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WHITECROSS
DISTRICT
Development Series
Girls Under 13 T20
ACCIDENT & MEDICAL

2019

**Passionate
about cricket!**

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 Series 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 Series Report.

Any disputes concerning results and associated matters shall be referred to and be resolved by the Series Referee whose decision shall be final and binding.

Eligibility

To be eligible for the Series all players must be under 13 on September 1 2018 and must have been playing regularly in the ACA Cricket Express Junior Leagues. Selection of younger players is at the discretion of Districts.

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 Series to play in a District Series. 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 leagues, are eligible for district Teams. Players, having played in any other Major Association (e.g. ND) trials or selection series, are not eligible for any District in this series.

Squad Size & Composition

Matches will have 9 players batting and fielding. Any additional players can only be used as fielding substitutes. Players are not allowed to be moved between squads within the same series.

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 series manager for information on the resumption of play.

The series 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 series, the series manager has the right to amend the series 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 series manager may direct a change of venue due to weather or ground conditions.

Series Winners

The winner of the series 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 T20

- Pool Play February 10, 24
- Finals March 3 (Semi Final, Final and Third Place Playoff)

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 series 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:

- (a) the aggregate number of runs scored shall be divided by the aggregate number of overs received;
- (b) the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- (c) 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.

Code of Conduct

ACA will be requiring all coaches, managers, players and parents that participate in Series to abide by the code of conduct stipulated by ACA.

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 Series 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 Series 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 should strive to not have parents as coaches/selectors of teams their own children are in. If a Coach cannot make any day of a Series, 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 Coach is a parent of a player, ACA must be advised prior to the game in writing by the District Chair.

T20 Playing Conditions

1. Hours of Play

- **Game One: 9.30am to 12pm**
- **Game Two: 12.30pm – 3.00pm**

The first innings should conclude no more than 1 hour from the start time. Should the first innings not be completed in 1 hour and 10 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 from the start time. Should the first innings not be completed in 1 hour and 10 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 10 minutes, 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 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.

2. Players, Officials & Spectators Conduct

This series 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

One hour prior to the toss all players must be entered into CricHQ for the team on the day.

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.

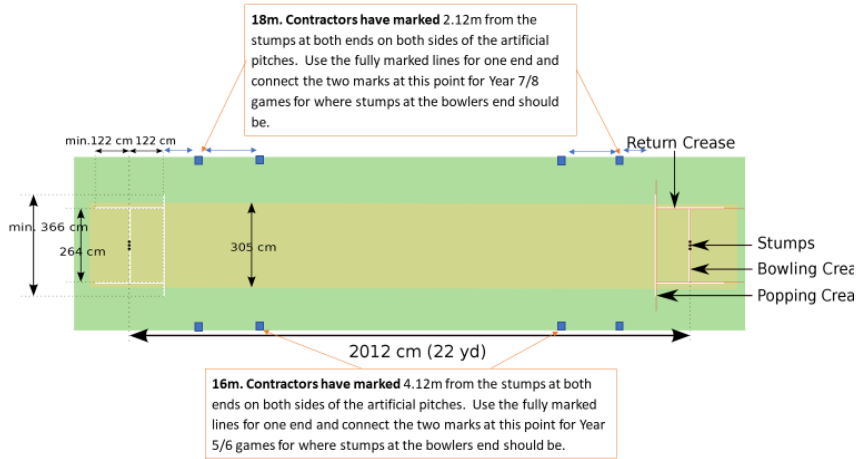
5. Coaches

All Coaches are to at least be qualified through the NZC Advanced Foundations Coaching Course.

6. Length of Innings

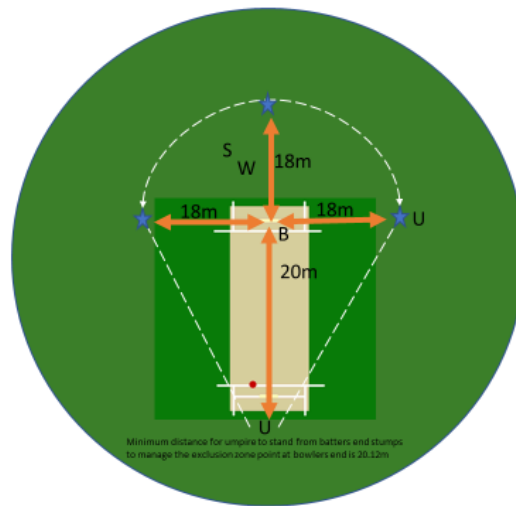
Limited Overs. Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

7. Pitch Length
18m from Stump to Stump.



8. Boundaries
45m maximum from middle of the pitch 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 142gm ball will be provided by ACA for each innings. 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).
A minimum of 2 overs of spin/slow bowling per innings.
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. 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 scheduled drinks break. If a wicket keeper fields then they must also bowl the minimum number of overs. Wicket keepers must wear full protective helmets approved by ACA.
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.