

SECTION 14

YEAR 8 POST-CHRISTMAS, YEAR 9-10 (JUNIOR OPEN) AND UNDER 19 (SENIOR OPEN) BOYS GRADES

All Year 8 Post-Christmas, Year 9-10 (Junior Open) and Under 19 (Senior Open) grade competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 3; and
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the Auckland Cricket Association in force from time to time.

1. THE COMPETITION

- 1.1 **Grade Composition:** Competition formats are subject to change and ACA shall, before the commencement of each season, establish the competition format.

2. AGE ELIGIBILITY

- 2.1 **Year 8 Post-Christmas:** Players must be in Year 8 in the year that the season begins (i.e. at 1 September)
- 2.2 **Year 9-10 (Junior Open):** Players must be in Year 9 or 10 in the year that the season begins.
- 2.3 **Under 19 (Senior Open):** Players must be attending Secondary School or be under the age of 19 as at 1 September preceding the relevant season.
- 2.4 **Dispensation:** Players who wish to play down an age grade must have an official exemption from ACA. Applications for exemption must be made in writing by the player's club to ACA. Applications must detail the special circumstances which lead to an exemption being sought. The ultimate aim of an exemptions policy is to ensure players are retained in the game and exemptions will be dealt with on a case-by-case basis. No team shall field more than 3 exempt players in any one game in any grade.
- 2.5 **Restriction:** Boys under 12 years of age as at 1 September preceding the relevant season shall not play in the Year 9-10 or Under 19 grades.

3. HOURS OF PLAY

- 3.1 All players must be at the ground for the toss by 1:00pm. The team (minimum of 7 players present) arriving late (after 1:00pm) forfeits the toss. Play must commence promptly at 1:15pm.
- 3.2 First Session: 1:15pm – 3:45pm
Interval: 3:45pm – 4:00pm
Second Session: 4:00pm – 6:30pm
- 3.3 **Drinks Break:** A drinks break of a maximum of five minutes may be taken halfway through each innings.

4. LIMITATION OF INNINGS

- 4.1 **Number of Innings:** Each match will consist of two innings on one day.
- 4.2 **Number of Overs:** Each team shall bat for one innings which will consist of a maximum of 40 overs.

5. LATE START

- 5.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each 3.75 minutes of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the total overs remaining
- 5.2 **Closing Time:** For the purpose of determining the number of overs remaining to be bowled in a match which has a late start for any reason, games shall finish at 6:30pm.
- 5.3 Each team shall face 20 overs for the match to be deemed valid. 3.50pm is therefore the latest start time to complete a valid 20 over game (i.e. 40 overs x 3.75 minutes = 150 + 10mins change of innings: 3.50pm – 6.30pm).

6. INTERRUPTIONS DUE TO WEATHER

- 6.1 If weather interferes with play, the maximum number of overs in that match shall be reduced by a deduction of one over for each complete 3.75 minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes lost, three overs shall be deducted.
- 6.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 6.3 **Second Innings Target:** If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs unless the team batting first is all out sooner), then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Method.
- (a) Duckworth Lewis software is available via the CricHQ app, which can be downloaded for free for iOS and Android via the respective app stores.
 - (b) Where software application and/or Internet unavailability prevents use of Duckworth Lewis at any time during the match the following provisions shall apply:
 - i. 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.
 - ii. 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.

7. THE RESULT (LAW 21)

- 7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 40 overs)

and has not completed its innings, its target score shall be calculated in accordance with clause 6.3.

- 7.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides.

8. BOWLING RESTRICTIONS

- 8.1 No bowler shall bowl more than one-fifth of the total number of overs available in an innings. In an uninterrupted innings of 40 overs a bowler may bowl a maximum of 8 overs.

9. FIELDING RESTRICTIONS

- 9.1 At the instant of delivery, there shall be no more than 5 fieldsmen on the leg side.
- 9.2 **Close Fielders:** Any fielders within 10 metres of the batsman forward of the wicket must use full protective equipment including helmet and visor, abdominal protector and shin guards.

10. NO BALLS AND WIDE BALLS

- 10.1 **No restrictions:** There shall be no restriction on the number of wides or no balls which may be called in an over. The umpires shall use their discretion in the application of this rule to advance the match.

11. THE BALL (LAW 5)

- 11.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 3 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

TWENTY20 PLAYING CONDITIONS

12. Any competition Twenty20 games shall be played using the above playing conditions with the following exceptions.
- 12.1 The maximum number of overs in any innings shall be 20.
- 12.2 No bowler may bowl more than 4 overs in an innings.
- 12.3 There is no reduction of overs rule for delays in play due to poor weather. If rain interferes in a match and play is unable to be continued without reducing the overs, then the match shall be deemed abandoned and competition points shared.
- 12.4 An old ball may be used upon acceptance of that ball by both captains.

