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WHITECROSS DISTRICT TOURNAMENT Boys Years 7/8 T20

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2018

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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 in year 8 (or younger) at school in 2018 and must have been playing regularly in the ACA Cricket Express Junior Leagues.

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 cricket express league, 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 9 players batting, and 11 players eligible to field/bowl to manage total number of overs bowled by medium/fast bowlers over the Tournament (max 9 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 20 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

Years 7/8 T20

- 6th – 8th January (Rain Day 9th) – 2 Artificial Pitches – LEP.
- 5 Teams (5 Districts), 5 T20 Games including final, 6 Day Tournament.

All matches are to be played on artificial 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:

- the aggregate number of runs scored shall be divided by the aggregate number of overs received;
- the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- 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.

Martin Guptill Cup

This tournament will not be considered as part of the Martin Guptill Cup.

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

- o 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.



Quick Summary	
Rules	District Year 7/8 T20
Number of Players	9 players can bat. 11 players can field/bowl with maximum 9 on field at any time.
Maximum Innings Length	20 overs
Pitch Length	18m stump to stump.
Boundary Size	Maximum 45m from the batter's stumps.
Exclusion Zone	"Ice Cream Cone" shaped with 18m semi circle behind stumps and triangle from umpire at bowler's end to the 18m points square both sides of the batters end stumps.
Bowlers Run Up	15m from stumps at bowler's end.
Spin/Slow Bowling Overs	2 overs of spin/slow - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	4 Overs Per Match, 2 over spells after all minimum overs are bowled, prior to that maximum 2 overs per player. Coaches to manage tournament workloads.
Minimum Overs Bowling	1 over unless a designated wicketkeeper. If the wicketkeeper is changed, both wicketkeepers must bowl minimum overs.
Maximum Balls Batting	30 fair balls
Batting Grace Period	None
Maximum Balls Per Over	None
No Balls	Yes
LBW, Stumping	Yes
Bowling from one end, fielders rotating	Yes
Drinks Breaks	No
When Result Occurs	When team batting second scores more runs than first innings, or is bowled out, or the overs a finished without them scoring the required runs to win.
Who can Umpire	Qualified umpires only.
Coaching during games	No team official/supporters shall communicate with any player or players on the field of play.

T20 Playing Conditions

1. Hours of Play
 - 1.1 **Game One 9.00am to 12pm**

First Innings 9.00am to 10.20am: If the first innings is not completed by 10.50am the second innings will be reduced by 1 over for every full over not bowled and the innings break will be reduced.

Second Innings 10:30am to 11.50pm: If the second innings is not concluded by 11.50pm, 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 11.50pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Lunch 11:50pm to 12.30pm.
 - 1.2 **Game Two 12.30pm to 3.30pm**

First Innings 12.30pm to 1.50pm: If the first innings is not completed by 1.50pm the second innings will be reduced by 1 over for every full over not bowled and the innings break will be reduced.

Second Innings 2.00pm to 3.20pm: If the second innings is not concluded by 3.20pm, 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 3.20pm, 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 and the Umpire(s) at the start and end of each innings. Officials should 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, at the completion of the innings Officials will apply the appropriate penalties.
2. 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.
3. Nomination of Players

Prior to the toss, all players must be in CricHQ. Coaches must identify to umpires who the spin/slow bowlers will be.
4. Toss

Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss. If a team is not present for the start of play they will be deemed to have lost the match. All players must be entered into CricHQ before the toss.
5. Coaches

