

# PLAYING CONDITIONS

2022-23



## Junior Secondary School Boys' Finals Playing Conditions

The MCC Laws of Cricket (2017 Code 3<sup>rd</sup> Edition 2022) shall apply except as follows:

### 1. THE COMPETITION

The competition shall be open to every male student in New Zealand attending the participating secondary school on a full-time basis and who is a Year nine student for the first three months of the competition (Oct-Dec) and a Year nine or ten student for the second three months of the competition (Jan-Mar).

The tournament will consist of a full round robin format of 40 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 twelve players who will participate in the tournament. Additional players can be included in the squad and participate as fielding cover only. If a player suffers an injury which prevents further participation during the tournament they may be replaced (in the playing twelve) 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, team captains must provide opposing captains 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 12<sup>th</sup> for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler.
- (d) 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, White Kookaburra Senator 156gm balls will be used for the competition.

### 4. HOURS OF PLAY AND INTERVALS:

- |     |  |           |                                |
|-----|--|-----------|--------------------------------|
| (a) | The normal session times shall be the following: | (b)       | Session times on the last day: |
|     | 10.00am – 12.40pm                                | Session 1 | 9.30am – 12.10pm               |
|     | 12.40pm – 1.10pm                                 | Interval  | 12.10pm – 12.25pm              |
|     | 1.10pm – 3.50pm                                  | Session 2 | 12.25pm – 3.05pm               |

To ensure teams get to the airport and on the road at an appropriate time, the last day has an earlier start and a reduced interval.

Close of play for calculation purposes will be 5.00pm.  
Close of play for the last day of the tournament will be 3.05pm, therefore any interruption or delay in play will result in immediate loss of overs.

- (b) In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the umpires and the Tournament Manager but shall be not less than 10 minutes.
- (c) Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.
- (d) The Tournament Manager may direct a change of venue because of weather or ground conditions. This includes the use of all-weather pitches of suitable quality only when grass pitches are not available.

## **5. NUMBER OF OVERS PER BOWLER**

- (a) No bowler shall bowl more than eight six-ball overs in an innings. In a match where the start is delayed or where play is interrupted and the overs are reduced, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.
- (b) In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **6. LIMITATIONS OF OVERS FOR PACE BOWLERS**

- 6.1 All pace bowlers (defined as non-spin bowlers) are subject to a limitation of overs allowed to be bowled per spell and cannot bowl more than three days in a row. This rule is made in the interests of player safety and follows extensive research findings.
- 6.2 Coaches are asked to apply the rule. 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 A non-spin bowler will be restricted to a bowling load of six overs in any one spell in this competition. Changing of ends mid-spell does not warrant end of spell.
- 6.5 The following rule apply:
  - (i) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs of the length of that spell, are bowled from the same end.

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

## **7. POINTS/TOURNAMENT PLACING**

7.1 Points shall be awarded as follows:

Win	2 points
No result	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 round robin play, the tournament will be abandoned and no award will be made.

7.4 In the event of a tie, the Super Over procedure (as referred to in Super Smash Playing Condition 7.5) will apply to achieve a result. If, due to weather interruption, the Super Over cannot be carried out a "bowl out" will apply. See below the bowl out procedure.

7.5 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.

7.6 If rain interrupts a game where both teams have completed the minimum of 20 overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.

7.7 To calculate the target score for Team Two in a weather affected match the target will be the average run rate per over of Team One multiplied by the number of overs available to Team Two plus one run.

7.8 If a match is abandoned when Team Two has batted for 20 overs or more the target score to determine a winner will be number of whole overs completed multiplied by average run rate of Team One plus one run.

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

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

## **8. FIELDER**

- 8.1 At the instant of delivery there shall be no more than five fielders on the leg side and two fielders behind square.

## **9. SUPER OVER**

- 9.1 In the event of a tie, the Super Over procedure (as referred to in Super Smash Playing Condition 7.5) will apply to achieve a result. If, due to weather interruption, the Super Over cannot be carried out a “bowl out” will apply. See below the bowl out procedure.

## **10. BOWL OUT (if Super Over cannot be played)**

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

## **11. NO BALL**

Refer to Ford Trophy Condition 11.1, for free hit following a no-ball.

## **12. WIDE BOWLING**

Any off-side or leg-side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called “wide”. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called “wide”. As a guide on the off-side, a ball will be considered as passing wide of the striker unless it is sufficiently within reach for the batter to be able to hit it with the bat by means of a normal cricket stroke.

## **13. CLOTHING**

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