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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 ACA Under 13 Competitions and in Year 8 or 9 at school.

Players who are under 12 on April 1 2019 are not allowed to play Under 13 or older Club of Origin Cricket for 2019/2020 unless provided a dispensation. Dispensations will only be considered under the following circumstance:

- The Under 12 player is in Year 8 at school for 2019.

The dispensation for Club of Origin must be approved and recorded by the Schools Participation Coordinator, Coach Development Manager, or Community Development Manager.

A dispensation for Saturday club cricket does not transfer to Club of Origin.

Players who played junior cricket in ACA junior competitions (Year 6/Under 11 to Year 8/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. **For further information on eligibility, dispensations and stand down periods, please refer to published eligibility policy documentation.**

### Club Entries

Each club is entitled to enter at least one team. Seeding of clubs in this season's Club of Origin competitions will be based on 2018/2019 Year 8 total teams. This includes the Club of Origin Under 14, LO40, Pink and White T20 grades.

Seeding 1-8	Seeding 9-16
ParnCC	NSCC
CCC	BCCC
GUCC	ECC
HPCC	ERDCC
AUCC	KCC
SNLCC	HCCC
TDCA	PapCC
ECBCC	WCC

For the 2019/2020 season all Club of Origin LO competitions will be seeding as above. If for any competition a club does not take it's seeding place, the teams will move up and the extra places will be allocated by offering



them to the highest seeded clubs e.g. if TDCA chooses not to enter a team, all clubs will move up a place, with NSCC moving into the top 8 and Parnell CC being offered the 16<sup>th</sup> place. Clubs can enter multiple teams and this seeding will continue to be used to form pools beyond the 16 teams, using the same method for all additional places.

For the 2020/2021 season, seeding will be determined by rankings in each age group from the 2019/2020 competitions. The bottom placed team from any group of 8 will automatically be relegated to the pool below and the winner of the pool below will automatically be promoted up for the 2020/2021 season.

Clubs that have multiple team entries and want to promote teams from lower pools may do so. Dispensations will not be required from ACA. The clubs that have more than one team in a grade will be ineligible for promotion from the lower seeding if they win their pool. The next ranked team will be promoted that used the same squad with any dispensations approved from ACA for injury/unavailability.

Players can not play in two club of origin teams within one pool.

This does not apply to clubs with one team in a grade.

### **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 has bowled four or less overs must bat ahead of any player that has bowled five or more overs.

### **Weather Interruptions**

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



### ACA CLUB OF ORIGIN DEVELOPMENT TOURNAMENTS PLAYING DATES - 2019/20 SEASON

Tournament	Venue	Pitches	Dec-19				Jan-20			
			Tue	Wed	Thu	Fri	Tue	Wed	Thu	Fri
			17-Dec	18-Dec	19-Dec	20-Dec	7-Jan	8-Jan	9-Jan	10-Jan
<b>T20 Tournaments</b>										
Boys U17 T20	Huapai Domain	Artificial - Full pitch								
Boys U15 T20	Huapai Domain	Artificial - Full pitch	Day 1	Day 2	Day 3	Rain Day				
Boys U13 T20	Huapai Domain	Artificial - 18m					Day 1	Day 2	Day 3	Rain Day

Tournament	Venue	Pitches	Oct/Dec 2019			Feb/Mar 2020			
			Sun	Sun	Sun	Sun	Sun	Sun	Sun
			3-Nov	1-Dec	8-Dec	2-Feb	9-Feb	23-Feb	1-Mar
<b>LO Competitions</b>									
Boys U17 LO40	Various	Artificial - Full Pitch	Day 1	Day 2	Rain	Day 3	QF	SF	F
Boys U15 LO40	Various	Artificial - Full Pitch	Day 1	Day 2	Rain	Day 3	QF	SF	F
Boys U13 LO40	Various	Artificial - 18m 2019 Artificial - Full Pitch 2020	Day 1	Day 2	Rain Day	Day 3	QF	SF	F

### 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.

### 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 & Managing

Clubs are expected 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 by the Club Manager.

