edge allowing the water to drain in the outfield. If the covers are wet, place them outside the boundary to dry before putting them away after the game.
- If it is raining or even drizzling, do not remove the covers until it clears, so as to protect the wicket for the later game, or simply to protect the wicket. Playing on a wet wicket will damage it to the detriment of future games.

If there is the chance of rain, leave the covers on the other side of the boundary, so if it does start raining or drizzling you can quickly float the covers back on.

- When your game concludes, players for the later game should have arrived and a decision can be made as to whether the covers can be folded and put away or remain outside the boundary.

Under no circumstances are covers to be left out unless prior arrangement has been made with a club official. Under no circumstances are covers to be left unfolded in a heap in the shed, as it makes it very difficult for the covers to be put out when next needed and people will stop putting covers out for you

If you are unsure what to do with the covers please contact your Club Administrator/Convenor who can find out for you.