

NZCT Junior Secondary School Boys' Finals Playing Conditions

The MCC Laws of Cricket 2017 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 10 student for the second three months of the competition (Jan-Mar).

The competition shall be held at Fitzherbert and Manawaroa Parks, Palmerston North, between the 19-23 March 2018 and 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 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 12th 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

Red 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:

10.00am – 12.40pm	Session 1
12.40pm – 1.10pm	Interval
1.10pm – 3.50pm	Session 2

Close of play for calculation purposes will be 5.00pm.

- (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 and the innings of both teams is restricted from the start to less than 32 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.
- (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 bowlers where the wicketkeeper would normally stand back) 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 and not try to avoid it by bringing up the wicketkeeper artificially. 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 pace bowler will be restricted to a bowling load of six overs in any one spell in this competition.

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 BK Super Smash Playing Conditions) 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 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. BOWL OUT

8.1 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.

8.2 The team with the highest number of hits will be deemed to be the winner.

8.3 In the event of a tie, a further five bowlers will each bowl one delivery.

8.4 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.

8.5 If a bowler bowls a No Ball it will count as their delivery but will not count towards the score of the team.

9. NO BALL

Refer to Ford Trophy Conditions for free hit following a no-ball.

10. 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 crease, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

11. CLOTHING

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