



General Playing Conditions 2018/2019

All games shall be played in accordance with:

- a) The specific playing conditions of a grade;
- b) The general playing conditions specified in this section
- c) The conditions specified in Laws of Cricket (2017 Code) of the Marylebone Cricket Club,

If there is any conflict between the above conditions they shall be applied in the order of priority set out above. In addition, all players, clubs and umpires shall comply with the bylaws of the Auckland Cricket Association.

These playing conditions should be read in conjunction with the specific grade playing conditions, the below is intended to clarify grade playing conditions.

PLAYER ELIGIBILITY & DISPENSATIONS

Dispensation needs to be granted by the Junior and Youth Cricket Coordinator for any players to play in:

- Lower grades than they originally played in the given season (i.e. a Year 6 Under 12 Saturday Pink Ball player requires dispensation to play in the Year 6 Under 12 Saturday White Ball grade);
- A lower year group unless specified in the individual grade playing conditions that an automatic dispensation is granted (i.e. a Year 8 under 13 player to play in an Year 7 under 12 grade).
- A higher year group unless specified in the individual grade playing conditions that an automatic dispensation is granted (i.e. a Year 7 under 12 player to play in a Year 8 under 13 grade).

Players who wish to play down a grade must have an official exemption from ACA. Applications for exemption must be made in writing by the player's club to the ACA Junior and Youth Cricket Coordinator and include:

- The player's name and age;
- The grade the player is currently in;
- The grade the player would like to play;
- Implications for other players that miss will miss out on a place in the team that the player would like to play;
- Confirmation that the parents understand the implications of a player playing up, including physical and emotional wellbeing;
- Special circumstances which lead to exemption being sought.

Dispensations will be assessed on a case-by-case basis.

CODE OF CONDUCT

The ACA Code of Conduct for Junior and Youth competitions can be viewed online on the Auckland Cricket website www.aucklandcricket.co.nz by clicking the 'Playing Conditions' tab on the home page. All participating clubs and schools agree to be bound by this Code of Conduct as a condition of team entry.

HEALTH AND SAFETY REPORTING

All participating clubs and schools agree to comply with ACA Health and Safety Policies as a condition of team entry. This includes each home team in every game at every level completing a "Match Day Venue Safety Check" and should any incidents occur, they will be recorded in the club "Incident Register". After the last playing day of each month the Health and Safety report for the completed month for each club must be emailed to the designated Health and Safety Officer for ACA. ACA Health and Safety Officer: crainey@aucklandcricket.co.nz.



HOURS OF PLAY

It is imperative that all morning games conclude by 12 noon. Afternoon games are scheduled on the same wickets and need to start on time. Coaches are to ensure the required over-rate is maintained so that the match finishes on time. Please check the playing conditions for each grade for specific hours.

PITCH LENGTH

Boys Year 8 U13 and down and Girls U13 and down play on reduced length pitches. The pitch length is specific to each grade and can be found in the grade's playing conditions.

If the game is scheduled on a full-length wicket, then its length **must** be shortened and marked before the start of play. **Instructions for how to measure and mark the pitch can be found in the playing conditions specific to each grade.**

All teams in such grades must carry a set of freestanding stumps, some chalk, and something to measure with.

TEAM COMPOSITION

Junior teams have reduced number of players. Number of players per team is specific for each format. Please check the specific playing conditions for the grade for number of players allowed per team.

EQUAL POINTS

Finals Formats (Quarter Final, Semi Final and Final) are in place for most grades where possible.

Teams will be seeded 1-8 for the Finals based on their finishing place at the end of the Round Robin games.

Should two or more teams in any grade be on equal points at the end of the Round Robin, the higher finishing team will be the team that achieved the most victories during the season over the team(s) with which it is tied. Where this method does not produce a result, the team with the higher Net Run Rate (NRR) at the end of the competition round in which the teams are tied shall be the higher finishing team.

NRR shall be calculated as: $(\text{Runs for}/\text{Overs faced}) - (\text{Runs against}/\text{Over bowled})$. If a team is dismissed in less than the total number of available overs, the overs faced shall be deemed to be the total number of available overs (not the number of overs in which they were dismissed) when calculating NRR.

