

PLAYING CONDITIONS

2022-23



Gillette Cup Finals Playing Conditions

Except as modified hereunder the First Class Playing Conditions and Ford Trophy Playing Conditions for Cricket in New Zealand shall apply.

1. THE COMPETITION

The competition shall be open to every male student in New Zealand attending a participating secondary school on a full-time basis and who is 19 years of age or under as of 1st January in the year of the competition.

Gillette Cup Finals will consist of a full round robin format of 50 over cricket. The teams will consist of the preliminary round regional winners from each Major Association.

2. NOMINATION OF PLAYERS

Teams may have a squad of thirteen players who will participate in the tournament. Additional players can be included in the squad and participate as fielding cover only. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. All costs for additional players will be the school's responsibility. For each match, teams may be composed of twelve players (as stated above).

- (a) Prior to the toss for each match, the team captain must provide the opposing Captain, and the umpires, a list of their Batting XI and the Fielding XI.
- (b) The player left out of the Fielding XI will act as 12th for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).
- (c) The player listed as 13th man for that game may participate as fielding cover only.
- (d) The wicketkeeper cannot be designated as the non-bowler.
- (e) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. THE BALL

Four piece, 156gm White Kookaburra Regulation balls will be used for the competition.

4. HOURS OF PLAY AND INTERVALS:

- (a)

10.00am – 1.10pm	Session 1
The normal session times shall be the following:	
1.10pm – 1.50pm	Interval
1.50pm – 5.00pm	Session 2
- (b) Close of play for calculation purposes will be 6.30pm.

- (c) In the event play is delayed or interrupted, the interval may be reduced by mutual agreement between the umpires and the Tournament Manager but shall be not less than 20 minutes.
- (d) Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.

5. NUMBER OF OVERS PER BOWLER

- 5.1 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 40 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers (e.g. in a 33 over match three bowlers may have a maximum of seven overs and no other bowler may have more than six overs).
- 5.2 In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. LIMITATION OF OVERS FOR PACE BOWLERS

- 6.1 All pace bowlers (defined as non-spin bowlers) are subject to a limitation of overs allowed to be bowled per spell. This rule is made in the interests of player safety and follows extensive research findings.
- 6.2 Coaches are asked to apply the rule strictly. Player safety must be placed as a higher priority than match results.
- 6.3 In the event of any dispute at the tournament, the matter should be referred to the NZC Tournament Manager whose ruling will be final.
- 6.4 The following rules shall apply:
 - (a) A non-spin bowler will be restricted to a bowling load of six overs in any one spell in this competition. Changing of ends mid-spell does not warrant the end of spell.
 - (b) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs of the length of that spell, are bowled from the same end.

- (c) In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- (d) In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
- (e) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

7. POINTS/TOURNAMENT PLACING

7.1 Points shall be awarded as follows:

Win	2 points
No result / Tie	1 point
Loss	0 points

7.2 The six finalists will each play five round robin matches. The team with the most points after the completion of the round robin matches will be deemed the winner.

7.3 If no play is possible during group play, the tournament will be abandoned and no award will be made.

7.4 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

7.5 If a match is abandoned before it has been played to a conclusion, and after the team batting second has received the minimum of 20 overs required to constitute a match, then the result shall be decided by the Duckworth-Lewis-Stern system.

7.6 If rain interrupts and prevents each team from completing a minimum of 20 overs, the match will be called a "no result" and both teams receive one point.

7.7 In the event of teams finishing on equal points the tournament placings will be determined as follows:

- (a) The team with the most number of wins
- (b) The team with the highest Net Run Rate per over

8. "NO BALL"

Refer to Ford Trophy Conditions in relation to a "free hit" following a no-ball.

9. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

Refer to Ford Trophy Playing Conditions

10. WIDE BOWLING

Refer to Ford Trophy Conditions for the definition of “wide” and its guidelines and application.

11. DANGEROUS AND UNFAIR BOWLING

Refer to Ford Trophy Conditions

12. CLOTHING

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