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**AUCKLAND CRICKET ASSOCIATION INC.**  
PRIVATE BAG 56 906, DOMINION ROAD, AUCKLAND 3.  
TELEPHONE 09 815 4855. FACSIMILE 09 846 4464.

**OFFICIALS, DRAWS AND PLAYING CONDITIONS**

**Under 15 Boys District Tournament 2008/09  
Tournament Officials 'A' & 'B' Section:**

<b>Tournament Manager:</b>	<b>A Section:</b>	Jeff Chapman	021 108 1258
	<b>B Section:</b>	Tim Simmons	027 499 6682
<b>Tournament Committee:</b>		Jeff Chapman	
		Tim Simmons	
		Kieran McMillan	021 285 2237
		Chris Lander	021 765 550
<b>Ground Official:</b>		Roger Brittenden	021 297 5084

**Section A Draw: all matches 10.30am start**

**Round 1 – Sunday 7/12/08 – 1 Day Match**

Manukau v Eastern	Devonport Domain 2
North Harbour Burgundy v Western	Devonport Domain 3
North Harbour Black v Central	Devonport Domain 4

**Round 2 – Sunday 14/12/08 – 1 Day Match**

Western v Central	Bayswater 1a
Eastern v North Harbour Black	Takapuna Grammar 1a
North Harbour Burgundy v Manukau	Vauxhall Reserve 1a

**Round 3 – Monday 15 & Tuesday 16/12/08 – 2 Day Match**

North Harbour Black v Western	Devonport Domain 2
Manukau District v Central	Devonport Domain 3
Eastern v North Harbour Burgundy	Devonport Domain 4

**Round 4 – Wednesday 17/12/08 – 1 Day Match**

North Harbour Burgundy v Central	Devonport Domain 2
Western v Eastern	Devonport Domain 3
North Harbour Black v Manukau	Devonport Domain 4

**Round 5 – Thursday 18 & Friday 19/12/08 – 2 Day Match**

North Harbour Black v North Harbour Burgundy	Devonport Domain 2
Eastern v Central	Devonport Domain 3
Western v Manukau District	Devonport Domain 4



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**Section B Draw – All 1 Day Matches – All 10.30am Start:**

**Round 1 – Sunday 14/12/08**

Western v North Harbour Burgundy	Birkenhead War Memorial 3a
Manukau District v Eastern	Birkenhead War Memorial 1a
North Harbour Black v Central	Birkenhead War Memorial 2a

**Round 2 – Monday 15/12/08 (GAME TO START AT 9.45AM)**

Western v Manukau District	Birkenhead War Memorial 2a
Central v Eastern	Birkenhead War Memorial 3a
North Harbour Black v North Harbour Burgundy	Birkenhead War Memorial 1a

**Round 3 – Tuesday 16/12/08**

Western v Central	Birkenhead War Memorial 1a
Manukau District v North Harbour Burgundy	Birkenhead War Memorial 3a
North Harbour Black v Eastern	Birkenhead War Memorial 2a

**Round 4 – Wednesday 17/12/08**

North Harbour Burgundy v Eastern	Birkenhead War Memorial 2a
Western v North Harbour Black	Birkenhead War Memorial 3a
Manukau District v Central	Birkenhead War Memorial 1a

**Round 5 – Thursday 18/12/08**

North Harbour Black v Manukau District	Birkenhead War Memorial 3a
Eastern v Western	Birkenhead War Memorial 1a
Central v North Harbour Burgundy	Birkenhead War Memorial 2a

**Reserve Day for B section:** In the event of bad weather and the loss of a complete day's play, Friday 19 December 2008 will be used as a reserve day to complete the round. If there is more than one match lost to bad weather, the first-affected match will be played on the reserve day. All decisions regarding the use of the reserve day will be at the sole direction of the Tournament Committee.

**Eligibility:** To be eligible for the tournament all players (A & B Sections) must be under 15 on 1 September of the year in which the teams are to compete and either a financial member of a club or a pupil in a school in the District for which they are selected.

In the event that a player is a financial member of a club within one district and a pupil of school in another district, the district within which the club is located will have first claim on the player's services for the tournament. If that player is not selected by that district he may be selected by the district within which the school which he attends is located.

