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WHITECROSS DISTRICT TOURNAMENT Year 10

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2018

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General Information

Except as specifically provided for hereinafter, the Laws of Cricket (2017 Code) and any subsequent changes shall apply to all matches. Where applicable, ACA Bylaws shall also apply.

The Tournament Referee 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.

Any disputes concerning results and associated matters shall be referred to and be resolved by the Tournament Referee whose decision shall be final and binding.

Eligibility

To be eligible for the tournament all players must be in year 10 (or younger) at school in 2017 and must have been playing regularly in the ACA or College Sport cricket competitions.

Players are able to play for a district, only if the club they represent is a member of that district.

Players living out of the ACA cricketing boundaries e.g. Counties, but playing regularly in ACA or College Sport competitions, are eligible for district Teams.

Special note re all players in the Manukau District.

Players, having played in ND association trials or selection tournaments, are not eligible for Manukau District in this tournament.

Squad Size & Composition

Each team's squad shall comprise of a maximum of 13 players. Only 12 players shall participate on any given day.

A player may only be named 13th man once for the duration of the tournament.

A player may only be named 12th man once for the duration of the tournament.

If two teams from the same district are entered into the year 10 tournament, the teams selected may be an A and B team.

Players are not allowed to be moved between squads.

Weather Interruptions

Each venue shall have an appointed 'lead' ACUA umpire. In the case of bad weather, all matches on that venue shall cease at the same time and umpires will report to the tournament manager for information on the resumption of play.

The tournament manager may at his sole discretion, decide whether all games will resume at the same time or as the pitches become available.

Where weather conditions seriously impact upon the tournament, the tournament manager has the right to amend the tournament structure and playing conditions.

The tournament manager may direct a change of venue due to weather or ground conditions.

Tournament Winners

The winner of the tournament shall be the team with the most points at the conclusion of the tournament. The winner of the tournament shall be awarded the Year 10 District Cup.

Competition Format

Eight teams will participate in the tournament. Teams will be split into pools of 4, each team shall play three round-robin games (limited overs) and two final games (two-day).

The top placed side from each pool shall play against the second placed side from the opposing pool. The third placed side from each pool shall play the fourth placed side from the opposing pool. The winners of the top placed side versus the second placed sides shall compete for the championship final. All other teams shall contest placing finals to determine their final tournament position.

All matches are to be played on grass wickets, adverse weather may cause games to be moved onto artificial wickets.

Competition Points

The competition points for one-day matches shall be as follows;

Result Type	Points
Win	3
Tie/No Result	1.5
Loss	0

The competition points for two-day matches shall be as follows;

Result Type	Points
Outright Win	3
First Innings Lead (added if team wins outright)	3
Outright Tie	1.5
First Innings Tie (added if team wins/ties outright)	1.5
Draw (no result achieved on first innings)	1.5
First Innings or Outright loss	0

In the event that two or more teams have the same number of points, the higher placed side shall be determined by Net Run Rate (NRR).

In the event that NRR is also equal, the higher placed side shall be the team that had the most victories over the teams with which it was tied.

Where this method does not provide a superior side, a bowl-off shall be organised by the tournament manager.

In the case of the two-day semi-finals: the side earning the most points in the game will be determined the winner. In the event of points earned being equal, an outright win would rank above a first innings win, if no result could be achieved or both innings were tied, the team with the higher placing following pool play shall be declared the winner.

In the case of two-day finals: the side earning the most points in the game will be determined the winner. In the event of points earned being equal, an outright win would rank above a first innings win, if no result could be achieved or both innings were tied the position the teams were playing for will be shared

Net run rate

If a net run rate is required to assess a team's placing in a competition, or for any other reason, the net run rate shall be calculated as follows:

- (a) the aggregate number of runs scored shall be divided by the aggregate number of overs received;
- (b) the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- (c) the sum calculated pursuant to sub-clause (b) shall be deducted from the sum calculated pursuant to sub-clause (a) and the sum remaining shall be the net run rate.

Trophies

The winning Championship team shall be awarded the Year 10 District Cup.

Medals will be provided to each member of the winning team and 2nd placed team.

A tournament team will be selected and announced, with tournament caps presented to each player.

Trophies for the top batsman, bowler and wicketkeeper and players who take 5-wicket bags, hat-tricks or score a century will be created post-tournament.

Peter Badley Shield

The 'Peter Badley Shield' will be awarded to the best performed District across all of the 2017/2018 District Tournaments.

Every participating team shall earn points towards the Shield as detailed in the tables below.

Years 7, 8 and 9.