DRAWS AND RESULTS

All draws and results can be viewed online on the Auckland Cricket website www.aucklandcricket.co.nz by clicking the 'Fixtures and Results' tab on the home page.

SCORING IN CRICHQ

All games must be entered in CricHQ either live or uploaded within 24 hours of completion of the game by both teams. All players must be in CricHQ under their respective teams at least 15 minutes prior to the start of play. All games must have the Spirit of Cricket rating completed in CricHQ. All results must be entered into CricHQ no later than 48 hours after the completion of the match. Failure to submit results may result in forfeiture of the match.

CANCELLATIONS

ACA will cancel all junior and youth morning cricket should there be an Auckland weather advisory from the MetService advising that it is unsafe to travel to games. ACA checks for advisories constantly and will communicate through the ACA website, Facebook and email to all Club Managers. Coaches / managers if you are unsure if the game is on we encourage you to use the contact list your club should



have provided you to call the opposition team coach/manager to discuss this. If a mutual agreement cannot be made the home team manager has final say on pitch condition and playability. If a game is abandoned, the home team coach/manager must enter the game as abandoned on CricHQ immediately. If contact cannot be made with opposition team coach/manager or club manager, contact ACA. If ACA receives a call from an away team advising they cannot contact the home team coach/manager or club manager at 7am or later, ACA has the ability to deem the fixture as abandoned if ACA believes the weather will not allow a fixture to be played. If in any doubt, please ensure you arrive at the ground on time to avoid a default.

TEAM CONTACTS LIST

Each team must maintain the Junior and Youth Team contacts list throughout the season

DEFAULTS ALL JUNIOR AND YOUTH GRADES

Should a default occur the school or club can face the following consequences:

1. If you have a side that is defaulting you need to inform ACA by 12pm on the day before the game, failure to do so, will incur an automatic fine of \$100.
2. If a team defaults three times in the same competition, they risk being debarred for the remainder of that competition and will not count towards Partnership Agreement numbers.

RESULT SUBMISSIONS

All games for all grades should be scored using the CricHQ app. Where the CricHQ App is not used for scoring live all results need to be submitted into CricHQ by 5pm Monday following the fixture. ACA will collate all unsubmitted results every Tuesday and circulate them to Club Managers, if a team features three times on this list, that team will incur a \$100 fine.

INTERRUPTIONS DUE TO WEATHER

For all games that are T20 or shorter declared a draw if 20 overs for T20 in each innings is not possible due to weather conditions.

For all Year 7, Year 8 and COO U14 LO competitions, please SEE BELOW:

1. Deduction of overs: If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the number of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.
2. 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 is 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:
 - a) The runs scored by the team batting second shall be compared with the runs scored by the team batting first in the same number of overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or
 - b) the total of the number of overs bowled to the team batting second multiplied by the average runs per over scored by the team batting first,
whichever is the higher.
3. Subject to clauses 4 and 5, if, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be determined as above, and the target score being whichever is the higher.



Examples of Application of Rules:

- a. Side batting first scores 215 in 50 overs (50 in the first 20 overs, 165 in the remaining 30 overs.) Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 166, being one more run than the runs scored by the side batting first) over its last 30 overs (at an average of 5.5 runs per over)
 - b. Side batting first scores 215 in 50 overs (110 in the first 20 overs, 105 in the remaining 30 overs). Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 130 being one more run than the average runs per over achieved by the side batting first throughout the duration of its innings multiplied by number of overs bowled, or available, to side batting second ($4.3 \times 30 = 129$). This is higher than runs scored by the side batting first in its last 30 overs.
4. In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed.
 5. If the target score of the team batting second involves a fraction of a run, the target score becomes the next highest whole number (i.e. if the target score is 125.32 the winning score becomes 126) and there cannot be a tie.
 6. During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

SUN SMART

- **SLIP** into a shirt – and slip into some shade, especially between 11am and 4pm when the ultraviolet rays are most fierce.
- **SLOP** on some sunscreen before going outdoors.
- **SLAP** on a hat with a brim or a cap with flaps. More people get burnt on the face and neck than any other part of the body, so a good hat is important.
- **WRAP** on a pair of sunglasses.

Promote the SunSmart idea at all times on the Cricket field. Parents, Coaches, Teachers and Umpires should set an example and emphasize the Slip, Slop, Slap, and Wrap message.

FIRST AID

The health, wellbeing and safety of players should be considered a priority at all times. Injury prevention is the first element of first aid, where common injuries to look out for are sprains, fractures, and bruising.

Overuse injuries are common to fast bowlers, even with young cricketers, and are mostly associated to back injuries. Parents, Teachers, Coaches and Umpires should have a basic knowledge of first aid to assist when injuries do occur.

- All players should warm up before the match.
- All players should wear the appropriate safety equipment during both practice and during the match.
- Have a First Aid kit available at all times.
- Encourage proper technique to prevent injuries occurring.
- Apply the R.I.C.E method to the affected area immediately after it occurs.
- Seek additional medical assistance if required.

The **R.I.C.E** Method:

- **REST** Stop all physical activity.
- **ICE** Apply an ice pack or an equivalent frozen bag to the injured area for around 15-20 minutes to prevent further inflammation and swelling.
- **COMPRESSION** Apply pressure to the affected area using a bandage or similar item to prevent blood and fluid from building up.

ELEVATION Raise the injured area to a level above the heart, allowing gravity to reduce swelling by draining excess blood and fluid from the injury.



WHITE CROSS CLINICS

Auckland & Whangarei

Ascot 24 Hours, Ascot Hospital, 90 Greenlane Rd East, Remuera P: 09 520 9555

Henderson, 131 Lincoln Rd, P: 09 836 3336

Lunn Ave Medical, 110 Lunn Ave, P: 09 570 8899

Glenfield, 436-440 Glenfield Rd, P: 09 444 4244

Otahuhu, 15-23 Station Rd P: 09 276 3000

Ponsonby, 202 Ponsonby Rd P: 09 376 5555

St Lukes, 52 St Lukes Rd P: 09 815 3111

New Lynn, 2140 Great North Rd P: 09 828 8912

RULES ARBITER

The Rules Arbiter will promptly, by mobile phone availability, provide decisions on Playing Conditions or Spirit of Cricket issues arising during the course of play to try and avoid any subsequent debate or dispute. In the event that the Rules Arbiter is unavailable on mobile phone, contact the Community Cricket Manager.

The Arbiter will receive and rule on written issues arising during the season and will rule on points penalties (if any) should this be relevant to a rules breach. The Arbiter's decision is final, binding and not-negotiable. All participating clubs and schools agree to be bound by these guidelines and decisions of the Arbiter.

COMPETITION CONTACTS

Junior and Youth Cricket Coordinator/ Rules Arbiter/ Health and Safety Officer

Calvin Rainey

Email: crainey@aucklandcricket.co.nz

Mobile: 022 366 1134

AUCKLAND CRICKET DISCLAIMER

Auckland Cricket along with its clubs, strives to manage all cricket activities in the most prudent manner possible and gives due care and attention to the safe running of competitions under its control. However, due to the inherent risk of accident or injury in any sporting activity, it is the responsibility of each participant to be aware that there are assumed risks involved in participation. Participants are reminded that their participation is entirely voluntary. Auckland Cricket and its clubs assume no responsibility for injuries received during participation in Auckland Cricket competitions. Personal injury sustained while playing in Auckland Cricket competitions is covered by ACC and any insurance claims should be directed to them.

NEW ZEALAND CRICKET HELMET POLICY

Auckland Cricket along with its affiliated clubs, is subject to the NZC Mandated Helmet policy. Here is the relevant quote regarding the wearing of helmets by Junior Players:

"...The following policy will be mandatory for the 2017 - 18 season, ...Helmets, with a face guard, are mandatory for junior cricketers (Under 19), including when they are playing senior cricket.

They must be worn while playing and during practice sessions when batting, [wicket]keeping (within 5 metres of the stumps) or fielding in close (with 7 metres of the stumps, excluding behind the wicket on the off-side).

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed..."