



WHITE CROSS CHRISTMAS TOURNAMENT

PRIMARY SCHOOLBOYS DRAW & PLAYING CONDITIONS

2010



WHITE CROSS
ACCIDENT & MEDICAL
SINCE 1988

Tournament Information 'A' & 'Development' Section

Tournament Hosts & Venue

Howick Pakuranga Cricket Club
Lloyd Elsmore Park artificial wickets

Tournament Manager

Roland Phillips 027 350 1421

Tournament Committee

Roland Phillips
HPCC x 2/3 (TBC)
Kaushik Patel (ACA) 021 713 066
Adrian Dale (ACA) 021 765 550

Tournament Draw

'A' Section – All 1 Day Matches – All 10.00am Start:

Round 1 – Monday 27/12/10

North Harbour Black v Manukau District	LEP 1a
North Harbour Burgundy v Eastern	LEP 7a
Western v Central	LEP 8a

Round 2 – Tuesday 28/12/10

Western v North Harbour Burgundy	LEP 1a
Eastern v Manukau District	LEP 7a
Central v North Harbour Black	LEP 8a

Round 3 – Wednesday 29/12/10

Central v Manukau District	LEP 1a
North Harbour Black v North Harbour Burgundy	LEP 7a
Western v Eastern	LEP 8a

Round 4 – Thursday 30/12/10

North Harbour Black v Eastern	LEP 1a
North Harbour Burgundy v Central	LEP 7a
Western v Manukau District	LEP 8a

Round 5 – Friday 31/12/10

North Harbour Burgundy v Manukau District	LEP 1a
Western v North Harbour Black	LEP 7a
Central v Eastern	LEP 8a

NB: Games shall be played on the day as set out in the published draw

'Development' Section – All 1 Day Matches – All 10.00am Start:

Pool A:	Pool B:
Manukau District	Eastern
North Harbour Black	Central
Western	North Harbour Burgundy
Central/Eastern	ACA U15 Girls

Round 1 – Monday 27/12/10

Pool A:	Manukau v Central/Eastern	LEP 3a
	North Harbour Black v Western	LEP 4a
Pool B:	Eastern v ACA U15 Girls	LEP 5a
	Central v North Harbour Burgundy	LEP 6a

Round 2 – Tuesday 28/12/10

Pool A:	Manukau v North Harbour Black	LEP 3a
	Central/Eastern v Western	LEP 4a
Pool B:	Eastern v Central	LEP 5a
	ACA U15 Girls v North Harbour Burgundy	LEP 6a

Round 3 – Wednesday 29/12/10

Pool A:	Central/Eastern v North Harbour Black	LEP 3a
	Manukau v Western	LEP 4a
Pool B:	ACA U15 Girls v Central	LEP 5a
	Eastern v North Harbour Burgundy	LEP 6a

Round 4 – Thursday 30/12/10

Semi Final:	Winner Pool A v Runner Up Pool B	LEP 3a
	Winner Pool B v Runner Up Pool A	LEP 4a
Plate:	3 rd Pool A v 4 th Pool B	LEP 5a
	3 rd Pool B v 4 th Pool A	LEP 6a

Round 5 – Friday 31/12/10

Final:	Winner Semi-Final 1 v Winner Semi-Final 2	LEP 3a
3 rd /4 th :	Loser Semi-Final 1 v Loser Semi-Final 2	LEP 4a
5 th /6 th :	Winner Plate 1 v Winner Plate 2	LEP 5a
7 th /8 th :	Loser Plate 1 v Loser Plate 2	LEP 6a

NB. If a game in rounds 1-3 is abandoned due to weather then it shall be replayed in place of round 4. If there is more than one match in rounds 1-3 lost to bad weather, only the first-affected match will be replayed. Round 5 will then become a straight cross-pool playoff for 1st/2nd; 3rd/4th; 5th/6th; 7th/8th.

Playing Conditions

General

Except as specifically provided for hereinafter, the Laws of Cricket (2000 Code) and any subsequent changes shall apply to all matches. ACA Bylaws where applicable shall also apply.

N.B. The 5 run penalty clauses as per Laws 2, 18, 41 and 42 will not apply to District Tournaments.