Team placing	Peter Badley Shield Points
1 st	6
2 nd	5
3 rd	4
4 th	3
5 th	3
6 th	2
7 th	2
8 th or lower	1

Years 10, 11, 12/13 and U15 Girls.

Team placing	Peter Badley Shield Points
1 st	10
2 nd	8
3 rd	6
4 th	4
5 th	2
6 th or lower	1

Limited Overs Playing Conditions

1. Hours of Play

- 1.1 First Innings: 10:00am – 1:15pm
Lunch: 1:15pm – 1:45pm
Second Innings: 1:45pm – 5:00pm
- 1.2 One drinks break of a maximum of five minutes may be taken halfway through each innings. Drinks must be taken on the field of play.
- 1.3 To ensure the match progresses at a reasonable pace, teams should ensure that they maintain a minimum rate of 16 overs bowled per hour.
- 1.4 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 Auckland Cricket.

2. Limitation of Innings

- 2.1 Each match will consist of one innings per team, each innings will be limited to 50 overs.

3. Nomination of Players

- 3.1 Prior to the toss, each captain must provide a team list to the umpires.
- 3.2 The team list must identify players deemed to be pace bowlers (as per clause 6.4)
- 3.3 The team list must identify the wicketkeeper(s).
- 3.4 For teams containing 12 players the team list must identify the player who will not bat and the player who will not bowl.

4. Late Start

- 4.1 **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.
- 4.2 **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, the scheduled finishing time is 5:30pm.
- 4.3 Unless bowled out earlier, each innings shall be a minimum of 20 overs for the match to be deemed valid. 2:50pm 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: 2:50pm - 5:30pm).

5. Interruptions due to Weather

- 5.1 If weather interrupts play, the finish time of the match may be extended until 5:30pm. Overs shall only be reduced if there is not enough actual playing time remaining for a complete match to be played. For the sake of clarity, 385 minutes is required to complete a full match (100 overs x 3.75 minutes + 10 mins change of innings). The latest a complete match can begin is therefore 11:05am.
- 5.2 The reduction of overs shall be calculated 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.
- 5.3 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.
- 5.4 **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 was 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 Stern Method which is inbuilt into the CricHQ application.

6. Bowling Restrictions

- 6.1 No bowler shall bowl more than 10 overs in an innings.
- 6.2 In an interrupted match where less than 50 overs are to be bowled, no bowler may bowl more than a maximum of one fifth of the overs allowed.
- 6.3 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.
- 6.4 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a maximum of 6 overs per spell.
- (a) At the completion of the bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end.
 - (b) 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.
 - (c) A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the following day.
 - (d) Coaches and captains are asked to apply this rule strictly and not try to avoid it by bringing up the wicket keeper artificially.

7. Fielding Restrictions

- 7.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

- 7.2 In addition to the restriction in clause 7.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 7.3 The following fielding restrictions shall apply:
- (a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
At the instant of delivery:
 - (b) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - (c) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - (d) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 7.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9

49	10	29	10
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- 7.5 If play is interrupted during an innings and the table in 7.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- 7.6 At the commencement of the second and third Powerplay of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 7.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 7.8 If the inner fielding circle is not marked, umpires shall use their discretion in applying this rule.
- 7.9 Any fielder standing closer than 10m from the striker's wicket on the on-side or in front of point of the off-side at the instant of delivery must wear the appropriate safety equipment (minimum of a helmet and abdominal protector).

8. No Balls and Wide Balls

- 8.1 **Wide Balls:** Umpires, in discussion with the tournament manager at the pre-tournament briefing, shall agree wide lines and the level of judgement to be applied throughout the tournament.
- 8.2 **No Balls:** Laws 21 and 41.7 of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 8.3 and 8.4.
Law 21.10, which applies to a ball bouncing over head height of a striker, shall also apply except that such a ball shall be called a Wide Ball rather than a No Ball.
- 8.3 A bowler shall be allowed to bowl one short pitched delivery per over. Any subsequent short pitched deliveries shall be called and signalled no-ball and the umpire shall adopt the procedure of cautioning as per clause 8.4 a, b & c.
A short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.
- 8.4 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 and the umpire shall adopt the following procedure;
- In the first instance the Umpire shall call and signal No ball, caution the bowler and issue a first warning and inform the other umpire, Captain of the fielding team and the batsman of what has occurred.
 - At the first repetition, call and signal No ball, caution the bowler and issue a second warning and inform the other umpire, Captain of the fielding team and the batsman of what has occurred.
 - At the second repetition, call and signal No ball and when the ball is dead direct the Captain of the fielding team 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.
 - A delivery that passes so wide of the batsman that it cannot be considered likely to inflict injury shall be subject to the No Ball call but not warning process as per (b) and (c) above.