TWO DAY PLAYING CONDITIONS

The following playing conditions shall apply to two-day matches only.

13. HOURS OF PLAY

- 13.1 First Session: 1:15pm – 3:45pm
Interval: 3:45pm – 4:00pm
Second Session: 4:00pm – 6:30pm

N.B. In all cases the finishing time of 6:30pm is provided to allow the calculation of the number of overs lost where play is interrupted. Should the minimum number of overs be completed prior to the prescribed closing time, then play shall continue until that time.

14. DRINKS INTERVAL

- 14.1 A drinks interval of a maximum of five minutes in length may be taken halfway through a session at the discretion of the umpire.

15. MINIMUM OVERS

- 15.1 On each day of each two-day match, a minimum of 80 overs shall be bowled, based on an average of 16 overs bowled each hour.

- 15.2 **Reduction to minimum:** If play is suspended the minimum number of overs to be bowled in the day shall be reduced by:

- (a) One over for every 3.75 minutes of playing time lost
- (b) Three overs are to be reduced for a change of innings, except where this occurs at a suspension of play (including the lunch break), when there will be no reduction.

N.B Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time.

16. LIMITATION ON FIRST INNINGS IN TWO DAY MATCH (LAW 12.1)

- 16.1 There shall be a limit of 50 overs in the first innings of each team in all matches, teams must declare their innings closed after 50 overs. There shall be no limit in each team's second innings.

- 16.2 In the event that time is lost, the team batting first shall not bat beyond half of the time available in the match. E.g. if play has been reduced so only 90 overs are available across both days, the first innings shall be limited to a maximum of 45 overs.

17. DECLARATIONS

- 17.1 **Restrictive declarations:** Either team's first innings cannot be declared prior to a minimum of one hour of actual playing time, unless the batting team has been dismissed sooner.

- 17.2 **Mutual declarations:** Mutual declarations by teams are expressly forbidden. If it comes to the notice of ACA that teams have colluded to mutually declare innings, ACA may, at its sole discretion, require forfeiture of all points gained in the match by either or both teams.

18. FOLLOW ON

- 18.1 **Enforcement:** If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

19. INNINGS CLOSING NEAR INTERVAL

- 19.1 **Close of innings:** If an innings closes 15 minutes or less before the time fixed for an interval, such interval shall then be taken and shall include the 10-minute interval between innings.

20. ADVANCEMENT OF INTERVAL

- 20.1 **Adverse weather:** If, in any match, adverse weather or ground conditions will or does curtail play, the captains may agree to advance the time for the commencement of a lunch or tea interval but they shall not advance any such time by more than 30 minutes.

21. LAST HOUR OF MATCH (LAW 16.6)

- 21.1 **Number of overs:** A minimum of 16 overs shall be bowled in the last hour on the final day of a match but both captains may agree to conclude the match at any time during the last hour

regardless of whether this minimum has been bowled. On the final day of a match, drinks shall be taken either when one hour of playing time remains, or when there are 16 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 16 overs to be bowled.

22. CANCELLATION OF PLAY ON THE FIRST DAY

22.1 **Cancellation on first day:** If a two day match is to be played and:

- (a) There is a cancellation of all matches in the same competition on the first day or;
- (b) There is less than two hours of actual playing time available on the first day

then the second day of the match shall become a limited overs match and the one day playing conditions within this section shall apply, even if other matches in the same competition play for more than two hours, and continue as two day matches.

23. REPLACEMENT OF PLAYERS

23.1 **Replacement of players:** The bylaw relating to the replacement of players shall not apply to male junior grade competitions, the following conditions shall apply instead:

- (a) If a player is to play only one day of a two-day match, his club may use a replacement player in his stead for the second day of the match, subject to such replacement player obtaining a regrade, if required. Such replacement player may participate fully in the match; if the player being replaced has batted in the current innings and been dismissed, the replacement player shall not be permitted to bat in that innings.
- (b) Replacement players must come from the original team's squad or from a lower junior grade. A regrade is required for any replacement player coming from a higher grade.
- (c) A maximum of four players may be replaced per team on the second day of any match.

24. BOWLING RESTRICTIONS

24.1 **Bowling restrictions:** The following restrictions shall apply to all bowlers. Spin bowlers shall be subject to the restriction on overs per innings, but not the restriction on overs per spell.

Age Grade	Matches		Practices	
	Overs per Spell	Overs per Innings	Sessions per week	Balls per session
Y8 Post Christmas & Y9/10	5	10	2	36
Under 19	6	16	3	36

24.2 If a bowlers spell is broken over two days the total overs permitted for the innings remain the same, however he may begin day two by bowling five/six overs straight.

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