The Tournament Committee shall rule on any matter relating to the enforcement or interpretation of these playing conditions and their decision shall be final. Details of any disputed matters shall be recorded in any Tournament Report.

Eligibility

To be eligible for the Tournament players must be Primary or Intermediate School Children, must be under 14 years on **September 1** of the year in which the teams are to compete and must have been regular players in their District's Saturday competition or the ACA Cricket Express Junior Leagues. Players may not play their cricket in one District and represent another District without prior approval of the Association.

Special note re all players in the Manukau District:

Players in this zone cannot be eligible for selection in both the Auckland and Northern Districts Association teams for the Zonal Tournament. Thus players, having played in Northern Districts Association trials or selection tournaments are not eligible for the Manukau District teams to play in this Tournament.

However players living out of the Auckland Cricket Association area but playing in the Manukau Districts Saturday morning competitions may play in the Manukau Districts teams at this Tournament but will not be eligible for selection in the Auckland teams unless they fulfil the residential qualifications. Manukau District must advise the Tournament Manager at the time of submitting Team Lists which players are not qualified residentially.

Squad Size

Each team squad shall comprise no more than 13 players. No "A" squad members can be moved down to the "Development" section. Players can be moved from the "Development" to "A" competitions for reasons of genuine unavailability (e.g. Family bereavement, sickness) and/or injury only. Any planned movement of a player from the Development to A sections must be communicated in the first instance to the Tournament Manager, whom will decide whether it will be authorised or not. In the instance of an injury, the team manager/coach must advise the Tournament Manager as soon as practicable as to any planned movement between the squads. Again, the Tournament Manager will determine the authorisation.

Weather Interruptions

Weather interruptions shall be signalled by the lead ACUA umpire. All matches shall cease at the same time and Umpires shall report to the Tournament Manager for information relating to the re-start of play. If the commencement or resumption of play is delayed by weather, play may proceed on pitches, as they become available. However the Tournament

Manager may, at his sole discretion require all games at any one venue to commence or resume at the same time.

Tournament Winners

- (a) The Tournament shall consist of five rounds of one-day matches played on artificial pitches with an 'A' and a 'Development' section. There is no provision for reserve days except for the special circumstance described for the 'Development' section above.
- (b) Subject always to **three** rounds of round robin play having been completed:
1. The team having accumulated the most points at the conclusion of the Tournament shall be declared the winner, or in the case of the 'Development' section, the team winning Round Five final shall be declared the winner.
 2. In the event that two teams have accumulated the **same number of points** at the conclusion of the Tournament (or after Round Three in the case of the 'Development' section) then the result of the match between the two teams shall determine the Tournament winner (or Pool winner in the case of the 'Development' section). In the event that more than two teams have accumulated the **same number of points** (or if two tied teams did not play each other / had a tied match result) at the conclusion of the Tournament (or after Round Three in the case of the 'Development' section) then the team with the best runs per wicket differential is the outright winner (or Pool winner in the case of the 'Development' section) - see below for calculation to be used.
 3. If, in the opinion of the Tournament Committee, three rounds of competition have **not** been completed, the Committee reserves the right to decline to declare a tournament winner.
 4. Where as a result of variable weather conditions, completion of all games in a round cannot be achieved the Tournament Committee may elect to determine that all games on that day be deemed no result games and points be allocated to all teams accordingly.
 5. Any disputes concerning results and associated matters shall be referred to and be resolved by the Tournament Committee whose decision shall be final and binding.

Competition Points

Competition Points shall be awarded as follows:

(1) Win	4 points
(2) A Tie or No Result	2 points
(3) Loss	0 points

Runs Per Wicket Differential

Aggregate of runs scored divided by aggregate of wickets lost minus aggregate of runs conceded divided by aggregate of wickets taken.

Trophies

A Section Boys: The winning team will be awarded the **Herbert Smith Cup**.

Development Section Boys: The winning team will be awarded the **Garth Ballantyne Cup**.

Other Awards

- The **Peter Baddley Shield** will be awarded to the best performed District across all the 2010 ACA District Tournaments. This will be decided by the lowest tally of cumulative finishing placings for each District across the U18, Year 9 & 10, Primary Schoolboys and U15 Girls tournaments. For example:

District	U18 A	U18 Dev	Y9&10 A	Y9&10 Dev	PSB A	PSB Dev	U15 Girls	TOTAL POINTS
Eastern	2	4	1	3	2	2	4	18

In the case of North Harbour, its points tally will be the average finishing position of each of its teams, i.e. the total points tally across the Burgundy and Black teams at each tournament, divided by two.

