



# District General Playing Conditions 2020/2021

All District cricket in Auckland shall be played in accordance with:

- (a) The specific playing conditions of the tournament;
- (b) The general playing conditions specified in this section;
- (c) The ACA senior playing conditions;
- (d) The conditions specified in Laws of Cricket (2017 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (d) will be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

Coaches, Managers and Captains are to encourage fair play, the Spirit of Cricket and general sportsmanship between sides and their supporters. Try to resolve any disputes on the day.

Failure to follow these Playing Conditions, ACA rules and any by-laws may result in disciplinary action being taken by ACA.

The Tournament Manager shall rule on any matter relating to the enforcement or interpretation of Condition all 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 Manager whose decision shall be final and binding, this includes any CricHQ, NRR, or any other issues that involve official rankings. All disputes must be officially raised by 7pm on the day of the match to be considered, or for boys U19 games within 24 hours of the match finishing. Any correspondence received in the first instance after the aforementioned time will not be considered.

## General Eligibility

- All Players to play for an Affiliated District must be a Member of an Affiliated Club that is a member of that District for the current season.
- To service the requirements of a member, each player must have a full CricHQ profile within that club that is affiliated to the District by no later than October 16<sup>th</sup>, 2020 for U19 boys' players and October 31<sup>st</sup>, 2020 for all other players.
- If a player wishes to join a District after this date;
  - (a) If the player is coming from outside Auckland, the District must apply for a dispensation.
  - (b) If the player is coming from another District within Auckland, the District the player is wishing to join, must apply for a dispensation.
- Should a player appear in two clubs affiliated with different Districts the club the player represents in the higher level of competition will be deemed as their club in terms of District eligibility.
- Kumeu players who represented Western in the 2018/19 season or before and have not represented Tuaraki are eligible for either Western or Tuaraki subject to ACA approving the dispensation request if they wish to play for Western. All Kumeu players who have not previously represented Western, are solely eligible for Tuaraki. These players fall under the 'grandfather' clause from the moving of Kumeu to Tuaraki.
- For girl's District Tournaments only, with the aim of maximising team entries a player who does not meet the above criteria can represent another District subject to both districts agreeing and ACA approving this as a dispensation request. As an example: If Eastern District has more players available that weren't



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selected for the current District Tournament, and Manukau District needs more players to field a side, the unselected players can become available to Manukau District, if Eastern District agrees to release them and the players are happy to do so.

- All players can play in only one age group District Tournament per season.
- All players must have their full CricHQ profile in the District team they are representing seven days before the tournament begins.
- If a player fails to satisfy the above or is not granted dispensation, they will be deemed ineligible.
- Dispensation applications will be considered on a case by case basis at the sole discretion of ACA and must be submitted 14 days before the respective tournament begins by the District Chair.

## Age Eligibilities

- **District Under 15 Tournament**

To be eligible for this tournament all players must be Under 15 on April 1<sup>st</sup>, 2020 and must be in Year 9 or higher in 2020.

- **District Under 17 Tournament**

To be eligible for this tournament all players must be Under 17 on September 1<sup>st</sup>, 2020 and must be in Year 9 or higher in 2020.

- **District Under 19 Tournament**

To be eligible for this tournament all players must be Under 19 on September 1<sup>st</sup>, 2020 and must be in Year 9 or higher in 2020.

**No dispensations will be considered by ACA for any players aged 12 or younger on April 1<sup>st</sup>, 2020 to play in these competitions.**

## Finals Eligibility

Players to play in a final of any tournament must have played at least one regular round game of that Tournament prior to the final.

## Outside of ACA Cricket Boundary Players

Players living out of the ACA cricketing boundary but meet eligibility criteria and are playing regularly in ACA competitions or College Sport Auckland Competitions, are eligible for District Teams.

Players, having played in any other Major Association (e.g. ND) trials or selection tournaments in the same season, are not eligible for any District team unless they have moved permanently to Auckland and meet the eligibility requirements as listed above.

## District Entries and Qualifying

Each District may enter a maximum of one team in any tournament. At the discretion of the Association any District may be permitted to enter more than one team in any such tournament if a team from another District has withdrawn from that tournament or cannot fill their spot leaving an odd number of teams in that tournament, or if for any other reason it is deemed that the inclusion in that tournament of an additional team or teams from that District would be appropriate.



