

# 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 a participating primary school on a full-time basis who is year eight or under as of 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 19-21 November 2018 and the Shield competition from 22-24 November 2018. 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 eleven 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 eleven) 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 eleven 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 nine and the Fielding nine.
- (b) The players left out of the Fielding nine will act as 12<sup>th</sup> men for the fielding portions of the match. (i.e. the players may bat in the Batting nine 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.
- (e) All eleven players must be included in at least one of either the batting or fielding nine's except when a player isn't available due to injury or illness.

### **3. THE PITCH**

All matches will be played on 18m pitches, using spring loaded stumps.

### **4. 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.

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

5.1 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

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

5.3 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.

5.4 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.

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

6.1 No bowler shall bowl more than four overs in an innings.

6.2 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.

6.3 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.

## **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 game being a tie, the Bowl Out Rules, as listed below, will apply.

7.5 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 one point.

7.6 If rain interrupts a game where both teams have completed the minimum five 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 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.

7.9 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

## **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**

### **9.1 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.

### **9.2** 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.

## **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 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.

## **11. CLOTHING**

In all matches, teams will wear white cricket attire. Teams may wear coloured clothing at the discretion of New Zealand Cricket. Where possible it is requested that playing tops have large unique numbers on the back as these numbers are submitted with the team list when submitted to the umpires at the toss.

## **Gillette Cup Finals Playing Conditions**

Except as modified hereunder the First Class Playing Conditions and Ford Trophy Playing Conditions for Cricket in New Zealand shall apply.

### **1. THE COMPETITION**

The competition shall be open to every male student in New Zealand attending a participating secondary school on a full-time basis and who is 19 years of age or under as of 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 from the 3-8<sup>th</sup> December 2018 (5<sup>th</sup> December being a rest day) and consist of a full round robin format of 50 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 thirteen players who will participate in the tournament. 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. 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, the team captain must provide the opposing Captain, 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 player listed as 13<sup>th</sup> man for that game may participate as fielding cover only.
- (d) The wicketkeeper cannot be designated as the non-bowler.
- (e) 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, 156gm White Kookaburra Regulation balls will be used for the competition.

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

- (a) The normal session times shall be the following:

10.00am – 1.10pm	Session 1
1.10pm – 1.50pm	Interval
1.50pm – 5.00pm	Session 2
- (b) Close of play for calculation purposes will be 6.30pm.

- (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 20 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.

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

- 5.1 No bowler shall bowl more than 10 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 40 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 (eg. in a 33 over match three bowlers may have a maximum of seven overs and no other bowler may have more than six overs).
- 5.2 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. LIMITATION 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. 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. 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 The following rules shall apply:
  - (a) 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 the end of spell.
  - (b) 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.

- (c) 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.
- (d) 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.
- (e) 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 / Tie	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 group play, the tournament will be abandoned and no award will be made.

7.4 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

7.5 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match then the result shall be decided by the Duckworth-Lewis-Stern system (current version DLS3-2018).

7.6 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.

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

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

## **8. NO BALL**

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

**9. RESTRICTIONS ON THE PLACEMENT OF FIELDERS**

Refer to Ford Trophy Playing Conditions

**10. WIDE BOWLING**

Refer to Ford Trophy Conditions for the definition of a Wide and its guidelines and application.

**11. DANGEROUS AND UNFAIR BOWLING**

Refer to Ford Trophy Conditions

**12. CLOTHING**

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



## **Gillette Venus Cup Finals Playing Conditions**

Except as modified hereunder the Women's BKSS Playing Conditions for Cricket in New Zealand shall apply.

### **1. THE COMPETITION**

The competition shall be open to every female student in New Zealand attending a participating secondary school on a full-time basis and who is 19 years of age or under as of 1<sup>st</sup> January in the year of the competition.

The competition shall be held at Burnside Park from the 3-4 December 2018 and at New Zealand Cricket's High Performance Centre, Lincoln University, Christchurch on 5 December 2018 and consist of a full round robin format of Twenty20 cricket followed by a finals round of Twenty20 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 eleven) 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> 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**

Four piece, 142gm White Kookaburra Senator balls will be used for the 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.

4.5 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**

5.1 No bowler shall bowl more than four 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 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.

5.2 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. THE FIELDER**

6.1 At the instant of delivery there shall be no more than five fielders on the leg side.

6.2 For the first six overs of each innings, no more than two fielders are permitted outside of the inner circle.

6.3 For the remaining overs of each innings, no more than five fielders are permitted outside of the inner circle.

- 6.4 In a match where the number of overs is reduced, refer to the table below for boundary fielder restrictions.

<b>Total overs in innings</b>	<b>No. of overs Boundary Fielder restrictions apply</b>
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 6.5 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'no ball.'

## **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 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.7.5 In the event of a tie, the Super Over procedure (as set out in the Men's BKSS 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 Condition 8 below for bowl out procedure.7.6 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 5 overs required to constitute a match then the result shall be decided by the Duckworth-Lewis-Stern system (current version DLS-2018).

- 7.7 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.

- 7.8 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**

Refer to Ford Trophy Conditions.

**11. DANGEROUS AND UNFAIR BOWLING**

Refer to Ford Trophy Conditions.

**12. CLOTHING**

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

## **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 nine or ten 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 25-29 March 2019 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 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> 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**

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:

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 non-spin bowlers) 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. 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 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 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. 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 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.