**Squad Size:** Each team squad shall comprise no more than 13 players. No "A" squad members can be moved down to the "B" section. Players can be moved between the "B" and "A" competitions for reasons of genuine unavailability (eg. national schools competition) and/or injury only. Any planned movement of a player between the B and A sections must be communicated in the first instance to the Tournament Manager, whom will decide whether it will be authorised or not. In the instance of an injury, the team manager/coach must advise the Tournament Manager as soon as practicable as to any planned movement between the squads. Again, the Tournament Manager will determine the authorisation.

## **Playing Conditions Under 15 Boys 'A' Section**

Except as specifically provided for hereinafter, the Laws of Cricket (2000 Code) and any subsequent changes shall apply to all matches. ACA Bylaws where applicable shall also apply.

**N.B. The 5 run penalty clauses as per Laws 2, 18, 41 and 42 will not apply to District Selection Tournaments.**

**The Tournament Committee shall rule on any matter relating to the enforcement or interpretation of these playing conditions and its decision shall be final. Details of any disputed matters shall be recorded in any Tournament Report.**

### **The 'A' Section Tournament: Tournament Winners**

- (a) The Tournament shall consist of two rounds of two-day matches played on grass pitches and three rounds of one-day matches on artificial pitches or grass pitches if possible.
- (b) NB In the event that no play is possible on the first day of a two-day match because of inclement weather conditions the match will revert to a one-day match. The playing conditions for one-day matches can be found under the U15 'B' section playing conditions.
- (c) Points from one-day matches are to be added to those earned in the two day matches when determining the 'A' Section Tournament winner.
  - Subject always to **three** rounds of round robin play having been completed: -
    1. The team having accumulated the most points at the conclusion of the Tournament shall be declared the winner.
    2. In the event that two or more teams have accumulated the **same number of points** at the conclusion of the Tournament those teams shall be declared "Joint winners".
    3. If, in the opinion of the Tournament Committee, three rounds of competition have **not** been completed, the Committee reserves the right to decline to declare a tournament winner.
    4. Where as a result of variable weather conditions, completion of all games in a round cannot be achieved the Tournament Committee may elect to determine that all games on that day be deemed no result games and points be allocated to all teams accordingly.
    5. Any disputes concerning results and associated matters shall be referred to and be resolved by the Tournament Committee whose decision shall be final and binding.

## Two Day Matches

### 1. Playing sessions:

Commencement of Play until Lunch:	10.30am – 12.40pm
Lunch until Tea:	1.20pm – 3.30pm
Tea until Close of Play:	3.45pm – 5.45pm

**Note:** The session closing time shall be observed only if the required minimum number of overs have been completed (refer Clause 20) or if time is lost, where a lesser number of overs have been calculated as being required to be bowled (refer Clause 19(b))

### 2. Times for Start and Cessation of Play (Law 16):

- (a) Except as provided for in paragraph 4(b) of this Playing Condition and Playing Condition 19(a), the normal hours of play, including intervals, shall be confined to the period between 10.30 am and 5.45 p.m. and shall not exceed 6 hrs 20 mins on any day. The Tournament Manager shall set the actual hours of play and these are hereby notified to all competing teams as stated above in Clause 1. The Tournament Manager may vary the normal hours of play specified in this Playing Condition provided the specified maximum of 6 hrs 20 mins per day is not exceeded.
- (b) In the event of a cessation of play, the number of overs to be bowled between the resumption and conclusion of that day's play shall be calculated according to the provisions of Playing Condition 19(b).
- (c) There shall be a lunch break of a minimum of 40 minutes and a tea break of at least 15 minutes.
- (d) Subject to Playing Condition 19 the Tournament Manager may direct a change of venue or date because of weather or ground conditions. This includes the use of artificial pitches of suitable quality only when grass pitches are not available.
- (e) If the commencement or resumption of play is delayed by weather play is to proceed on pitches, as they become available.
- (f) **17 overs** shall be bowled in the last hour of the match (**refer Playing Condition 19 (c)**).
- (g) (1) On the last day, and regardless of whether a result is unlikely to be achieved, the earliest play may cease, by mutual agreement of both captains, will be 1 hour prior to the scheduled close.  
  
(2) For the purpose of this Playing Condition any variation to the standard time for cessation of play as a result of the implementation of Playing Conditions 3(h) to 3(j) shall be deemed to be the scheduled time for cessation.
- (h) Competing teams may, by mutual agreement extend the interval between innings to 15 minutes if the distance between the match pitch and

dressing rooms causes delays. The additional 5 minutes utilized for such intervals is to be made up at the conclusion of the day's play.

