



ACA Cup and Shield 2019 Playing Conditions

National Primary School Cup and National Primary School Shield ACA Qualifying Rounds Playing Conditions

The MCC Laws of Cricket 2017 shall apply except as follows:

1. THE COMPETITION

The Cup competition shall be open to every male student, and the Shield competition every female student, within the Auckland Cricket Association boundaries attending a participating primary school on a full-time basis who is year eight or under as of 1st January in the year of the competition.

All schools are invited to enter the Cup and Shield competitions by 5pm on February 7th, 2019. Following allocation of pools, all games in pool play must be completed no later than March 28th 2019. All games should be scored on the CricHQ app. And the match results uploaded in CricHQ.

Any games not completed and scores uploaded to CricHQ by these dates, will be recorded automatically as an abandoned match. The top team from each Cup Pool and the top two teams from each Shield Pool will progress in the competition. If teams are tied, the team tie break to determine who progresses will be most wins, or if both teams have the same number of wins, the team with the higher Net Run Rate.

The 4 teams from the Cup and Shield competitions will be invited to play in the Finals of the competition that will be held the week of April 2nd, 2019. ACA will confirm the date and venue by March 28th.

Qualification rounds will be played in the format of Twenty20 cricket.

2. NOMINATION OF PLAYERS

Teams may have a squad of eleven players who will participate in the tournament. Additional players can be included in the squad and participate as fielding cover only. If a player suffers an injury which prevents further participation during the tournament they may be replaced (in the playing eleven) by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. All costs for additional players will be the school's responsibility.

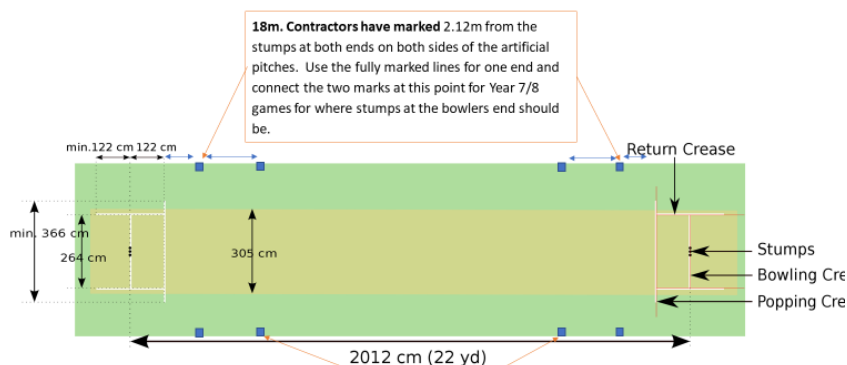
For each match, teams may be composed of eleven players (as stated above).

- (a) Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their Batting nine and the Fielding nine.
- (b) The players left out of the Fielding nine will act as 12th men for the fielding portions of the match. (i.e. the players may bat in the Batting nine but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler.

- (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.
- (e) All eleven players must be included in at least one of either the batting or fielding nine's except when a player isn't available due to injury or illness.

3. THE PITCH AND BOUNDARIES

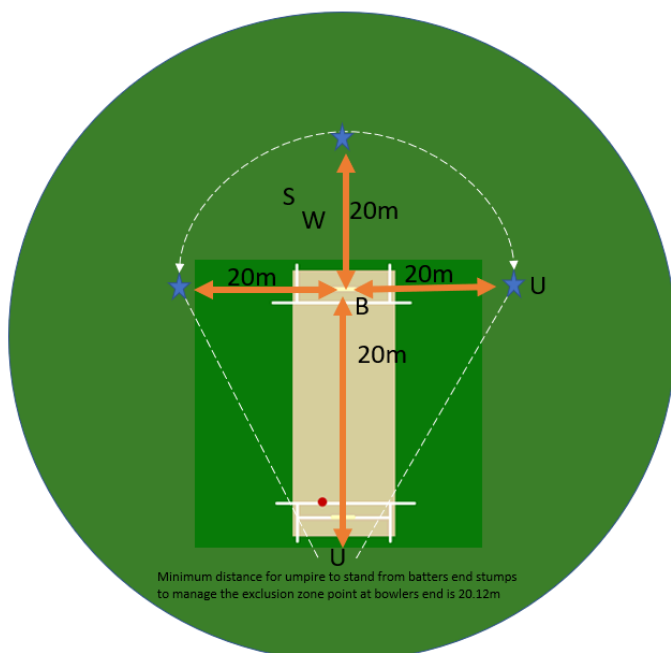
All matches will be played on 18m pitches, using spring loaded stumps.



Boundaries

45m maximum from middle of the pitch and marked by cones or flags.

Fielding Exclusion Zone



Markers are placed 20m square either side of the stumps at both ends. The square leg umpire is to position at the 20m 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 20m 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.



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.

4. THE BALL

Two piece, 142g Water Resistant Pink Kookaburra Crown balls will be used. A used ball can be used if both umpires agree it is acceptable.

5. HOURS OF PLAY AND INTERVALS

Schools will determine their own playing dates and times for pool play, so long as all pool games are completed by March 28.

6. NUMBER OF OVERS PER BOWLER

6.1 No bowler shall bowl more than four overs in an innings.

6.2 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.

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. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

7. POINTS/TOURNAMENT PLACING

7.1 Points shall be awarded as follows:

Win	2 points
No result	1 point
Loss	0 points

7.2 In the event of a game being a tie, the Bowl Out Rules, as listed below, will apply.

7.3 If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result and both teams receive a one point.

7.4 If rain interrupts a game where both teams have completed the minimum five overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.



- 7.5 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.
- 7.6 If a match is abandoned when Team Two has batted for five overs or more 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.
- 7.7 In the event of teams finishing on equal points, the tournament placings will be determined as follows:
- (a) The team with most number of wins
 - (b) The team with the highest Net Run Rate per over as calculated by CricHQ.

8. BOWL OUT

- 8.1 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.
- 8.2 The team with the highest number of hits will be deemed to be the winner.
- 8.3 In the event of a tie, a further five bowlers will each bowl one delivery.
- 8.4 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.
- 8.5 If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team.

9. NO-BALL

9.1 Free Hit

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:

- (a) There is a change of striker; or
- (b) 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.

- 9.2 If the ball passes, or would have passed, over the shoulder height of the striker standing in his normal stance at the crease, the Umpire shall call and signal No ball.

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 normal stance at the crease, the Umpire shall call and signal No ball.



10. 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.

11. CLOTHING

In all matches, teams will wear white cricket attire. Teams may wear coloured clothing at the discretion of New Zealand Cricket. Where possible it is requested that playing tops have large unique numbers on the back as these numbers are submitted with the team list when submitted to the umpires at the toss.