

COMMUNITY CRICKET NATIONAL SCHOOLS TOURNAMENTS – REGIONAL ROUNDS

National Primary School Cup and National Primary School Shield:

Regional Rounds Playing Conditions

The following playing conditions for the regional rounds of the National Primary School Cup (Boys) and National Primary School Shield (Girls) are a guideline and may be amended by the local association.

The MCC Laws of Cricket (6th Edition 2015) shall apply except as follows:

1. The Competition

The Cup competition shall be open to every male student, and the Shield competition shall be open to every female student, who are attending primary school in New Zealand on a full-time basis, who are year eight or under at the 1st January in the year of the competition.

The Cup and Shield regional round matches shall be Twenty20 cricket.

2. Nomination of players

For each match, teams may be composed of twelve players.

- (a) Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their batting XI and the fielding XI.
- (b) The player left out of the fielding XI will act as 12th man for the fielding portions of the match. (i.e. the player may bat in the batting XI but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler, as effectively doing so would nominate him as 12th man, and the Laws of Cricket do not allow substitutes to act as wicketkeeper.
- (d) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. The ball

Two piece, 142gms ball.

4. Length of Play

- (a) A Twenty20 match shall consist of two 80 minute innings (four minutes per over) and a 20 minute break separating the two innings. If a local association is to reduce the number of overs in a match from the onset, the four minutes per

over guideline should be followed. *E.g. A game reduced to 10 overs per innings; each innings should be 40 minutes long with a 20 minute break in between.*

- (b) The minimum overs to constitute a game is 5 overs per team.
- (c) Close of play for calculation purposes will be 30 minutes after the initial scheduled end of play. *E.g. Scheduled end of play was 5pm but due to poor weather play was delay or interrupted, end of play can be pushed back to 5:30pm to allow for extra time to find a result (30 minutes will offer 7 complete overs using the four minutes per over guideline).*
- (d) In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires but shall be not less than 10 minutes.
- (e) Where the commencement of play has been delayed by weather or ground conditions, the local association shall notify all competing teams before the commencement of the day's play.

5. Number of overs per bowler

- (a) No bowler shall bowl more than four overs in an innings or one fifth of the total overs in a match.
- (b) In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.
- (c) In the event of a bowler not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (d) Each over cannot consist of more than 8 balls, even if more than 2 extras are bowled.

6. Tied Game/Weather Interruption

- (a) In the event of a game being a tie, the Bowl Out Rules, as listed below, will apply.
- (b) If rain interrupts and prevents each team from completing a minimum of five overs (or a quarter of their overs for matches less than Twenty20 cricket), the match will be called a no result.
- (c) If rain interrupts a game where both teams have completed five overs (or a quarter of their overs for matches less than Twenty20 cricket), and the scores

are tied, the team with the higher run rate per over for that match will be deemed the winner.

- (d) To calculate the target score for team two in a weather affected match the target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run. *E.g. The average run rate per over of team one was 6, and there are 15 overs available for team two to bat. The calculation would be $6 \times 15 + 1 =$ target score for team two of 91 runs.*
- (e) If a match is abandoned when team two has batted for five overs or more (or a quarter of their overs for matches less than Twenty20 cricket), the target score to determine a winner will be number of whole overs completed multiplied by average run rate of team one plus one run. *E.g. Team two has its innings abandoned after 7 overs and is on 40 runs and team one had an average run rate per over of 6. The calculation would be $7 \times 6 + 1 = 43$ runs. Team one would win this match due to having the higher total.*

7. Bowl Out

- (a) Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors.
- (b) The team with the highest number of hits will be deemed to be the winner.
- (c) In the event of a tie, a further five bowlers will each bowl one delivery.
- (d) If the scores are still tied, the above process will be repeated using the same groupings and until such time as a winner is found.
- (e) If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team.

8. No-ball

Law 24 shall apply subject to the following:

- (a) If the ball passes, or would have passed, over the shoulder height of the striker standing in his/her normal stance at the crease, the Umpire shall call and signal No ball.
- (b) If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batter standing in his/her normal stance at the crease, the Umpire shall call and signal No ball.
- (c) Free Hit

In addition to the above, the delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit

is not a legitimate delivery (any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

i) There is a change of striker (the provisions of clause 41.2 shall apply),

or

ii) The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

9. Wide Bowling

Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return Crease shall be called wide. The above provisions do not apply if the striker makes contact with the ball.