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## 1. THE COMPETITION(S)

- 1.1 **Boys U17 and U19** - Teams will complete a full round-robin made up of T20 and LO matches as per the draw with points gained from all matches (4 x T20 and 1 x LO). At the completion of the round-robin stage, the teams will play in a finals round for final standings (which will be LO). With 1 v 2, 3 v 4 and 5 v 6 playing off for places according to the teams' standings at the end of the round-robin stage.
- 1.2 **Girls U15 and U17** – Teams will complete a full round-robin made up of T20 matches as per the draw (5 x T20). At the completion of the round-robin stage, the teams will play in a finals round for final standings. With 1 v 2, 3 v 4 and 5 v 6 playing off for places according to the teams' standings at the end of the round-robin stage.
- 1.3 **Tied Games** - If a finals round game (1 v 2, 3 v 4, 5 v 6) is tied at the completion of the game a Super Over shall be actioned as in Appendix 1. All other games will be deemed as 'tied' and the points allocated as such.
- 1.4 **Reserve Days** - There will only be a reserve day for the final game being 1 v 2 no other game will have a reserve day. If the final cannot be played on the reserve day, the superior team will be the one that finished higher in the round-robin stage.

## 2. NOMINATION OF PLAYERS

- 2.1 For each match teams may be composed of twelve players.
- 2.2 Prior to the toss for each match all players must be entered into CricHQ and each captain must provide a list of their batting XI and their fielding XI to the umpire/s. The player left out of the fielding XI will act as a 12th for the fielding portions of the match. (i.e. the player may bat in the batting XI but may not bowl).
- 2.3 The 12th player may be rotated on and off the field acting as substitute fielder, subject to the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field.
- 2.4 No player (batter) can only bat in the match and not take part in the field.
- 2.5 The wicketkeeper cannot be designated as the non-bowler.
- 2.6 There is no limit on squad size, subject to all players meeting the eligibility criteria Districts can rotate their squad as they see necessary throughout a tournament.

## 3. THE TOSS

- 3.1 Toss for innings: The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start.
- 3.2 The winner of the toss shall notify their decision to bat or field to the opposing captain immediately following the toss. Once notified, the decision cannot be changed.



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## 4. UMPIRING

- 4.1 Umpires: In a match where two official umpires have not been appointed, the batting side shall provide a square leg umpire who may be a supporter, coach, manager or a player from the batting side. This square-leg umpire will only rule on stumpings and run-outs and provide assistance on counting.
- 4.2 It is the responsibility of each team to ensure that any non-official umpires used in matches are fully conversant with the Laws of Cricket and the relevant Playing Conditions.
- 4.3 When someone is acting as an umpire, providing coaching advice and/or instructions to players is not permitted.
- 4.4 If there are no appointed umpires, each team will agree to provide one umpire.

## 5. BALLS TO THE OVER

- 5.1 Number of balls: Six fair balls shall be bowled in each over.

## 6. MODE OF DELIVERY

- 6.1 No underarm bowling: No bowler shall deliver the ball underarm.

## 7. TIME ON GROUND

- 7.1 Sole arbiters: Umpires shall be the sole arbiters of playing times and will identify an official timepiece.

## 8. WIDE BALLS AND NO BALLS

- 8.1 **Wide balls:** The following rules shall apply in respect of wide balls:

(a) Any offside or leg side delivery which, in the sole opinion of the umpire, does not give the batter 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. Umpires shall consider the level at which the match is being played before such strict enforcement of this rule.

(b) In the following circumstances a ball shall not be called a wide: If the ball touches the Striker's bat or person; if the Striker moves and causes the ball to pass Wide of him; if the Striker moves and as a result brings the ball within his reach by means of a normal cricket stroke.

(c) The ball is not dead on the call of a wide ball by the umpire.

(d) A penalty of one run shall be awarded for a Wide ball (unless specified otherwise in specific grade playing conditions) and shall be in addition to any other runs scored.

(e) All runs scored (including the wide ball penalty) are to be debited to the Bowler.

- 8.2 **No balls – Full Tosses:** 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. Whenever such a delivery is bowled, the umpire shall call and signal No Ball.
- 8.3 The bowling of a delivery is defined as in 8.2 is also dangerous if the bowler's end umpire considers there is a risk of injury to the striker.



