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**WHITECROSS
DISTRICT
Development Series
Girls Under 14 T20**

2019

**Passionate
about cricket!**

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 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 14 on April 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 10 players eligible to field/bowl (max 9 on field).

Any players who do not bowl and are used in the field must bat no lower than 7.

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 14 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 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.

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:

- 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.
- 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.
- 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.



Quick Summary	
Rules	District Development Series Under 13
Number of Players	9 players can bat. 10 players can field/bowl with maximum 9 on field at any time. Any one who does not bowl must bat no lower than 7.
Maximum Innings Length	20 overs
Pitch Length	18m
Boundary Size	45m circle from the middle of the pitch.
Fielding Restrictions	There are powerplays in place during the matches.
Bowlers Run Up	15m
Spin/Slow Bowling Overs	No limit.
Maximum Overs Bowling	4 overs per game.
Minimum Overs Bowling	1 over per fielder, excluding a designated wicketkeeper that keeps for the entire game.
Maximum Balls Batting	30 balls.
Batting Grace Period	None
Maximum Balls Per Over	6 good deliveries, with a maximum of 8 deliveries including any wides/no balls. Last over is unlimited.
No Balls	Yes
LBW, Stumping	Yes
Bowling from one end, fielders rotating	Yes, with compulsory fielders rotating.
Drinks Breaks	No official drinks break, however if innings is progressing quickly enough a 3-minute maximum break can be taken.
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.

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

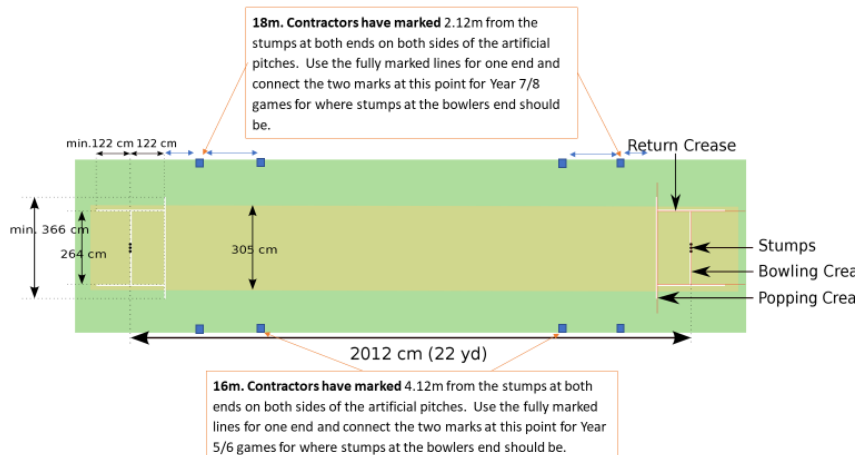
All Coaches are to at least be qualified through the NZC Advanced Foundations Coaching Course.

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. Bowling is from one end for the entire match.



8. Boundaries

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

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:
- 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:
 - 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.
 - 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.
 - 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 9.3 and 9.4.
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 9.4 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.

10. 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.

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, 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.

Overs consist of 6 good balls, with a maximum of 8 deliveries including any wides or no balls. Last over is unlimited.

16. 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.

17. Bowling Restrictions

17.1 Maximum 4 overs per player. Maximum 2 over spells. 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 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.

17.3 No player may bowl their third over until all players have bowled one over.

17.4 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.

17.5 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.

17.6 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a maximum of 2 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.

17.7 All fielders, other than a designated Wicket Keeper that staying keeping for the entire match, must bowl a minimum of 1 over.

18. Fielding

- Teams must rotate in the field i.e. each player moves clockwise after each over unless bowlers are bowling in 2 over spells 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.

19. Retirement/Batters Returning

Compulsory retirement of batters after 30 balls faced (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.

20. 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.

21. 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.