

# COMMUNITY CRICKET NATIONAL SCHOOLS TOURNAMENTS

## National Primary School Cup and National Primary School Shield Finals Playing Conditions

The MCC Laws of Cricket 2017 shall apply except as follows:

### 1. THE COMPETITION

The Cup competition shall be open to every male student, and the Shield competition every female student, in New Zealand attending the participating primary school on a full-time basis who is year eight or under at the 1<sup>st</sup> January in the year of the competition.

The competition shall be held at New Zealand Cricket's High Performance Centre, Lincoln University, Christchurch. The Cup competition will be held from the 20-22 November 2017 and the Shield competition from 23-25 November 2017. Each tournament will consist of a full round robin format of Twenty20 cricket. The teams will consist of the regional preliminary 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 but will act only as injury replacement. 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. Cost 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> man 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

Two piece, 142g Orange Kookaburra Crown balls will be used for the Cup competition and two piece,142g Pink Kookaburra Crown balls will be used for the Shield competition.

#### **4. HOURS OF PLAY AND INTERVALS**

4.1 The normal session times shall be the following:

10.00am – 11.20am	Session 1
11.20am – 11.40am	Interval
11.40am – 1.00pm	Session 2
2.00pm – 3.20pm	Session 1
3.20pm – 3.40pm	Interval
3.40pm – 5.00pm	Session 2

4.2 Close of play for calculation purposes will be 1.30pm and 5.30pm.

4.3 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.

4.4 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 four overs in an innings.

5.2 In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 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.

5.3 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. POINTS/TOURNAMENT PLACING**

6.1 Points shall be awarded as follows:

Win	2 points
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No result 1 point

Loss 0 points

- 6.2 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.
- 6.3 If no play is possible during round robin play, the tournament will be abandoned and no award will be made.
- 6.4 In the event of a game being a tie, the Bowl Out Rules, as listed below, will apply.
- 6.5 If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result and both teams receive a minimum one point.
- 6.6 If rain interrupts a game where both teams have completed five overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.
- 6.7 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.
- 6.8 If a match is abandoned when team two has batted for five 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.
- 6.9 In the event of teams finishing on equal points, the tournament placings will be determined as follows:
- (a) The team with most number of wins
  - (b) The team with the highest Net Run Rate per over

## **7. BOWL OUT**

- 7.1 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.
- 7.2 The team with the highest number of hits will be deemed to be the winner.
- 7.3 In the event of a tie, a further five bowlers will each bowl one delivery.
- 7.4 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.
- 7.5 If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team.

## **8. NO-BALL**

### **8.1 Free Hit**

The delivery following a No ball called (all modes of no ball) shall be a free hit for

whichever batsman 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 batsman is facing it.

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 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.

If the ball passes, or would have passed, over the shoulder height of the striker standing in his normal stance at the crease, the Umpire shall call and signal No ball.

If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batter standing in his normal stance at the crease, the Umpire shall call and signal No ball.

## **9. WIDE BOWLING**

Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman 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. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return Crease shall be called wide. The above provisions do not apply if the striker makes contact with the ball.

## **10. CLOTHING**

In all matches, teams will wear white cricket attire. Teams may wear coloured clothing at the discretion of New Zealand Cricket.