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- 8.4 In the event of such a dangerous delivery being bowled, the Umpire at the bowler's end shall adopt the following procedure (which procedure shall apply throughout the whole of an innings, and not just during the course of one over):
- (a) On the first occasion on which a bowler bowls a 'dangerous' full toss, the Umpire shall call and signal No Ball, caution the bowler, issue that bowler with a first and final warning and inform the other umpire, the Captain of the fielding team and the batter of what has occurred.
  - (b) On the second occasion on which a bowler bowls such a delivery, the Umpire shall 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 have the over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Umpires shall not allow the bowler, thus taken off, to bowl again in the same innings.
  - (c) Report the occurrence to both Captains and to the ACA which shall take any further action which is considered to be appropriate against the bowler concerned.
- 8.5 **No Balls - Bouncers:** The following rules shall apply in respect of short pitched deliveries above shoulder height;
- (a) Refer to relevant tournament playing conditions for allowed number of short pitched deliveries per over.
  - (b) Law 21.10, which applies to a ball bouncing overhead height of a striker, shall apply except that such a ball shall be called a Wide Ball rather than a No Ball.
- 8.6 Laws 21 and 41.6 and 41.7 of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 7.2 and 7.3.

## **No Ball - 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.*

## **9. BOUNDARIES**

- 9.1 Interference by person: When a ball is stopped from reaching the boundary by a non-fielding person, the umpire(s) will decide whether it would have reached the boundary and whether it shall be scored as a boundary or runs in progress.



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9.2 Obstructions overhanging the field of play: Where trees or other permanent structures grounded outside the field of play overhang the field of play, unless the team captains agree to the contrary (and communicate such arrangements to the umpires prior to the start of play), as soon as the ball strikes the overhanging obstruction, the umpire shall award a boundary six to the striker.

9.3 Permanent obstructions within the field of play: Where there are permanent obstructions within the field of play, unless the team captains agree to the contrary (and communicate such contrary arrangements to the umpires prior to the start of play), as soon as the ball strikes such obstruction, the umpire shall award a boundary four to the striker, regardless of whether or not the ball strikes the obstruction on the full.

## 10. FITNESS OF GROUND, WEATHER AND LIGHT

10.1 **Fitness:** Where appointed, the umpires shall decide if the pitch, the light, the ground and the weather are fit for play before any session of play or whether play should be suspended, provided that:

(a) The umpire(s) shall first establish whether both captains, or if necessary, the batsmen at the wicket, want to continue to play in unfit conditions and, if so, play shall continue;

(b) After agreeing to play in unfit conditions, the umpires will only suspend play if conditions subsequently deteriorate. Note: As an example, although persistent drizzle may not increase in intensity this may cause ground or pitch conditions to become dangerous or unreasonable for further play.

(c) If conditions have deteriorated so that in the sole opinion of the umpire(s) continuing play would be unreasonable or dangerous they shall immediately suspend play. This shall overrule the allowance in clause 10.1 (a) above.

10.2 No spiked footwear: Spiked footwear shall not be worn on artificial pitches while batting or bowling, in case of damage.

10.3 Each venue shall have an appointed 'lead' ACA umpire. 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.

10.4 The tournament manager may at their 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. The tournament manager may direct a change of venue due to weather or ground conditions.

## 11. WEATHER INTERRUPTIONS

11.1 **If an interruption occurs in the innings of the team batting first,** the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number. For example, if seven overs lost, each team shall lose four overs.

11.2 **Second Innings Target:** If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be reduced (minimum overs for the format unless the team batting first was all out sooner), then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth, Lewis, Stern (DLS) method which is inbuilt into the CricHQ application.

11.3 If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete 4 minutes for boys' tournaments and 3.75 minutes for girls' tournaments of playing time lost.



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For example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes lost, three overs shall be deducted.

- 11.4 **Late Start - Reduction of Overs:** In the event of a late start or a disruption for any reason, the number of overs to be bowled shall be calculated by allocating one over for each 4 minutes for boys tournaments and 3.75 minutes for girls tournaments of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the total overs remaining.
- 11.5 **Closing Time:** For the purpose of determining the number of overs remaining to be bowled in a match which has a late start, or is interrupted for any reason, the scheduled finishing times will be determined in the specific playing conditions.
- 11.6 If weather interrupts play, the closing time of the match will not be extended other than to complete the re-scheduled number of overs but only if there is claiming time as outlined in the specific playing conditions.

## 12. PRACTICE ON PITCHES

- 12.1 **No practices:** If, in respect of any ground, the condition of the pitch or ground is deemed to be such that a match shall not be commenced or played on a pitch, practices shall not be allowed on that pitch. Practice within the boundaries shall cease 10 minutes before the time of commencement of play. No person may test a pitch for bounce before the commencement of play by bowling or bouncing a ball on it.

## 13. ALTERNATIVE PITCHES

- 13.1 Unfit pitches: If, for any reason, a ground official or ground authority deems a pitch to be unfit for play during a match, or that undue delay would occur as a result of the pitch’s condition before the commencement of play, an alternative pitch (if available) should be used (this includes artificial).