- (i) Notwithstanding any variation to the standard hours of play and subject to Laws 16.6 and Playing Condition 19(a), the total hours of play of a match, including extra time as in Playing Condition 3(h) or time made up, shall not exceed 12 Hours 40 mins.
- (j) **No team may bat for more than half the scheduled match time.**

### **3. Time for Lunch Interval (Law 15):**

- (a) The lunch interval shall be 40 minutes or as otherwise set down by the Tournament Manager in terms of Playing Condition 2(a).
- (b) Law 15.6 (Innings ending or stoppage within 10 minutes of interval) will apply.
- (c) The set time for the lunch interval may be varied if, owing to the weather or the state of the ground, an alteration has been agreed upon by the captains or ordered by the Umpires, but always subject to the approval of the Tournament Manager

### **4. Time for Tea Interval (Law 15):**

- (a) The tea interval shall be 15 minutes as set down by the Tournament Manager.
- (b) Law 15.7 (innings ending or stoppage within 30 minutes of interval) will apply but Law 15.8 (Tea Interval - continuation of play) will not apply.
- (c) In the event of delays, the tea interval may be varied by direction of the umpires at the request of the captains should they so agree.

### **5. Nomination of Players (Law 1.2)**

- (a) For each match teams may be composed of twelve players. Prior to the Toss for each match team captains must provide opposing captains and the Umpires a list of their Batting XI and their Fielding XI.) **(N.B.** For the purposes of Playing Condition 20, Fielding Lists are to clearly identify players deemed Pace Bowlers). The player left out of the Fielding XI will act as a normal 12<sup>th</sup> Man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl or keep wickets). Up to a maximum of two other squad members may also act as traditional 12<sup>th</sup> Men providing they do not bat, bowl or keep wickets.
- b) Where possible no player shall be 12<sup>th</sup> Man for more than one match

### **6. Appointment of Umpires (Law 3.1):**

Umpires for this Tournament shall be provided and appointed by the Auckland Cricket Association if available. Otherwise each District team entered shall have available for each day's play a person competent and able to act.

## 7. Fitness of Ground, Weather and Light (Law 3.8):

Law 3.8 is replaced by the following provisions:

- (1) Pitch, Ground and Weather (excluding Light):
  - (i) All decisions concerning the fitness of the pitch, ground and weather (excluding Light) for play shall be in the hands of the Umpires and the Tournament Manager, provided that the Umpires shall not abandon play for the day prior to the tea adjournment without the consent of the Tournament Manager or his nominee;
  - (ii) Decisions as to the fitness of the pitch, ground and weather shall come under the control of the Umpires 20 minutes before the scheduled time for the commencement of play;
- (2) Fitness of Light:
  - (i) The fitness of the light before the commencement of play in any session shall be entirely in the hands of the Umpires. The Umpires, on appeal, shall decide the fitness of light for play whilst the players are on the field. Only one appeal per batting side per session will be allowed, provided that, if an interruption which necessitates players leaving the field takes place in any session and play restarts before the next scheduled adjournment, a further appeal will be allowed the batting side in that session after any such interruption.
  - (ii) If, having rejected an appeal against the light, the umpires subsequently decide conditions have deteriorated sufficiently to warrant a suspension of play, they shall first ascertain whether the batsmen wish to continue their innings before making a decision to suspend play. The fielding side shall have no right of appeal against the light.

## 8. Attendance of Umpires (Law 3.1):

The umpires shall report to the Tournament Manager not less than 1 hour before the start of play.

## 9. Approval of Balls (Law 5.2):

Law 5.2 is replaced by: The Tournament Manager will supply four- piece good quality balls as approved by Auckland Cricket. The same make and quality of ball shall be used throughout the match. The Umpires shall take custody of match balls at the close of play and at all intervals, stoppages and the like.

## 10. New Ball (Law 5.4):

In place of Law 5.4 the following will apply: The Captain of the fielding side shall have the choice of taking the new ball after 80 overs have been bowled with the old one. Either captain may demand a new ball at the start of each innings. **Note:** The over in which the new ball is taken, whether or not such ball is taken after a number of balls have been bowled with the old one, is to be regarded as the first over in computing the number of overs in respect of the new ball.

#### **11. The Pitch – Selection and Preparation (Law 7.2):**

Law 7.2 shall apply and in addition: Captains, Umpires and Ground Staff should co-operate to ensure that prior to a match no player bowls, bounces or practices with a ball on or near the pitch, or strikes it with a bat, to assess its condition.