9. The Result

- 9.1 A result can only be achieved if both teams have had the opportunity to bat for at least 20 overs.
- 9.2 Where both teams have not had an opportunity to bat for 20 overs, the match shall be declared as a “no result”.
- 9.3 **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. (This shall apply to all matches, including the final).

10. The Ball

- 10.1 ACA shall provide a new ball for each team in each match and shall be a red 4-piece 156g ball.

11. Penalty Runs

- 11.1 Penalty runs will not apply to District Tournaments.

12. Players, Officials & Spectators Conduct

This tournament is played in accordance with the ACA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.

No team official shall 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 circumstance shall team officials remonstrate with umpires.

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.

Two-Day Playing Conditions

1. Hours of Play

- 1.1 First session: 10:00am – 12:00pm
Lunch: 12:00pm – 12:40pm
Second session: 12:40pm – 2:40pm
Tea: 2:40pm – 3:00pm
Final session: 3:00pm – 5:00pm

N.B. The session closing time shall be observed only if (i) the required number of overs have been completed or (ii) if time is lost, in which case the closing time shall be used to calculate the number of overs remaining in the day. (Refer clause 2.2)

- 1.2 One drinks break of a maximum of five minutes may be taken halfway through each session. Drinks must be taken on the field of play.
- 1.3 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 Auckland Cricket. Any variation to the hours of play must not exceed the maximum of 6 hours and 20 minutes play per day.
- 1.4 The Tournament Manager may direct a variation to the stated time of intervals to account for adverse weather or the state of the ground. The lunch interval may be reduced to account for lost time on the same day, but shall not be less than 20 minutes in length.

2. Minimum Overs & Over Rates

- 2.1 On each day of a two-day match a minimum of 90 overs must be bowled, based on an average of 15 overs bowled each hour.
- 2.2 **Reduction to minimum:** If play is suspended the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greatest number of overs.
- Either one over for each 4 minutes playing time remaining from the commencement (or re-commencement) of play to the scheduled time for the close of play
 - Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the playing time lost.
 - Two overs are to be reduced from the minimum to be bowled for a change of innings, except where this occurs at a suspension of play (including the lunch and tea breaks), 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.

3. Limitation of Innings

- 3.1 The team which bats first shall not be entitled to bat beyond the first day except if playing time is lost on that first day through weather or ground conditions. If time is lost, that team may continue its innings on the second day and may bat for a time equivalent to the longer of:
- (a) half the time lost on the first day; or
 - (b) The number of overs equivalent to half the time lost on the first day; or
 - (c) Subject to clause 7.2, 50 overs, unless the side batting first is dismissed or chooses to declare its innings closed in less than this time.

N.B. The team batting first shall be entitled to bat into the second day for half of all time lost on the first day. For the avoidance of doubt, "the time lost on the first day" shall be the total of all time lost on that day whether due to one stoppage or multiple stoppages,

- 3.2 Cancellation of the first day: If the first day of a match is cancelled for any reason, the match shall be played as a one-day match on the second day under the relevant one-day playing conditions.

4. Nomination of Players

- 4.1 Prior to the toss, each captain must provide a team list to the umpires.
- 4.2 The team list must identify players deemed to be pace bowlers (as per clause 9)
- 4.3 The team list must identify the wicketkeeper(s).
- 4.4 For teams containing 12 players the team list must identify the player who will not bat and the player who will not bowl.

5. Declarations and Forfeiture

- 5.1 **Restrictive declaration:** 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.
- 5.2 **Mutual declarations:** Where umpires consider there has been an agreement between captains for mutual declarations, they shall report the matter to the tournament manager who may investigate further. The tournament manager has the power to remove all points earned by both sides in the game if he finds such an agreement has been made.
- 5.3 No innings may be forfeited.
- 5.4 **Follow On:** 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.

6. Innings Closing near Interval

- 6.1 **Inclusion of Interval:** If an innings closes 15 minutes or less before the time fixed for a lunch or tea interval, such lunch or tea interval shall then be taken immediately and shall be deemed to include the 10-minute interval between innings. The interval shall remain the normal duration.

6.2 **Delayed Interval:** The umpires may decide to play 15 minutes (minimum of 3 overs) extra time at the scheduled interval if requested by either Captain, only if in the umpires' opinion, it would bring about a definite result in that session.

7. Last Hour of Match

7.1 **Number of Overs:** A minimum of 15 overs shall be bowled in the last hour on the final day of all two-day matches. If both captains agree, the match may be concluded 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 15 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 15 overs to be bowled.