## 14. TOURNAMENT POINTS

- 14.1 The tournament points for all matches shall be as follows:

| Result Type         | Points |
|---------------------|--------|
| Win                 | 3      |
| Tie                 | 1.5    |
| No Result/Abandoned | 1.5    |
| Loss                | 0      |

### 14.2 Equal Points

If two or more teams are tied on the same number of points, the superior side shall be determined by the following method(s):

- (a) The team with the most number of wins.
- (b) If still equal, the team with the highest Net Run Rate (NRR), in accordance with the formula set in clause 14 of the senior general playing conditions.
- (c) If still equal, the team with the most number of wins over the other team(s) with which it is tied.
- (d) If still equal, then by the higher runs scored per wicket lost. A team’s runs scored per wicket is calculated by dividing the team’s total runs scored by the total wickets lost during the tournament.



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14.3 **Net run rate:** If net run rate is required to assess a team's placing in a tournament, or for any other reason, the net run rate shall be calculated as per CricHQ.

## 15. BALLS

15.1 Use of balls: Law 4 of the Laws of Cricket and the instructions to umpires issued by the MCC shall apply to the use of balls in any match except:

(a) In all matches a new ball shall be used in each innings

15.2 Approved balls: The schedule of approved balls is as follows:

|                |                                    |
|----------------|------------------------------------|
| Girls U15, U19 | Kookaburra Crown WR 142g - PINK    |
| Boys U17, U19  | Kookaburra Club Match 156g - WHITE |

15.3 **Changing a ball:** A ball may only be changed during an innings in the following circumstances:

(a) on the direction of umpires appointed by the ACA to control the match; or

(b) following agreement by the captains; or

(c) where the ball has clearly lost its spherical shape; or

(d) where the string is coming out of the seam; or

(e) where the ball has been lost.

## 16. TEAMS FIELDING LESS THAN ELEVEN PLAYERS

16.1 Side deemed all out: Where a team has less than eleven players that team will be, and is deemed to be, dismissed by the fielding side when only one of its players remains who has not been dismissed. For the avoidance of doubt, such a team may only declare its innings closed in the following circumstances:

(a) where that team has seven players, before the fall of its sixth wicket;

(b) where that team has eight players, before the fall of its seventh wicket;

(c) where that team has nine players, before the fall of its eighth wicket; and

(d) where that team has ten players, before the fall of its ninth wicket.

**Scorers need to ensure the innings is completed properly in CricHQ to ensure no issues with calculating Net Run Rate.**

## 17. PENALTY RUNS

17.1 Penalty runs shall only be awarded under the following rules:



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28.2 – Illegally fielding the ball and;

28.3 – Protective helmets belonging to the fielding side

## 18. CLOSE FIELDING

18.1 Fielders standing closer than 10 meters from the Striker in the ‘unsafe’ area (in the diagram below) should wear protective equipment as detailed in clause 20.

**Bowler to RH Batsman**



Fielders may stand within 10 meters of the striker in the ‘safe’ area (slips) without any protective equipment.

## 19. PROTECTIVE EQUIPMENT

19.1 Players should wear the appropriate protective equipment as a minimum;

- Batting: Helmet, leg guards, groin protector, thigh guard, gloves
- Close Fielding: Helmet, groin protector, shin guards
- Wicket keeping: Leg guards, gloves, groin protector and when standing up to the stumps – a helmet

The wearing of protective equipment is the personal responsibility of each player and coaches should provide appropriate safety guidance to their teams.

## 20. CAPTAINCY AND ON FIELD COACHING

20.1 All aspects of player captaincy should be encouraged with only minimum assistance from coaches from the boundary.

20.2 Any person umpiring a match may not give any coaching assistance while on the field of play.

## 21. BOWLERS RESTRICTIONS

21.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day:

| Age                 | Maximum Overs per Spell | Maximum Overs Per Day |
|---------------------|-------------------------|-----------------------|
| Under 15 at 1 April | 4                       | 8                     |



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|                                    |          |           |
|------------------------------------|----------|-----------|
| <b>Under 19 at 1<br/>September</b> | <b>6</b> | <b>10</b> |
|------------------------------------|----------|-----------|

(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) Bowling restrictions do not apply if there is a Super Over.

## 22. PLAYING UNIFORMS

22.1 Teams must be outfitted in appropriate team uniforms. All players must be outfitted in the same uniform.

22.2 It is encouraged that all games are to be played in coloured clothing, including pants and pads to being covered in appropriate coloured clads and should not clash with the colour of the ball (white/pink). However, for 2020/21 only leniency will be provided as long as all players are in the same clothing.