#### **12. Rolling, Sweeping and Mowing the Pitch (Law 10.1):**

Law 10.1 will apply but in addition: The Umpires are empowered to authorize the Ground Staff to roll, sweep and otherwise treat the pitch by such manner and means which they, bearing in mind the advice of the Ground Staff, consider will return the state of the pitch as near as possible to that pertaining when the choice of innings was made.

#### **13. Mowing of the Outfield (Law 10.3):**

Law 10.3 will apply but in addition: If it is not practicable to cut the playing ground other than the pitch each day, the grass shall be cut in sections on alternate days (e.g. the area around the pitch being mown on the day and the outer area on the alternate day). Provided that in the event of the ground being affected by the weather during the course of the match the umpires may direct that the ground, or part thereof shall be cut at such other time or times as they think desirable.

#### **14. Maintenance of Foot Holes (Law 10.6):**

Law 10.6 will apply but in addition: The Umpires shall see that wherever possible, and whenever it is considered necessary, action is taken during all intervals in play, to do whatever is practicable to improve the bowler's and batsmen's foot holes.

#### **15. Declarations & Forfeiture (Law 14):**

(1) Law 14 will apply. In addition, it should be noted that Law 14 provides that only the captain of the batting side may declare an innings closed and it is not the intention that any declaration should become the subject of an agreement between opposing captains. If the umpires have grounds for thinking that any such agreement has taken place they shall report accordingly to the Tournament Manager, and if he is satisfied beyond doubt that such agreement did occur, any points scored shall not be counted.

(2) No innings may be forfeited.

#### **16. Intervals for Drinks (Law 15.9):**

Law 15.9 shall apply except that on the final day of a match the drinks shall be taken before the commencement of the last scheduled hour of the match and, after that interval, the minimum of 17 overs (as required by Law 16.6 as amended for the purpose of these Playing Conditions by Playing Condition 3(f)) shall be bowled.

Drinks must be taken on the field of play

## 17. Boundaries (Law 19):

- (a) Law 19 will apply but in addition: The Ground Authority shall aim to provide the largest possible playing area subject to no boundary exceeding a distance of 85 meters from the centre of the pitch. No boundary if possible should be less than 50 meters. Any unavoidable overlap between boundaries of adjoining playing areas should if possible not exceed 20 meters at its widest point.
- (b) If, prior to a match, the Umpires consider that the maximum area has not been utilized for the marking of boundaries meeting the standard set down in this Playing Condition they shall, subject to consultation with the ground and Tournament authorities, be empowered to have then moved to achieve this objective.

## 18. Sight Screens (Law 19):

Not Applicable.

## 19. Over Rates:

- (a) Play shall continue on each day until the completion of 6 hrs 20 mins play or such other time as may determined or directed by the Tournament Manager.
- (b) If play is suspended for any reason, the number of overs remaining to be bowled in the day shall be determined by calculating the time available remaining to the close of play i.e. 5.45 pm and dividing the result by 3 minutes for each over.
- (c) On the last day of a two day match, a minimum of 17 overs shall be bowled in the last hour, or until 100 overs have been completed (as per Clause 20), whichever is the greater number of overs. The last hour shall commence at 4.45pm.

Eg. 1: At 4.45pm 87 overs have been bowled on the last day of a two day match and there has been one change of innings. Thus, in effect 90 overs have been bowled, allowing 3 overs for the change of innings. The last hour has been signalled by the umpire and 17 overs must now be bowled. There will therefore be 104 overs that will be bowled in the last day of this match.

Eg. 2: At 4.45pm 80 overs have been bowled on the last day of a two day match and there has been no changes of innings. There are 20 overs left to complete 100 overs in the day. All 20 overs must be bowled.

- (d) Except on the final day if, as a result of ground, weather or light causing a suspension of play, the players are already off the field at the scheduled cessation time or go off the field at any time thereafter, stumps shall be drawn.
- (e) If an innings ends during the course of an over, such part over shall count as a full over so far as the minimum number of overs to be bowled in a day is concerned.

- (f) Should play be suspended for the day in the middle of an over, that over must be completed the next day in addition to the minimum number of overs ( if any) to be bowled that day.
- (g) Except as provided in Playing Condition 2(g)(1) there shall be no further play on any day, other than on the last day, if a wicket falls during the last minimum over within two minutes of the scheduled cessation time or thereafter.

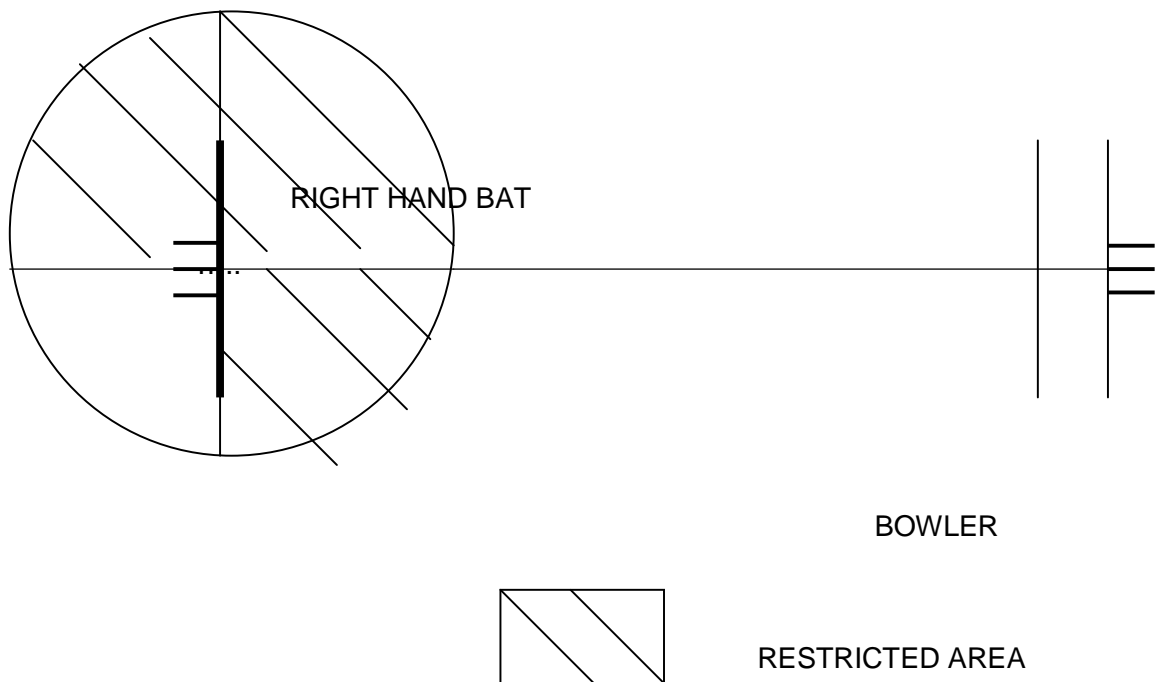
**20. Minimum Overs**

Subject always to Clause 19(b) on each day of a two day game a minimum of 100 overs must be bowled. In calculating the minimum overs a reduction of three overs shall be allowed for a change of innings during the relevant day.

**21. Limited Field Placement:**

Any fielder standing closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side at the moment of delivery must wear a helmet with a face visor and an abdominal protector – **see diagram.**  
*[Notes: (1) Fielder may stand within 10 meters of the striker without protection if they are in the off-side slips position.]*

Diagram applies to a Right Hand Bat



## **22. Limitation of Overs for Pace Bowlers:**

(Note: This restriction does not apply to Spin Bowlers)

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. This rule is made in the interests of player safety and follows extensive research findings throughout Australia. Coaches are asked to apply the rule strictly and not to try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as a higher priority than match results. In the event of any dispute at the Tournament, the matter shall be referred to the Tournament Manager or his nominee whose ruling will be final.

**Under 15                      Maximum of 6 overs per spell**  
**Maximum of 14 overs per day**

At the completion of the bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of the spell from that end is bowled from the same end.

A bowler who has bowled a spell of less than the maximum set out above may resume bowling prior to the completion of the necessary break as defined above, but this will be considered an extension of the same spell, and the limit of overs in total for the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

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.

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.

In the instance where an innings is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.

## **23. No Ball (Law 24):**

Fair Delivery – The Arm: Law 24.2 will apply but with the following addition: At the conclusion of a match both Umpires shall submit a report to the Tournament Manager if either of them consider the action of a bowler in the match has been illegal under this law. The Tournament Manager shall inform the team manager and the coach who shall notify the secretary of the District of the player concerned.