The finishing position of the Central/Eastern combined team in the PSB 'Development' tournament will not count towards the Peter Baddley Shield.

- The team best displaying the Spirit of Cricket qualities throughout the tournament (as judged by the ACUSA) will be awarded the **Dilmah Trophy**.
- Bowler of the Tournament – this will be awarded to the player that has taken the most wickets in each of the Primary Schoolboys 'A' and 'Development' sections.
- Batsman of the Tournament – this will be awarded to the player that has scored the most runs in each of the Primary Schoolboys 'A' and 'Development' sections.

One-Day Matches

1. Hours of Play

- a) Hours of play shall be 10.00am to 5.15pm with one interval of 45 minutes between innings.

10.00am – 1.15pm	First innings
1.15pm – 2.00pm	Lunch
2.00pm – 5.15pm	Second innings

- b) Any variation to the Hours of Play shall be the sole responsibility of the Tournament Manager who shall notify each competing team prior to the normal time of commencement of play. All teams shall report to the allocated venue each day regardless of weather conditions unless otherwise advised by way of cancellation notice over Newstalk ZB.
- c) The Tournament Manager may direct a change of venue because of weather or ground conditions.
- d) If the commencement of play is delayed by weather or other unforeseen circumstances, or if play is interrupted by bad weather the decision on the starting time or recommencement following an interruption shall be in the hands of the Tournament Manager, in consultation with the umpires. Play may continue until 6.00pm so this is the 'finishing' time to be used when calculating the possible number of overs that remain.
- e) A maximum of two drink breaks, each not exceeding 5 minutes duration, may be taken in each session. Drinks must be taken on the field of play.

2. Limitation of Overs

- a) Each match will consist of two innings on one day.
- b) Each team shall bat for one innings which shall consist of a maximum of 50 overs.
- c) To ensure that the match progresses at a reasonable pace, as a guideline each innings should be completed within **3 hours and 15 minutes**. Coaches and Managers are asked to ensure their players maintain an over rate of 17-18 overs per hour. In the event that the fielding team does not complete 50 overs within the above timeframe, they shall not be penalized by any reduction in overs when they start their innings.
- d) If the team batting first is dismissed is less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- e) There shall be a maximum of 8 balls in an over. This does not restrict the number of wides or no balls that can be called but only a maximum of two are re-bowled (e.g. an over could consist of 8 wides – each one giving an extra to the batting team).

3. Nomination of Players (Law 1.2)

- a) For each match teams may be composed of twelve players. Prior to the Toss for each match team captains must provide the opposing captain and the Umpires a list of their Batting XI and their Fielding XI. (NB where applicable Fielding XI's are to clearly identify players deemed to be Pace Bowlers. In addition the wicket keeper is required to be named & the same player's name shall appear in the Batting XI.) The player left out of the Fielding XI will act as a normal 12th Man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl or keep wickets). One other squad member may also act as a traditional 12th man providing they do not bat, bowl or keep wickets.
- b) Where possible no player shall be 12th Man for more than one match.

4. Match Equipment

Balls: Balls shall be supplied by the Auckland Cricket Association and shall be approved 4-piece 142 gm - A Section – and 'Development' Section shall be supplied with 2-piece 142 gm balls.

5. Interruptions due to Weather

- a) Where the commencement of a match is delayed by weather or ground conditions the maximum amount of time available (using the finishing time of 6.00pm as per Playing Condition 1 (d)), less 10 minutes for the innings break, shall be halved to determine the maximum length of each team's innings. The number of overs to be bowled shall be determined by dividing the minutes remaining by **3.5** with any fraction being counted as a full over.
- b) A minimum of **25** overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.
- c) If play is suspended during a team's first innings the total number of overs still to be bowled shall be reduced by **one over** for **every 3.5 minutes lost** and the entitlement of the team then batting shall be reduced by **one half** of the overs lost. In the event that the number of overs lost is an odd number the **next highest even number** shall be adopted.
- d) The side batting second shall be entitled to the same number of overs as received by the team batting first.
- e) If a suspension of play occurs when the side batting second is at the crease the number of overs remaining shall be calculated as follows:-

EITHER: The number of overs still to be bowled shall be reduced by **one over for every 3.5 minutes lost**

OR: The number of overs still to be bowled shall be calculated by dividing the **time remaining** until the scheduled end of play as set out in Playing Condition 1(d) by **3.5 minutes** and the calculation producing the greater number of overs shall prevail.

- f) The target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs the calculation of the run rate shall be based on the full number of overs to which it was entitled.
- g) Where play has been interrupted by weather or ground conditions, or by poor light, play must continue until the team batting second has received its full quota of 50 overs, or a reduced number of overs, or is dismissed.

7. Over Rates

There shall be no over rate penalties applied to District Tournaments. However it is expected that a rate of approximately 17-18 overs per hour will be maintained.

8. Number of Overs per Bowler

- a) No Bowler shall bowl more than 10 six-ball overs in an innings. In a match where the start is delayed, and the innings of both teams is restricted from the start to less than 50 overs, no bowler may bowl more than one fifth of the total overs allowed, except where the total number of overs available is not divisible by 5, when an additional over shall be allowed to a minimum number of bowlers, such minimum being equal to the remainder obtained where the total number of overs is divided by 5 (e.g. in a 33 over match 3 bowlers may have a maximum of 7 overs and no other bowler may have more than 6 overs).
- b) In the event of a bowler breaking down and not being able to complete an over, the remaining balls must be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

9. Limitation of Overs for Pace Bowlers

All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a maximum of 5 overs per spell. This rule is made in the interests of player safety.

At the completion of the bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of the spell from that end is bowled from the same end.

A bowler who has bowled a spell of less than the maximum set out above may resume bowling prior to the completion of the necessary break as defined above, but this will be considered an extension of the same spell, and the limit of overs in total for the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

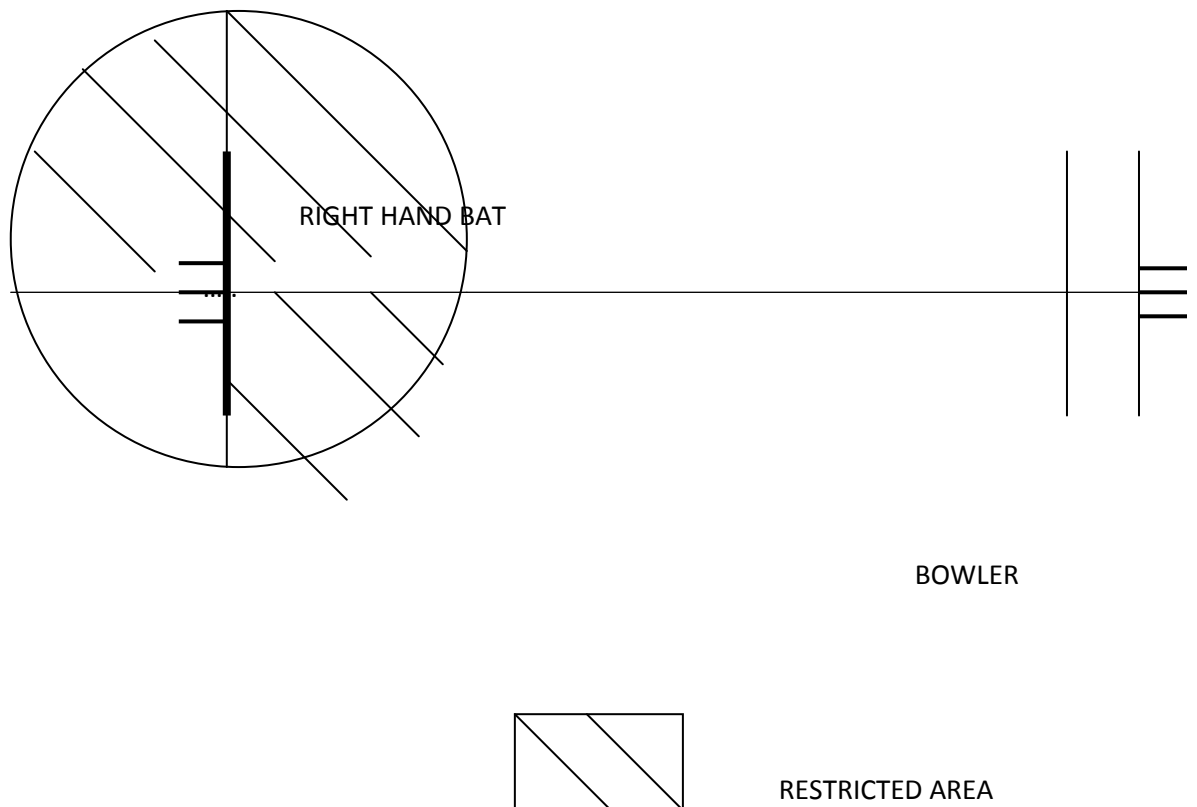
In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.