## 23. CODE OF CONDUCT

ACA requires 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 Manager.

(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.

## 24. COACHING AND MANAGING

Districts are expected to ensure parents are not coaches/selectors of teams their own children are in. Coaches should be involved with their team for 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.



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All coaches and assistant coaches of District 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 NZC Development Course (Formally L1)

Where this is not possible, dispensation must be sought from ACA at least 7 days prior to the tournament.

All team managers of District 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 at least 7 days prior to the tournament.

## 25. PLAYERS, OFFICIALS, AND SPECTATORS CONDUCT

This tournament 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 other than coaches as outlined in 21.1.

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 or spectators remonstrate with umpires.

All supporters are encouraged to attend games, however, to aid with the development of players, supporters viewing areas are encouraged to be setup at least 20m away from the players area.

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.

## 26. TOURNAMENT WINNERS

**26.1 Trophies:** Medals will be provided to each member of the tournament winning team.

**26.2** There will be Tournament winners for the following:

- Boys Under 17 and Under 19
- Girls Under U15 and Under 17

When a tournament has two formats, for the purposes to determine who wins the overall tournament, the tournament winner will be the team that has the most points across both formats.



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For each tournament, points will be allocated to teams in the following order, noting that only one team per District can earn points, therefore if a second team is in a tournament, the lower placed team from that District will earn 0 points and no points will be allocated for that place in the tournament i.e. the next placed team will earn points for the next place not move up and receive higher points:

- 6 points for first.
- 5 points for second.
- 4 points for third.
- 3 points for fourth.
- 2 points for fifth.
- 1 point for sixth.

## 27. OVERALL DISTRICT TOURNAMENT HONOURS

27.1 For the overall Tournament winners the **Peter Badley Shield** will be awarded across the four District tournaments.

27.2 Only the top ranked team from any District will contribute points towards the Shield.

27.3 In the event of a tie, the number of 1<sup>st</sup> placements that earn points will be used as a tiebreaker for both the Badley, if still tied, it will be shared between the teams tied for 1<sup>st</sup>.



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## Appendix 1 Super Over

### Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted for a Finals match (including; 1 v 2, 3 v 4 and 5 v 6).

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match (or reserve day if it is utilised) at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed Note: re unfit light conditions see clause 13 below.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the main match shall also apply in the Super Over.
6. Any penance time being served in the main match shall be carried forward to the Super Over.
7. Each team's over is played with the same fielding restrictions as apply for the last over in a normal Limited Over or T20 match.
8. The team batting second in the match will bat first in the Super Over.
9. The ball used will be the same one as used by the respective sides in their bowling innings. If this ball is unavailable, the umpires will select an adequate replacement, no new balls can be used.
10. The loss of two wickets in the over ends the team's one over innings.
11. The winner is deemed to be the team with the most runs from their respective Super Over.
12. In the event of the teams having the same score after the Super Over has been completed, a new Super Over will be scheduled, with the team batting at the end of the first Super Over to bat first with the same rules as above applying. If another Super Over cannot be completed due to weather see clause 13. In the event a Super Over nor Bowl Out can be scheduled the following will be applied to deem the superior team:
  - (a) The team who lost the least wickets in the Super Over.
  - (b) If still equal, the team whose batters hit the most number of boundaries (fours and sixes) in the Super Over shall be the winner.
  - (c) If still equal the team who lost the least wickets in the main match (ignoring the Super Over shall be the winner.

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- (d) If still equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.
- (e) If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

| Example          |        |        |
|------------------|--------|--------|
| Runs Scored from | Team 1 | Team 2 |
| Ball 6           | 1      | 1      |
| Ball 5           | 4      | 4      |
| Ball 4           | 2      | 1      |
| Ball 3           | 6      | 2      |
| Ball 2           | 0      | 1      |
| Ball 1           | 2      | 6      |

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings, however team 1 scored 2 runs from its 4th ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

- 13. The Umpires shall determine the suitability of the light. Only in the event bad light prohibits the application of the Super Over, then a Bowl Out shall take place as below.

## Bowl Out

### Procedure for the Bowl Out

The following procedure will apply if the Umpires deem the light unfit to apply a Super Over.

1. Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.
2. The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a “sudden death” basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.
3. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.
4. If a bowler bowls a No Ball it will count as one of his two deliveries but will not count towards the score of the team.
5. Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket