

MEN'S NATIONAL UNDER 17 TOURNAMENT

Except as modified hereunder, the NZC First Class Playing Conditions and the Ford Trophy Playing Conditions shall apply to 50 over matches and the BK Super Smash Playing Conditions shall apply to T20 matches.

1. THE COMPETITION

- 1.1 Age Qualification is Under 17 as at 01 September preceding the Tournament.
- 1.2 The competition will be held at Te Atatu Park Auckland between 13-20 January 2018, and consist of four (4) rounds of 50-over matches, followed by three (3) rounds of T20 over matches.
- 1.3 At the end of the tournament the teams will be placed from 1st to 6th according to the points obtained during the competition.
- 1.4 The winner of the tournament will be the team accumulating the most points.
- 1.5 If two or more teams are equal on points at the completion of the tournament, the title will be shared.

2. LAW 1.2 - NOMINATION OF PLAYERS

- 2.1 For each match teams may be composed of twelve players.
- 2.2 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. The player left out of the fielding XI will act as a 12th man for the fielding portions of the match. (i.e. the player may bat in the batting XI but may not bowl).
- 2.3 The 12th man may be rotated on and off the field acting as substitute fielder, subject to the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field.
- 2.4 No player (batsman) can only bat in the match and not take part in the field.
- 2.5 The wicketkeeper cannot be designated as the non-bowler.

3. LIMITATION OF OVERS FOR PACE BOWLERS

- 3.1 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.
- 3.2 Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit suggests that fast bowlers play no more than four out of five straight days of cricket.

- 3.3 In the event of any dispute at the tournament, the matter should be referred to NZC's General Manager High Performance whose ruling will be final.
- 3.4 If a player is aged under 17 as at 1 September, and is playing in the U17 Competition, he will be restricted to a bowling load of six overs in any one spell.
- 3.5 The following rules shall apply:
- (a) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs, as the length of that spell are bowled from the same end.
 - (b) 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.
 - (c) 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.
 - (d) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

4. THE BALL

Red Kookaburra Regulation 156gm balls as approved by New Zealand Cricket will be used. One ball only will be used per innings.

5. POINTS

As per NZC Ford Trophy Condition 2, including bonus points for 50 over matches and BK Super Smash Playing Condition 2 for T20 matches.

6. LAW 12 - START OF PLAY; CESSATION OF PLAY

NZC Ford Trophy Condition 6 for 50 over matches and BK Super Smash Playing Condition 5 for T20 matches shall apply, subject to the following.

6.1 Hours of Play

Ford Trophy Condition 6.1 and BK Super Smash Condition 5.1 shall not apply and the scheduled hours of play shall be as set out in the Tournament schedule provided by NZC.

6.2 Revised Hours of Play

In relation to 50 over matches, Ford Trophy Condition 6.2 shall be replaced by the following:

If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to one hour after the above scheduled times for cessation of play as set out in the Tournament schedule.

In relation to T20 matches, BK Super Smash Condition 6.5 shall apply, other than on the final day of the Tournament (where no extra time is allowed in the event the start of play is delayed or there are interruptions in play).

6.3 Penalties for not bowling the required overs

Ford Trophy Conditions 6.3 and 6.4 and BK Super Smash Conditions 5.3 and 5.4 (as applicable) shall not apply and shall be replaced by the following:

6.3.1 If the fielding team fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

6.3.2 Unless determined otherwise by the Tournament Manager, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time the fielding side will be penalised as follows:

0.5 shall be deducted from the team's match points

6.3.3 For the purpose of determining penalties, the following allowances shall be taken into account:

- (a) actual time taken for treatment of an injured player on the field;
- (b) actual time taken for a player leaving the field in the event of serious injury;
- (c) actual time taken to dry a wet ball; and
- (d) actual time to find or replace a ball.

7. **CLOTHING**

White clothing and equipment to be used.