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**WHITECROSS
DISTRICT
TOURNAMENT
Boys Under 16 T20**

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ACCIDENT & MEDICAL

2018

**Passionate
about cricket!**

General Information

Except as specifically provided for hereinafter, the Laws of Cricket (2018 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 Under 16 on September 1 2018 and must have been playing regularly in the ACA Cricket Express Junior and Youth Leagues or College Sport Auckland Competitions.

Selection of younger players is at the discretion of Districts.

All players can play in only one District Tournament per season, except where they have played the equivalent of 2 full games or less and not played in the final or third place playoff in another District Tournament in the same season.

Players to play for a District, must be eligible to play for a Club of Origin team within the District. They do not have to play in a Club of Origin Tournament to play in a District Tournament. Districts may impose additional requirements for eligibility such as requiring players to join a Club within their District in at least an affiliate capacity.

Players living out of the ACA cricketing boundaries e.g. Counties but playing regularly in the ACA junior and youth cricket express leagues or College Sport Auckland competitions, are eligible for district Teams.

Players, having played in any other Major Association (e.g. ND) trials or selection tournaments, are not eligible for any District in this tournament.

Squad Size & Composition

Matches will have 11 players batting, and 13 players eligible to field/bowl to manage total number of overs bowled by medium/fast bowlers over the Tournament (max 11 on field).

Players are not allowed to be moved between squads within the same tournament.

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.

Declared a draw if 5 overs for T20 and 15 overs for Limited Overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 20 or 40 depending on the format.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the DLS method as calculated by CricHQ.

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

Tournament Winners

The winner of the tournament shall be determined by the outcome of the championship final match. If the match is unable to be completed, or is a tie, the two teams competing the final shall be declared joint winners.

Competition Format

Under 16 T20

- 14th – 15th December (Rain Day 16th) – 2 Grass Pitches – Waikaraka Park.
- 4 Teams (4 Districts), 4 T20 Games including final, 2 Day Tournament.

All matches are to be played on grass wickets.

Competition Points

The competition points for all matches shall be as follows;

Result Type	Points
Win	3
Tie/No Result	1.5
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.

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

Medals will be provided to each member of the winning team. Trophies for players who take 5-wicket bags, hat-tricks or score a century will be created post-tournament.

Overall Tournament Honours

For the Limited Overs Tournaments, the **Peter Badley Shield** will be awarded across these tournaments:

- U18 LO40, U17 LO40, U16 LO40, U15 LO40, U14 LO40 boys

For the T20 Tournaments, the **Martin Guptill Cup** will be established and will be across these tournaments:

- U19 T20, U16 T20, U14 T20 boys
- U15 T20, U14 T20 girls.

Points will be allocated for each based on the position the District Team (if a District fields a second team in a Tournament the second team will not earn points) finished in each Tournament as follows:

- 5 points for first.
- 4 points for second.
- 3 points for third.
- 2 points for fourth.
- 1 point for fifth.

Code of Conduct

ACA will be requiring all coaches, managers, players and parents that participate in Tournaments to abide by the code of conduct stipulated by ACA. Signed acceptance of the Code of Conduct is required to be received by ACA at least 4 weeks prior to the Tournament start date.

If an individual or team breaches the code of conduct, the following penalties shall be incurred by the team:

- (i) First breach: The team and District to which the team belongs shall receive a verbal warning of the consequences of a further breach by the Tournament Director.
- (i) Second breach: The team and District to which the team belongs shall receive a written warning of the consequences of a further breach by the Tournament Director.
- (ii) Third breach: The team shall forfeit the game where the breach occurred.

An individual player may receive additional penalties if they are deemed to have breached the Laws of Cricket and/or the ACA Bylaws.

Coaching

Districts are expected to ensure parents are not coaches/selectors of teams their own children are in. Coaches should be involved with their team for a full preparation for the Tournament, which should include warm up games. If a Coach cannot make any day of a Tournament, it is expected that an assistant coach or manager that is familiar with the team be able to assist the Captain of the team on the day. If this person is a parent of a player, ACA must be advised prior to the game in writing by the District Chair.

Tournament Bowling Workloads

NZC is coming out shortly with new requirements to manage player welfare for Tournaments for Years 7/8 children. This work is extending the already published guidelines for Year's 9-13 that can be found in the NZC Game on Document. NZC's High Performance and Community teams, after reviewing our proposal, they have determined that with the byes and rest days included in our Tournaments, that the following restrictions for player welfare will be required:

Year 7/8

- 8 overs per day, 4 over spells, max 20 overs bowled during the tournament (pace/medium bowlers)
- Under 15

o 10 overs per day, 5 over spells, max 32 overs bowled during the tournament (pace/medium bowlers)
Under 18

o 10 overs per day, 6 over spells, max 42 overs bowled during the tournament (pace/medium bowlers)

To allow teams to manage these bowler workloads, the District Tournament Squads are being increased to 11 players for 9 player competitions and 13 players for 11 player competitions. In each game, 2 players can bowl and field that cannot bat. These players are to be rotated within the tournament daily.

Additional NZC Notes:

For all Tournaments (in general) that have byes as rest days would still mean that some teams could play 3 or 4 days in a row depending on when their bye falls within their fixtures.

For Years 7/8 including the 20 over max allowance means:

- o the fundamental purpose of the revised junior formats, maximum involvement for all players, is still being met and the young players' bodies will be having suitable rest to prevent injury or prevent the chance of injury during the same season.
- o the young players get used to managing bowling loads at an early age and will help players to adapt to further bowling load management during their youth and adult cricket in the future.



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T20 Playing Conditions

1. Hours of Play

1.1 Game One 9am to 12pm

First Innings 9am to 10.25am: If the first innings is not completed by 10.25am the second innings will be reduced by 1 over for every full over not bowled and the innings break will be reduced.

Second Innings 10.35am to 12pm: If the second innings is not concluded by 12pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 12pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Lunch 12pm to 12.30pm.

1.2 Game Two 12.30pm to 3.30pm

First Innings 12.30pm to 1.55pm: If the first innings is not completed by 1.55pm the second innings will be reduced by 1 over for every full over not bowled and the innings break will be reduced.

Second Innings 2.05pm to 3.30pm: If the second innings is not concluded by 3.30pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 3.30pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

2. Limitation of Innings

2.1 Each match will consist of one innings per team, each innings will be limited to 20 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 13 players the team list must identify the players 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 times are 12pm and 3.30pm.

4.3 Unless bowled out earlier, each innings shall be a minimum of 5 overs for the match to be deemed valid.

5. Interruptions due to Weather

5.1 If weather interrupts play, the finish time of the match will not be extended.

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 5 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 4 overs in an innings.

6.2 In an interrupted match where less than 20 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 4 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:
- 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:
 - Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 5 inclusive.
 - Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 6 to 15 inclusive.
 - Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 16 to 20 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
5	0	5	0
6	0	5	0
7	0	6	1
8	1	6	1
9	1	6	2
10	1	7	2
11	2	7	2
12	2	7	3
13	2	8	3
14	3	8	3
15	3	8	4
16	3	9	4
17	4	9	4
18	4	9	5
19	4	10	5
20	5	10	5
36	9	18	9
37	10	18	9
38	10	19	9
39	10	19	10

- 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 5 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 A new Kookaburra Water Resistant Pink 156gm ball for each team in each match is required.

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.

All supporters are encouraged to attend games, however, to aid with development of players, supporters viewing areas must be setup at least 20m away from the players area. Before and during games, all supporters, are encouraged to stay away from the players area where only players/coaches/managers/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.

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.