All coaches and assistant coaches of Club of Origin teams must be:

- Registered on the ACA Friendly Manager Database
- Have completed the Vulnerable Persons and Young Adults Modules via the online learning platform
- Have submitted ID for Police Vetting
- Have a minimum qualification of the Advanced Foundation
  - o Where this is not possible, dispensation must be sought from ACA prior to the tournament.

All team managers of Club of origin teams must be:

- Registered on the ACA Friendly Manager Database
- Have completed the Vulnerable Persons and Young Adults Modules via the online learning platform
- Have submitted ID for Police Vetting
- Where this is not possible, dispensation must be sought from ACA prior to the tournament.



<b>Quick Summary</b>	
<b>Rules</b>	<b>COO Under 13 LO</b>
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: 2019 matches. Full pitch: 2020 matches
Boundary Size	45m circle from the middle of the pitch.
Fielding Restrictions	No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions. Fielding restrictions apply. At all times 1-2 players must be on the boundary behind square and 2-3 players must be on the boundary in front of square. At no time can more than 5 players be on the boundary. Additionally, at least 1 player must be in a slip fielding position for the innings.
Bowlers Run Up	15m from stumps at bowler's end.
Maximum Overs Bowling	8 overs per game.
Minimum Overs Bowling	Two overs per fielder, excluding a designated wicketkeeper that keeps for the entire game. Any player who has bowled four or less overs must bat ahead of any player that has bowled five or more overs.
Maximum Balls Batting	60 balls.
Batting Grace Period	None
Maximum Balls Per Over	6 balls.
No Balls	Yes with Free Hits
LBW, Stumping	Yes
Bowling from one end.	Yes, with compulsory fielders rotating.
Drinks Breaks	Yes, maximum four minutes.
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: COO (Under 13 LO) - ACA**

## LO40 Playing Conditions

### 1. Hours of Play

1.1 First Innings: 9.30am – 12pm

Lunch: 12pm – 12.30pm

Second Innings: 12.30pm – 3pm

1.2 One drinks break of a maximum of four 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.

### 3. Nomination of Players

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

### 4. Toss

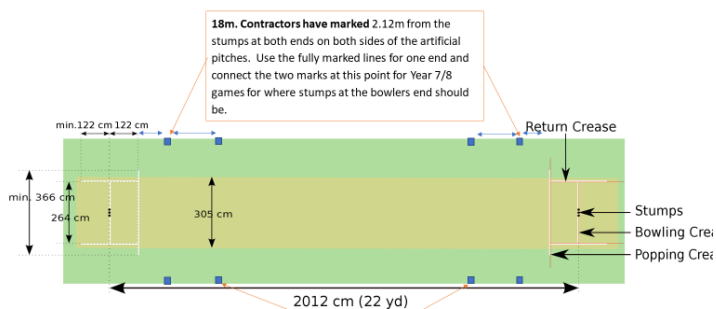
Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss. If a team is not present for the start of play they will be deemed to have lost the match. All players must be entered into CricHQ before the toss.

### 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 for 2019 matches. 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.



Full pitch for 2020 matches.

### 7. Boundaries

Maximum boundary 45m circle from middle of the pitch.



### **Fielding Restrictions**

- No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions.
- At all times 1-2 players must be on the boundary behind square and 2-3 players must be on the boundary in front of square. At no time can more than 5 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.
- At least 1 player must be in a slip fielding position for the innings.

**If fielding restrictions are not met, 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.**

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. 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 Maximum 8 overs per player. Maximum 4 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 Any player who has bowled four or less overs must bat ahead of any player that has bowled five or more overs.
- 17.3 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.
- 17.4 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.
- 17.5 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, must stay away from the players area where only players/coaches/managers/scorers can enter. Only umpires, coaches or managers can 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.
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.
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.