



ACA NZCT Cup Qualifying Finals 2019 Playing Conditions

The MCC Laws of Cricket 2017 shall apply except as follows:

1. THE COMPETITION

The NZCT Cup Qualifying shall be open to every male student, within the Auckland Cricket Association boundaries attending a participating secondary school on a full-time basis who is in **Year Nine during Term 4 2019**.

All schools are invited to enter the NZCT Cup qualifying competitions by 5pm on August 12th, 2019. Following allocation of pools, all games in pool play must be completed no later than November 1st, 2019. All games should be scored on the CricHQ app. Any games not completed, and scores uploaded to CricHQ by this date will be recorded automatically as abandoned.

The top four teams from pool play will progress to the ACA Qualifying Finals. Positions will be determined by wins, or if teams have the same number of wins, the team with the higher Net Run Rate will progress.

The Finals of the qualifying competition will be held the week of November 11th, 2019. The format will be 3 pool games, with a final between the top two sides to determine the ACA qualifier. A rain date will be allowed for the final only, however, if the final is not played, the top qualifier will be determined the winner and move on to the national finals.

The format is Limited 40 Overs cricket, referenced as LO 40.

2. NOMINATION OF PLAYERS

Teams may have a squad of up to twelve players who will participate in the tournament. Additional players can be included in the squad and participate as fielding cover only. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager.

For each match, teams may be composed of up to twelve players (as stated above), with no more than eleven on the field.

- (a) All players must be entered into CricHQ prior to the match.
- (b) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. THE BALL

156gm Kookaburra Water Resistant Crown Pink Balls will be used for the competition. ACA will provide a new ball for the start of each innings in the field for each game, including finals.

4. HOURS OF PLAY AND INTERVALS:

- a. The normal session times shall be the following:
10.00am – 12.40pm Session 1
12.40pm – 1.10pm Interval
1.10pm – 3.50pm Session 2
Close of play for calculation purposes will be 5.00pm.
- b. In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 10 minutes.
- c. Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.
- d. The Tournament Manager may direct a change of venue because of weather or ground conditions. This includes the use of all-weather pitches of suitable quality only when grass pitches are not available.

5. NUMBER OF OVERS PER BOWLER

- a. No bowler shall bowl more than eight six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 32 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.
- b. 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. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. LIMITATIONS OF OVERS FOR PACE BOWLERS

- a. All pace bowlers (defined as non-spin bowlers) are subject to a limitation of overs allowed to be bowled per spell. This rule is made in the interests of player safety and follows extensive research findings.
- b. Coaches are asked to apply the rule. Player safety must be placed as a higher priority than match results.



- c. In the event of any dispute at the tournament, the matter should be referred to the NZC Tournament Manager whose ruling will be final.
- d. A non-spin bowler will be restricted to a bowling load of six overs in any one spell in this competition. Changing of ends mid-spell does not warrant end of spell.
- e. The following rules apply:
 - i. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs of the length of that spell, are bowled from the same end.
 - ii. In the event 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.
 - iii. In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
 - iv. Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

7. POINTS/TOURNAMENT PLACING

- a. Points shall be awarded as follows: Win 2-points, No result 1-point, Loss 0-points
- b. The four finalists will each play three round robin matches. The top two teams at the completion of the round robin matches will compete in a final to determine the winner. Should the Final not be playable on the scheduled date, or the scheduled rain date, the winner will be determined to be the top ranked team from round robin play.
- c. If no play is possible during round robin play, the tournament will be abandoned, and rescheduled.
- d. In the event of a tie, the Super Over procedure (as referred to in BK Super Smash Playing Conditions) will apply to achieve a result. If, due to weather interruption, the Super Over cannot be carried out a "bowl out" will apply. See below the bowl out procedure.
- e. If rain interrupts and prevents each team from completing a minimum of 20 overs, the match will be called a "no result" and both teams receive one point.



- f. If rain interrupts a game where both teams have completed the minimum of 20 overs and the scores are tied, Duckworth Lewis will be used as calculated by CricHQ.
- g. In the event of teams finishing on equal points, the tournament placings will be determined as follows:
 - i. The team with the greatest number of wins
 - ii. The team with the highest Net Run Rate per over

8. BOWL OUT

- a. Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors.
- b. The team with the highest number of hits will be deemed to be the winner.
- c. In the event of a tie, a further five bowlers will each bowl one delivery.
- d. If the scores are still tied, the above process will be repeated using the same groupings and until such time as a winner is found.
- e. If a bowler bowls a No Ball it will count as their delivery but will not count towards the score of the team.

9. NO BALL

Free Hit

The delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman 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 batsman is facing it.

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 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.

If the ball passes, or would have passed, over the shoulder height of the striker standing in his normal stance at the crease, the Umpire shall call and signal No ball.

If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batter standing in his normal stance at the crease, the Umpire shall call and signal No ball.



10. WIDE BOWLING

Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping crease, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

11. CLOTHING

In all matches, teams will wear coloured clothing which has been approved by NZC. Where possible it is requested that playing tops have large numbers on the back as the numbers are submitted with the team list when submitted to the umpires at the toss.