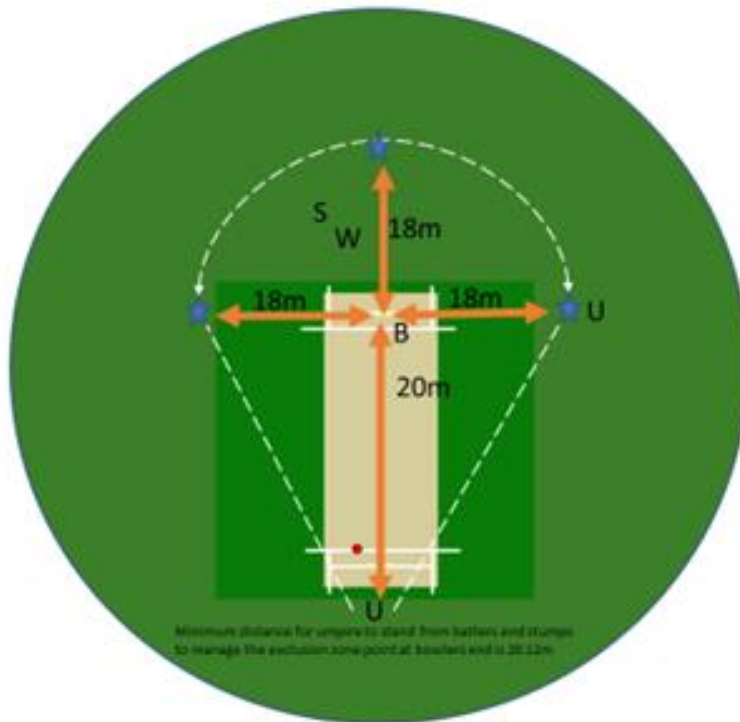
All Coaches are to have completed the Advanced Foundations Coaching Course. Coaches who are not registered and qualified will not be allowed to coach in the tournament.
6. Length of Innings

Limited Overs. Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.



7. Pitch Length
18m. Use marked lines at one end and connect the two marks provided by contractors at the other end for the bowlers end stumps and a further 1.22m for the popping crease.
8. Boundaries
45m maximum from the batter's end and marked by cones or flags.

Fielding Exclusion Zone



Markers are placed 18m square either side of the stumps at both ends. The square leg umpire is to position at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end or 20.12m from the batter's end stumps, whichever is further, to the markers either side of the stumps at the batter's end. Further, behind square on either side of the stumps, no fielder can be within 18m except for the wicketkeeper and one

slip fielder positioned no closer than in line with the wicketkeeper. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach early, the umpire will signal and call a 'no ball' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged.

Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.

9. Ball
A new Hardball Kookaburra Crown Match Red 142gm ball is to be used. A new ball can only be taken at the beginning of each innings.
10. Declarations
Not allowed.
11. Dismissals
All dismissals count.
12. Stumpings
Yes.
13. LBWs

Umpires are to always give the batter the benefit of the doubt and only give an LBW if they are completely satisfied the ball would have hit and stumps and pitched correctly. Any doubt at all should result in a not out decision.

14. No balls / Wides

Normal cricket laws apply.

Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.

Any delivery that bounces outside of the pitch will automatically be deemed a no ball.

Umpires must agree wide-lines before the start of play.

There shall be no restriction on the number of wides or no-balls which may be called in an over.

Wides and no-balls are worth 1 run.

15. Double Bounce Rule

Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease.

16. Bowling Restrictions

Maximum 4 overs per player (maximum 2 overs per spell after all bowlers bowled minimum overs). To start the innings Bowler A may bowl 1 over, then swap places with Bowler B at Mid On when Bowler B bowls 1 over, then they can swap again for Bowler A to bowl their second over. Once Bowler A and Bowler B have bowled 2 overs the whole field must rotate. This can continue with the remaining bowlers.

All players must bowl minimum 1 over (a designated wicket keeper for the whole match does not need to bowl).

A minimum of 2 overs of spin/slow bowling per innings - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.

A cone will be placed 15m behind the wickets at the bowler's end, which is the longest run up permitted. Any bowler that starts their run up beyond the cone will be deemed to have bowled a no ball.

17. Retirement/Batters Returning

Compulsory retirement of batters after 30 balls faced (wides and no balls are not counted). Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

18. Fielding

To speed up games and manage overlapping boundaries, bowling is from one end for the entire match. To ensure a fast game teams must rotate in the field i.e. each player moves clockwise after each over unless bowlers are bowling in 2 or more over spells as outlined under bowling rules above. Bowlers will bowl in the order of rotation until minimum overs are bowled by all players other than first wicket keeper (i.e. player fielding next to bowler on the onside will be the next bowler always and then after bowling will move to the next fielding position on the offside). Once minimum bowling overs are completed, rotation/bowling order is determined by the Captain.

Should the designated Captain not be the wicket keeper or bowling, they may stand at first slip or mid off and not have to rotate other than when bowling.

No player may enter the fielding exclusion zone before the batter has played their shot.

19. Wicketkeeper

One wicketkeeper is permitted for the whole innings. No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a quick drinks break. If a wicket keeper fields then they must also bowl the



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- minimum number of overs. Wicket keepers must wear ACA Proper Approved helmets – no face masks.
20. Separation of Players and Supporters Areas Before and During Games
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.



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