10. Limited Field Placement

No fielder may stand closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side until the ball has been played by the batsman. *

* **See diagram.** [Notes: (1) Fielder may stand within 10 metres of the striker if they are in the off-side slips position.]

Diagram applies to a Right Hand Bat



11. Fielding restrictions

- A maximum of 5 fieldsmen are permitted to be outside of the "inner fielding circle" throughout the entire innings of each team.
- The "inner fielding circle" is unlikely to be marked on the ground. On fields where it is not marked, the guideline is that such an imaginary circle should be approximately 20-25 meters from the bat, or no greater than half the distance to the boundary. In the case of coach/parent umpires, please use a reasonable discretion to monitor this fielding restriction (on larger grounds, the fielding circle might be judged at between 25-30 meters).

12. Wide Bowling

- a) Umpires are instructed to apply an appropriate level of judgment and consistent interpretations in regard to this law and having regard to the age of the players and the conditions.
- b) Wide of the off stump: a delivery that the striker cannot reasonably reach. As a guide for the umpires the return crease should be used as a wide line guide.
- c) Wide down the leg side: a ball passing the batsman more than 45cm outside leg stump and going wider down leg (i.e. half a stump length from the leg stump).
- d) The following statement should be adopted as a guide to Umpires in the application of this playing condition "If the ball passes either side of the wicket sufficiently wide as to make it virtually impossible for the striker to make a normal cricket stroke both from where he is standing and from where he should normally be standing at the crease the umpire shall call and signal wide. This provision will not apply if the batsman makes contact with the ball".

13. No Balls

Law 24 No Ball shall apply:

- a) Any delivery which passes or would have passed over shoulder height of the striker standing upright at the popping crease shall be called and signalled a 'No Ball'.
- b) The Bowling of High Full Pitched Balls - Law 42.6 (b) shall apply with the following: Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowlers end shall adopt the following procedure: In the first instance the umpire shall call & signal NO-BALL, caution the Bowler and issue a first warning and inform the other umpire, captain of the fielding side and the Batsman of what has occurred. In the second instance the umpire at the bowler's end shall call & signal NO-BALL and issue a second and final warning, informing the other umpire, captain of the fielding side and the batsman of what has occurred. In the third instance, when the ball is dead the bowler's end umpire shall direct the captain of the fielding side to take the Bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively; not allow the Bowler, thus taken off, to bowl again in the same innings; report the occurrence to both captains and the Tournament Manager who shall take any further action which is considered to be appropriate against the Bowler concerned.

14. The Result:

- a) A result can only be achieved if both teams have batted for at least 25 overs unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

- b) All other matches in which both teams have not had an opportunity of batting for a minimum of 25 overs shall be declared as “no result matches”.
- c) In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an uninterrupted match or a lesser number of overs in an interrupted match) the team scoring the higher number of runs shall be declared the winner.

15. Players, Official, Spectators Conduct:

This tournament is played in accordance with the Auckland Cricket Association Code of Conduct which embodies the Spirit of Cricket as set out in the Laws of Cricket 2000. In addition the following provisions shall apply for coaches, managers and spectators:

- No team official shall attempt to communicate with any player or players on the field of play
- Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.
- Under no circumstances shall team officials remonstrate with umpires on or adjacent to the field of play.
- Team Officials and Spectators should recognise that the participation and enjoyment of the players is paramount at all times. Their behaviour around the players should reflect this.

16. General:

In the event of any disputes or need for clarification of these Playing Conditions the decision of the Tournament Committee shall be final.