## 24. Points System: Two-Day Matches:

In all matches points will be scored as follows: -

- |      |  |          |
|------|--|----------|
| (1)  | for an outright win where the winning team leads on the 1 <sup>st</sup> Innings  | 6 points |
| (2)  | for an outright win where the 1 <sup>st</sup> Innings was a tie  | 6 points |
| (3)  | for an outright win where the winning team was behind on the 1 <sup>st</sup> Innings   | 6 points |
| (4)  | for a tie where both teams have completed two innings - each team  | 3 points |
| (5)  | for a win on the 1 <sup>st</sup> Innings (points to be retained even if the match is ultimately lost outright)   | 4 points |
| (6)  | for a draw or a tie on the 1 <sup>st</sup> Innings - each team   | 2 points |
| (7)  | for an outright loss after a tie on the 1 <sup>st</sup> Innings  | 2 points |
| (8)  | for a loss on the 1 <sup>st</sup> Innings  | 0 points |
| (9)  | for an outright loss where the losing team was behind on the 1 <sup>st</sup> Innings   | 0 points |
| (10) | abandoned match - in the event of a match being abandoned without any play having taken place or before a 1 <sup>st</sup> Innings decision has been achieved - each team | 2 points |

## **One-Day Matches**

### **Playing Conditions Under 15 Boys 'B' Section**

(And for the U15 A Section when weather or other circumstances eliminate Day One of any two day game or when a one day game is part of the A Section programme)

Except as specifically provided for hereinafter, the Laws of Cricket (2000 Code) and any subsequent changes shall apply to all matches. ACA Bylaws where applicable will also apply.

**N.B. The 5 run penalty clauses as per Laws 2, 18, 41 and 42 will not apply to these District Selection Tournaments.**

The Tournament Committee shall rule on any matter relating to the enforcement or interpretation of these playing conditions. Details of any disputed matters shall be recorded in any Tournament Report.

#### **1. Duration:**

- a) Matches shall be one innings matches and shall be completed on the day set down in the draw. There is no provision for reserve days for matches that are rained out.
- b) In the case of wet weather, if a match is interrupted after the team batting first has batted for at least 25 overs, the number of overs may be reduced in accordance with Playing Condition 5(b) and the match completed, provided that the team batting second can bat for a minimum of 25 overs.
- c) If the adjusted number of overs cannot be bowled because of weather or light conditions then the match shall be determined as a no result.

#### **2. Nomination of Players (Law 1.2)**

- a) For each match teams may be composed of twelve players. Prior to the Toss for each match team captains must provide the opposing captain and the Umpires a list of their Batting XI and their Fielding XI. (NB where applicable Fielding XI's are to clearly identify players deemed to be Pace Bowlers. In addition the wicket keeper is required to be named & the same player's name shall appear in the Batting XI.) The player left out of the Fielding XI will act as a normal 12<sup>th</sup> Man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl or keep wickets). Up to a maximum of two other squad members may also act as traditional 12<sup>th</sup> men providing they do not bat, bowl or keep wickets.
- b) Where possible no player shall be 12<sup>th</sup> Man for more than one match

#### **3. Match Equipment:**

**Balls:** Balls shall be supplied by the Auckland Cricket Association and shall be approved 4-piece 156 gms- A Section -'B' Section shall be supplied with 2-piece ball 156 gms)

Each competing team shall supply all other gear & equipment that may be required including a flip chart scoreboard.

#### 4. Hours of Play:

- a) 10.30 am to 5.30 p m with one interval of 30 minutes between innings.

10.30am – 1.45pm	First innings
1.45pm – 2.15pm	Lunch
2.15pm – 5.30pm	Second innings

- b) 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 way of cancellation notice over Newstalk ZB.
- c) The Tournament Manager may direct a change of venue because of weather or ground conditions. All 'B' sections matches will be played on all weather pitches for the duration of the Tournament.
- d) If the commencement or resumption of play is delayed by weather, play may proceed on pitches, as they become available. However the Tournament Manager may, at his sole discretion require all games at any one venue to commence or resume at the same time.
- d) A maximum of two drink breaks, each not exceeding 5 minutes duration may be taken in each session. Drinks must be taken on the field of play.

