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Club of Origin Boys Under 17 T20

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 17 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 team. Should all 16 clubs not enter teams, 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 17 – T20

Tournament	Venue	Pitches	Dec-19				Jan-20				
			Tue	Wed	Thu	Fri	Tue	Wed	Thu	Fri	
			17-Dec	18-Dec	19-Dec	20-Dec	14-Jan	15-Jan	16-Jan	17-Jan	
T20 Tournaments											
Boys U17 T20		Artificial - Full pitch						Day 1	Day 2	Day 3	Rain Day
Boys U15 T20		Artificial - Full pitch	Day 1	Day 2	Day 3	Rain Day					

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 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 17 T20
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	20 overs
Pitch Length	Full length
Boundary Size	Full boundaries
Fielding Restrictions	There are powerplays in place during the matches.
Bowlers Run Up	No limit.
Spin/Slow Bowling Overs	No limit.
Maximum Overs Bowling	4 overs per game.
Minimum Overs Bowling	None
Maximum Balls Batting	None
Batting Grace Period	None
Maximum Balls Per Over	None
No Balls	Yes
LBW, Stumping	Yes
Bowling from one end, fielders rotating	No
Drinks Breaks	Only if the match is moving quickly enough to not delay the end of the innings.
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 17 T20) - ACA

T20 Playing Conditions

- Hours of Play
Game One 9am to 12pm
First Innings 9am to 10.25am
Second Innings 10.35am to 12pm

Lunch 12pm to 12.30pm.

- Game Two 12.30pm to 3.30pm**
First Innings 12.30pm to 1.55pm
Second Innings 2.05pm to 3.30pm

The first innings should conclude no more than 1 hour 15 minutes from the start time. Should the first innings not be completed in 1 hour and 25 minutes, the second innings will be reduced by 1 over for every full over not bowled at that point. The second innings should conclude no more than 1 hour 15 minutes from the start time. Should the first innings not be completed in 1 hour and 25 minutes, each full over not bowled at that point will be multiplied by 6 runs and added to the second innings score e.g. if innings is in 18th over at 1 hour 25 minutes, 12 runs will be added to the score (2 complete overs multiplied by 6) and the result based on the new total will be determined by DLS calculations from CricHQ.

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.

- 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](#).
- Nomination of Players
Prior to the toss, all players must be in CricHQ.
- 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.
- 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.
- Pitch Length
Full Pitch.

7. Boundaries
Full marked boundaries.
8. Fielding Restrictions
- 8.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 8.2 In addition to the restriction in clause 8.1 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.
- 8.3 The following fielding restrictions shall apply:
- (a) 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:
- (b) 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.
- (c) 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.
- (d) 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.
- 8.4 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

- 8.5 If play is interrupted during an innings and the table in 8.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- 8.6 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.
- 8.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 8.8 If the inner fielding circle is not marked, umpires shall use their discretion in applying this rule.

8.9 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).

9. No Balls and Wide Balls

9.1 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.

9.2 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.

9.3 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.

9.4 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;

(a) 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.

(b) 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.

(c) 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.

(d) 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.

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.

10. Ball

A Hardball Kookaburra Crown Water Resistant Pink 156gm ball is to be used – a used ball can be used if the umpires are satisfied with the condition of the ball prior to the start of the match. 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. Bowling Restrictions

15.1 No bowler shall bowl more than 4 overs in an innings.

15.2 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.

15.3 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.

16. 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.

17. 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.

18. Spirit of Cricket Rating

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