7.2 **Intervals between innings and interruptions of play:** If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour, there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration of any such interval or interruption.

The minimum number of overs to be bowled after a resumption of play in the last hour shall be calculated as follows:

- (a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match or, in the case of a first interval or interruption, the deduction shall be made from a minimum of 15 overs. No time shall be made up for any interruptions that commence after the start of the last hour.
- (b) In the case of a later interval or interruption, a deduction shall be made from the minimum number of overs which should have been bowled following the resumption of play in the last hour,
- (c) The deductions shall be based on the following factors;
 - i) The number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption, in the last session of play;
 - ii) The number of overs lost as a result of the interval or interruption (one six-ball over for every 4 minutes of interval or interruption);
 - iii) Any over left uncompleted at the end of an innings is to be excluded from these calculations;
 - (aa) Any over left uncompleted at the start of an interruption of play is to be completed when play is resumed and shall count as one over bowled;
 - (bb) An interval is to start at the end of an innings and shall end 10 minutes later. The interval is to start on the call of "time" and end on the call of "play"
- (d) If an innings is completed and a new innings has commenced during the last hour of the match, the number of overs to be bowled in the new innings shall be an amount equal to the one over for every 4 minutes or part thereof remaining for play or alternatively a number of overs which is equal to the minimum quota of overs to be completed under the circumstances specified in (a), (b) and (c) above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed

8. Fielding Restrictions

8.1 Any fielder standing closer than 10m from the striker's wicket on the on-side or in front of point of the off-side at the instant of delivery must wear the appropriate safety equipment (minimum of a helmet and abdominal protector).

9. Bowling Restrictions

- 9.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day:

Age at 1 September	Maximum Overs per Spell	Maximum Overs Per Day
Under 15	6	12
Under 18	6	14
Under 19	6	16
Over 19	No restrictions	

- (a) At the completion of the bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end.
- (b) 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.
- (c) A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the following day.
- (d) Coaches and captains are asked to apply this rule strictly and not try to avoid it by bringing up the wicket keeper artificially.

10. No Balls and Wide Balls

- 10.1 **Wide Balls:** Umpires, in discussion with the tournament manager at the pre-tournament briefing, shall agree wide lines and the level of judgement to be applied throughout the tournament. Any delivery which passes above head height of the batsman standing upright at the crease shall be called a wide ball, unless it is to be called a no-ball as per clause 10.3.
- 10.2 **No Balls:** Laws 21 and 41.7 of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 10.3 and 10.4. Law 21.10, which applies to a ball bouncing over head height of a striker, shall also apply except that such a ball shall be called a Wide Ball rather than a No Ball.
- 10.3 A bowler shall be allowed to bowl one short pitched delivery per over. Any subsequent short pitched deliveries shall be called and signalled no-ball and the umpire shall adopt the procedure of cautioning as per clause 8.4 a, b & c. A short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the batsman standing upright at the crease.
- 10.4 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 and the umpire shall adopt the following procedure;
- (a) In the first instance the Umpire shall call and signal No ball, caution the bowler and issue a first warning and inform the other umpire, Captain of the fielding team and the batsman of what has occurred.
 - (b) At the first repetition, call and signal No ball, caution the bowler and issue a second warning and inform the other umpire, Captain of the fielding team and the batsman of what has occurred.

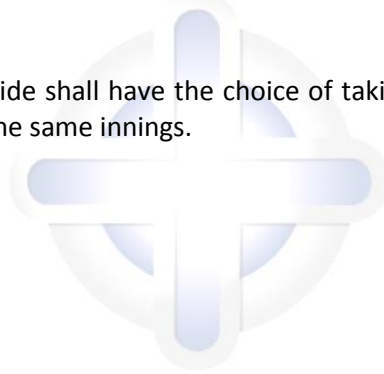
- (c) At the second repetition, call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively. Not allow the bowler, thus taken off, to bowl again in the same innings.
- (d) A delivery that passes so wide of the batsman that it cannot be considered likely to inflict injury shall be subject to the No Ball call but not warning process as per (b) and (c) above.

11. Fitness of Ground, Weather and Light

- 11.1 **Fitness:** The umpires, in consultation with the Tournament Manager, shall decide if the pitch, the light, the ground and the weather are fit for play before any session of play or whether play should be suspended. The Captains shall have no right to appeal the decision made by the Tournament Manager or umpires.

12. The Ball

- 12.1 ACA shall provide a new ball for each team in each innings of the match and shall be a red 4-piece 156g ball.
- 12.2 The Captain of the fielding side shall have the choice of taking a new ball after 80 overs have been bowled with the old one in the same innings.



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