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Club of Origin Boys Under 13 LO

2019/2020

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 Under 13 on April 1 2019 and must have been playing regularly in the ACA or College Sport Auckland Competitions.

Each club is entitled to enter one "A" team and one "Development" team. Clubs with more than 4 teams playing in Under 13 competitions prior to Christmas may enter two teams in each competition. Should all 16 clubs not enter teams or there is a bye, clubs that wish to fill these vacant spaces may apply for a second team to enter. If more teams apply for the available spaces, the additional teams will be required to play each other to determine who moves through to the competition.

Selection of younger players is at the discretion of clubs.

Players who played junior cricket in ACA junior competitions (Year 5 -Year 8/Under 10 to Under 13) must represent the club that they played most of their junior cricket with. If the number of years played for two or more clubs is equal, the player can choose which club they identify as their club of origin. Players who did not play junior cricket in ACA competitions, must represent the club they first played for in an ACA youth club competition. **The current club of a player does not matter for eligibility for this competition.** Any other players who do not meet eligibility requirements will need to apply for ACA dispensation to be allowed to play. Dispensations will be considered when a player has moved home a significant distance where it is not practical to play for their original club of origin e.g. a player moves home from Orewa (Hibiscus Coast CC) to Papatoetoe (Papatoetoe CC) would receive a dispensation to play for Papatoetoe and also Manukau.

Squad Size & Composition

Maximum 10 players are allowed in a squad with 9 players allowed to bat and 9 players can bowl/wicket keep, with no more than 9 players on the field. One player is allowed to bat only and one can bowl only. The non-bowler is permitted to field as a substitute fielder. No player can bat only or bowl only more than twice in the season.

- Any player who bowls two or less overs must bat higher than bowlers who bowl additional overs.

Weather Interruptions

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/her 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 13 – LO

Tournament	Venue	Pitches	Nov/Dec 2019			Feb/Mar 2020			
			Sun	Sun	Sun	Sun	Sun	Sun	Sun
LO Competitions			3-Nov	17-Nov	1-Dec	2-Feb	16-Feb	1-Mar	15-Mar
Boys U17 LO40	Various	Artificial - Full Pitch	Day 1	Day 2	Day 3	Day 4	SF	F	Rain Day
Boys U15 LO40	Various	Artificial - Full Pitch	Day 1	Day 2	Day 3	Day 4	SF	F	Rain Day
Boys U14 LO40	Various	Artificial - Full Pitch	Day 1	Day 2	Day 3	Day 4	SF	F	Rain Day
Boys U13 LO40	Various	Artificial - 18m	Day 1	Day 2	Day 3	Day 4	SF	F	Rain Day

Competition Points

The competition points for all matches shall be as follows;

Result Type	Points
Win	3
Tie/No Result	1
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 by CricHQ.

Trophies

Medals will be provided to each member of the winning team.

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 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

Clubs are recommended 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.

Quick Summary	
Rules	COO Under 13 LO
Number of Players	Maximum 10 players are allowed in a squad with 9 players allowed to bat and 9 players can bowl/wicket keep with no more than 9 players on the field. One player is allowed to bat only and one can bowl only. The non-bowler is permitted to field as a substitute fielder. No player can bat only or bowl only more than twice in the season.
Maximum Innings Length	40 overs
Pitch Length	18m
Boundary Size	45m circle from the middle of the pitch.
Exclusion Zone	"Ice Cream Cone" shaped with 20m semi-circle behind stumps and triangle from umpire at bowler's end to the 20m points square both sides of the batter's end stumps.
Bowlers Run Up	15m from stumps at bowler's end.
Spin/Slow Bowling Overs	No limit.
Maximum Overs Bowling	8 overs per game.
Minimum Overs Bowling	2 overs per fielder, excluding a designated wicketkeeper that keeps for the entire game. Any player who bowls two overs must bat higher than bowlers who bowl additional overs.
Maximum Balls Batting	60 balls.
Batting Grace Period	None
Maximum Balls Per Over	None
No Balls	Yes with Free Hits
LBW, Stumping	Yes
Bowling from one end, fielders rotating	Yes, with compulsory fielders rotating.
Drinks Breaks	Yes
When Result Occurs	When team batting second scores more runs than first innings, or is bowled out, or the overs are finished without them scoring the required runs to win.
Who can Umpire	No Coaches allowed to Umpire. Umpires should have completed the free NZC online qualifications. Umpires are not allowed to give game advice to players during the game.
Coaching during games	No supporters shall communicate with any player or players on the field of play. Coaches/Managers are recommended to deliver any messages directly to the captain either with drinks at an appropriate moment, or by substituting a player temporarily to deliver the message, however, this must not slow the game down. No "yelling/delivering" instructions to players from the sidelines should occur.

CricHQ Match Type: Age & Stage Boys COO (Under 13 LO) - ACA

LO40 Playing Conditions

1. Hours of Play
 - 1.1 First Innings: 9.30am – 12.30pm
Lunch: 12.30pm – 1pm
Second Innings: 1pm – 4pm
 - 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 20 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. Players, Officials & Spectators Conduct

This competition 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 supporters 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.

