



# ACTIVEPOST CUP/SHIELD FINALS 2014 PLAYING CONDITIONS

The MCC Laws of Cricket (5<sup>th</sup> Edition 2013) 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 Manawaroa and Ongley Parks, Palmerston North with the use of Manawatu Cricket's facilities. The competition will be held from the 26<sup>th</sup>-28<sup>th</sup> November 2014 and 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.

- (a) Each game shall be played between two teams of 12 players (as stated above), but only 11 players may bat, and only 11 players may bowl and field.
- (b) Prior to the toss for each game, teams must provide their opponents with a list of their batting XI and their bowling/fielding XI. The player left out of the bowling/fielding XI may bat and can field as 12<sup>th</sup> man, but cannot bowl or keep wickets.
- (c) 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, 142gms, Orange Kookaburra Jaffa balls will be used for the Cup competition and Two-piece, 142gms, Pink Kookaburra Jaffa balls will be used for the Shield competition.

## 4. Hours of Play and Intervals

- (a) The normal session times shall be the following:
  - Morning Session
    - 10am-11.20am
    - 20 minutes interval
    - 11.40am-1.00pm



- Afternoon Session
  - 2pm-3.20pm
  - 20 minutes interval
  - 3.40pm-5.00pm

- (b) Close of play for calculation purposes will be 1.30pm and 5.30pm.
- (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 10 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.
- (e) 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 4 over's in an innings.
- (b) 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 5. Where this occurs one additional over shall be allowed to a minimum number of bowlers.
- (c) 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

A win	–	2 points
No result	–	1 point
Loss	–	0 points

- (a) 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.
- (b) If no play is possible during round robin play, the tournament will be abandoned and no award will be made.
- (c) In the event of a game being a tie, the Bowl out Rules, as listed below, will apply.
- (d) If rain intervenes and prevents each team from completing a minimum of 5 over's, the match will be called a no result and both teams receive one point.
- (e) If rain intervenes a game where both teams have completed 5 overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.



- (f) 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.
- (g) If a match is abandoned when team two has batted for 5 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.
- (h) In the event of teams finishing on equal points, the winner will be determined by calculating the Net Run Rate Per Over. RPO will be calculated by the following formula:

$$\text{net run rate} = \frac{\text{total runs scored}}{\text{total overs faced}} - \frac{\text{total runs conceded}}{\text{total overs bowled}}$$

## 7. Bowl Out

- (a) 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.
- (b) The team with the highest number of hits will be deemed to be the winner.
- (c) In the event of a tie, a further five bowlers will each bowl one delivery.
- (d) 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.
- (e) 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

- (a) 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.
- (b) 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.