#### 5. Length of Innings:

- a) To ensure that the match progresses at a reasonable pace, each team's innings shall be limited to a maximum of **50 overs** or, as a guideline, a duration of **3 hours and 15 minutes**, whichever occurs first. Coaches and Managers are asked to exercise discretion within these guidelines, and to use every effort to complete 50 overs, even if that involves playing slightly beyond the 3 hour 15 minute timeframe. In the event that the fielding team does not complete 50 overs within the above timeframe, they shall not be penalized by any reduction in overs when they start their innings.
- b) Where the commencement of a match is delayed by weather or ground conditions the maximum amount of time available, less 10 minutes shall be halved to determine the maximum length of each team's innings. The number of overs to be bowled shall be determined by dividing the minutes remaining by **3 (Three)** with any fraction being counted as a full over.
- c) A minimum of **25 (twenty five)** overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.

#### 6. Play Suspended During Innings:

- a) If play is suspended during a team's first innings the total number of overs still to be bowled shall be reduced by **one over** for **every 3 (three) minutes lost** and the entitlement of the team then batting shall be reduced by **one half** of the overs lost. In the event that the number of overs lost is an odd number the **next highest even number** shall be adopted.

- b) The side batting second shall be entitled to the same number of overs as received by the team batting first.
- c) If a suspension of play occurs when the side batting second is at the crease the number of overs remaining shall be calculated as follows:-

**EITHER:** The number of overs still to be bowled shall be reduced by **one over for every 3 (THREE) minutes lost**

**OR:** The number of overs still to be bowled shall be calculated by dividing the **time remaining** until the scheduled end of play as set out in Playing Condition 4(a) **by 3 (THREE) minutes** and the calculation producing the greater number of overs shall prevail.

- d) The target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs the calculation of the run rate shall be based on the full number of overs to which it was entitled.
- e) Where play has been interrupted by weather or ground conditions, or by poor light, play must continue until the team batting second has received its full quota of 50 overs, or a reduced number of overs, or is dismissed.

**7. Over Rate:**

There shall be no over rate penalties applied to District Selection Tournaments. However it is expected that a rate of approximately 17-18 overs per hour will be maintained.

**8. Number of Overs per Bowler:**

- a) No Bowler shall bowl more than 10 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 50 overs, no bowler may bowl more than one fifth of the total overs allowed, except where the total number of overs available is not divisible by 5, when an additional over shall be allowed to a minimum number of bowlers, such minimum being equal to the remainder obtained where the total number of overs is divided by 5 (e.g. in a 33 over match 3 bowlers may have a maximum of 7 overs and no other bowler may have more than 6 overs).
- 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. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

**9. Limitation of Overs for Pace Bowlers:**

All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a maximum of 6 overs per spell. This rule is made in the interests of player safety.

**10. Limited Field Placement:**

**A Section:**

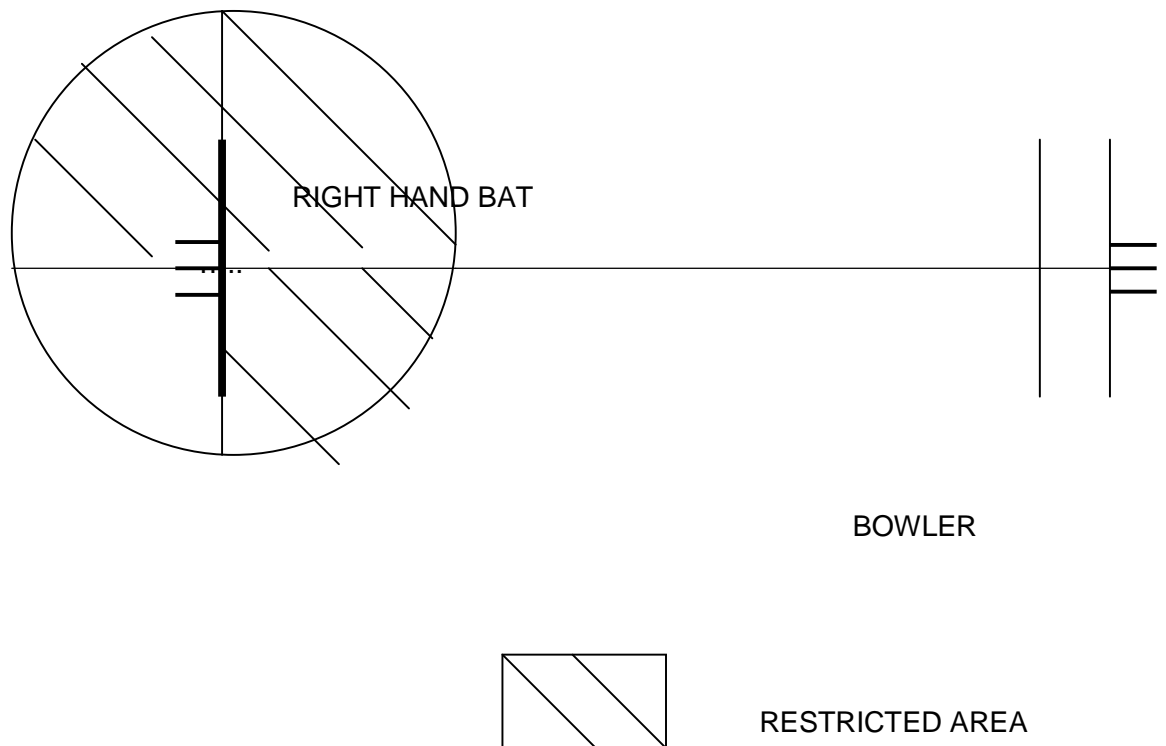
Any fielder standing closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side at the moment of delivery must wear a helmet with a face visor and an abdominal protector. \*