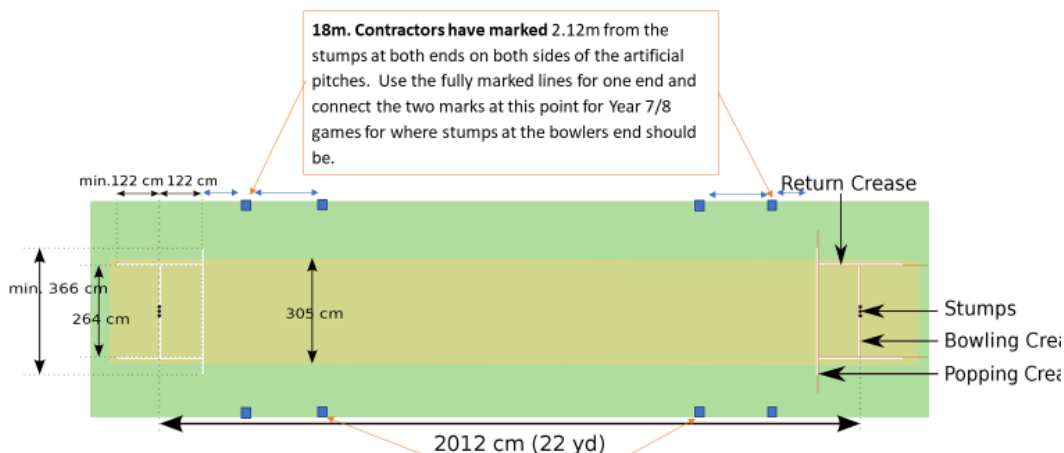
All Coaches are to have completed the [Advanced Foundations Coaching Course](#).
3. Nomination of Players

Prior to the toss, all players must be in CricHQ.
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. Length of Innings

Limited Overs. Maximum 40 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 40 overs if the team batting first has been dismissed in less than 40 overs), providing that a result is not reached beforehand.
6. Pitch Length

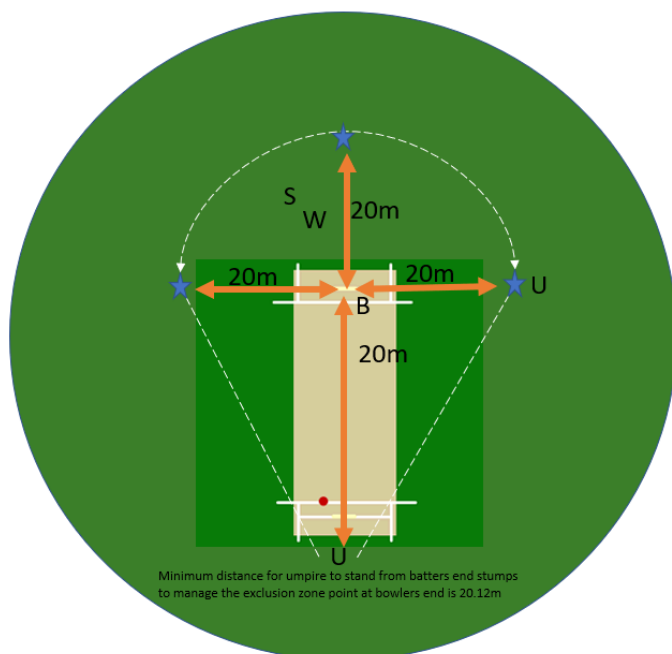
18m. Use marked lines at one end and connect the two marks provided by contractors at the other end for the bowlers' end stumps and a further 1.22m for the popping crease.



It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately. The two sides are not permitted under any circumstances to agree to different pitch lengths and boundaries. If these are not followed, the home team is subject to losing the game by default.

7. Boundaries
Maximum boundary 45m circle from middle of the pitch.

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. The next delivery will also be a Free Hit.**

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.

10. Ball
A Hardball Kookaburra Crown Water Resistant Pink 142gm ball is to be used. A new ball can only be taken at the beginning of each innings.
11. Declarations
Not allowed.
12. Dismissals
All dismissals count.
13. Stumpings
Yes.
14. 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.
15. 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 when standing in batting stance, shall be called a no-ball.
 - Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
 - If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
 - 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, but maximum 6 deliveries per over. The last over has no maximum deliveries.
- No Balls and Wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter 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 batter is facing it. This will continue until a legitimate delivery is bowled for the batter, regardless of the bowler i.e. if the over ends the first ball of the next bowlers over will be required to be a Free Hit.

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 a 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.

16. Length of Overs

6 good balls with a maximum of 6 deliveries per over (including wides/no balls). The last over has no maximum deliveries.

17. Bowling Restrictions

17.1 No bowler shall bowl more than 8 overs in an 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.

17.2 In an interrupted match where less than 40 overs are to be bowled, no bowler may bowl more than a maximum of one fifth of the overs allowed.

17.3 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.

17.4 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.

17.5 A cone should 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.**

17.6 No player may bowl their third over until all players have bowled two overs.

18. Wicketkeeper

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. If a wicket keeper fields then he/she must also bowl the minimum number of overs. Wicket keepers must wear ACA approved proper helmets.

19. 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.

20. Retirement/Batters Returning

Compulsory retirement of batters after 60 balls faced i.e. wides and no balls are 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.

Note: Manipulating batting so that batters deliberately get out (batting side) to bring back “better” batters or deliberately not getting batters out (bowling side) to stop “better” batters coming back, are both against the spirit of cricket.

21. Fielding

- **To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field i.e. each player moves clockwise after each over unless bowlers are bowling in 2 over spells initially 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 in a fixed position for example 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.

22. Music

The batting side is permitted to play music during their innings as batters walk on/off, between overs and during any breaks of play e.g. drinks break, innings break. This should not delay the game.

23. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition in CricHQ.