**B Section:**

No fielder may stand closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side until the ball has been played by the batsman. \*

\* **See diagram.** [Notes: (1) Fielder may stand within 10 meters of the striker if they are in the off-side slips position.]

Diagram applies to a Right Hand Bat



**11. Wide Bowling:**

- (a) Umpires are instructed to apply an appropriate level of judgement and consistent interpretations in regard to this law and having regard to the age of the players and the conditions.
- (b) The following statement should be adopted as a guide to Umpires in the application of this playing condition "If the ball passes either side of the wicket sufficiently wide as to make it virtually impossible for the striker to make a normal cricket stroke both from where he is standing and from where he should normally be standing at the crease the umpire shall call and signal wide. This provision will not apply if the batsman makes contact with the ball".

**12. No Ball Rule:**

Law 24 No Ball shall apply (refer pp. 75-78 Auckland Club Cricket Handbook 2008/09).

**13. The Result:**

- a) A result can only be achieved if both teams have batted for at least 25 overs unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.
- b) All other matches in which both teams have not had an opportunity of batting for a minimum of 25 overs shall be declared as "no result matches".
- c) In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an uninterrupted match or a lesser number of overs in an interrupted match) the team scoring the higher number of runs shall be declared the winner.

**14. Competition Points:**

Competition Points shall be awarded as follows -

- a) Win 4 points
- b) A Tie or No Result: 2 points each team
- c) Loss 0 points

**15. Tournament Winners: 'B' Section Tournament Only:**

- Subject always to **three** rounds of round robin play having been completed: -
  1. The team having accumulated the most points at the conclusion of the Tournament shall be declared the winner.

2. In the event that two or more teams have accumulated the **same number of points** at the conclusion of the Tournament those teams shall be declared 'Joint winners'.
3. If, in the opinion of the Tournament Committee, the three rounds of competition have not been completed, the Committee may decline to declare any results.
4. Where as a result of variable weather conditions, completion of all games in a round cannot be achieved the Tournament Committee may elect to determine that all games on that day be deemed no result games and points be allocated to all teams accordingly
5. Any disputes concerning results and associated matters shall be referred to and be resolved by the Tournament Committee whose decision shall be final and binding.

#### **16. Fielding restrictions**

- a) For the first 15 overs of a limited overs match, only 2 fieldsmen are permitted to be outside of an "inner fielding circle" at the instant of delivery. For the remaining overs only 5 fieldsmen are permitted to be outside the inner fielding circle.
- b) The "inner fielding circle" is unlikely to be marked on the ground. On fields where it is not marked, the guideline is that such an imaginary circle should be approximately 20-25 metres from the bat, or no greater than half the distance to the boundary. In the case of coach/parent umpires, please use a reasonable discretion to monitor this fielding restriction (on larger grounds, the fielding circle might be judged at between 25-30 metres).
- c) In the first 15 overs there must be a minimum of 2 stationary catching fieldsmen placed a maximum of 15 metres from the striker. The exception is for orthodox slip, leg slip and gully fieldsmen when the pace of the bowler makes standing at 15 metres unsafe in the umpire's judgement. Again, the umpire should use a reasonable discretion in regards to player safety (given the likelihood that fast bowlers will be operating).
- d) Where play is delayed or interrupted and the total number of overs available is reduced, the number of overs in regard to field restrictions shall be reduced proportionately. Fractions are to be ignored.

#### **17. General:**

In the event of any disputes or need for clarification of these Playing Conditions the decision of the Tournament Committee shall be final.