

MEN'S NATIONAL UNDER 19 TOURNAMENT

Except as modified hereunder, the NZC First Class Playing Conditions shall apply in all two day matches; the Ford Trophy and Super Smash Playing Conditions shall apply in all limited over and Twenty20 matches.

1. The competition

Age Qualification is Under 19 as at 01 September preceding the tournament.

The competition will be held at NZC Grounds, Lincoln University, Christchurch between 13-22 January 2015, and consist of two rounds of two day matches, followed by three (3) rounds of 50 over matches, and one (1) round of Twenty20 matches.

2. Law 1.2 - Nomination of players

For each match teams may be composed of twelve players.

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- (a) 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).
- (b) The 12th man may be rotated on and off the field acting as substitute fielder bearing in mind the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field still apply.
- (c) No player (batsman) can only bat in the match and not take part in the field.
- (d) The wicketkeeper cannot be designated as the non bowler, as effectively doing so would nominate him as the 12th man, and the Laws of Cricket do not allow substitutes to act as wicketkeeper.

Two day matches

1. The ball

Red Kookaburra Regulation 156gm balls as approved by NZC will be used.

2. Limitation of overs for pace bowlers

Note : This restriction does not apply to spin bowlers or to one day matches.

2.1 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.

2.2 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.

2.3 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.

Pace Bowlers – Under 19

(a) If a player is aged under 18 as at 01 September, and is playing in the U19 Competition, he will be restricted to a bowling load of 6 overs in any one spell, and a maximum of 16 overs per day.

(b) If a player is aged under 19 as at 01 September, and is playing in the U19 Competition, he will be restricted to a bowling load of 6 overs in any spell, and a maximum of 20 overs per day.

(i) At the completion of a bowlers 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.

(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) A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.

- (iv) In the instance where an innings is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.
- (v) 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.
- (vi) Any part over completed will count as a full over only in so far as each bowlers limit is concerned.

3. Points

Two day matches – Points system

A minimum of 97 overs applies in a day's play. Hours 10.00am – 6.00pm

Batting points and bowling points apply for the first 90 overs of the first innings, as follows :

Batting Points

- 1st point at 175 runs (1.94 rpo)
- 2nd point at 225 runs (2.50 rpo)
- 3rd point at 275 runs (3.06 rpo)
- 4th point at 325 runs (3.61 rpo)

Bowling Points

- 1st point at 3 wickets
- 2nd point at 5 wickets
- 3rd point at 7 wickets
- 4th point at 9 wickets

In addition 2 points will be scored for a first innings lead and a further 2 points for an outright win.

Maximum points = 12

In addition :

- If the first day is abandoned, a 50 over match will be played on the second day (as previously) and both teams will be awarded 4 points for the abandoned two day match, plus one day points for winning team.

- If the second day is abandoned, both teams will be awarded whatever batting and bowling points (and first innings points, if these have been decided) they have accrued on the first day.
- If both days are abandoned, both teams will be awarded 4 points for the abandoned two day match and 2 points for the abandoned one day match (as occurs now) so a total of 6 points each.
- The usual scenario of 1 point each for a tied first innings or an outright tie, plus applicable batting and bowling points (and first innings or outright win points) will apply.

One day Matches

Except as modified hereunder, the NZC Ford Trophy Playing Conditions shall apply in all matches.

1. Points

As per NZC First Class Playing Conditions – one day including bonus points

Win	4 points
Tie or no result	2 points
Bonus point	1 point

2. Balls to be used

- (a) White Kookaburra Regulation 156gm balls as approved by NZC will be used.
- (b) One ball only will be used, with no ball change after the 34th over.

3. Clothing

Coloured clothing and equipment to be used.

Twenty20 Competition

Conditions as per Super Smash except hours of play specified below :

1. Hours of Play

10.00am – 11.20am Session 1

11.20am – 11.40am Interval

11.40am – 1.00pm Session 2

Close of play for calculation purposes 1.30pm i.e. 30 minutes extra time in the event of suspension of play etc. for weather etc.

2.30pm – 3.50pm Session 1

3.50pm – 4.10pm Interval

4.10pm – 5.30pm Session 2

Close of play for calculation purposes 6.00pm

2. Points

Win 3 points

Tie or no result 2 points

Bonus point 1 point

3. Clothing

Coloured clothing and equipment to be used.

2014-15 UNDER 19

January 2015				
Round 1				
Tues 13 - Wed 14	Northern Districts	v	Otago	Bert Sutcliffe Oval
	Wellington	v	Canterbury	Lincoln No. 3
	Central Districts	v	Auckland	Lincoln Green
Thur 15	Rest Day			
Round 2				
Fri 16 - Sat 17	Auckland	v	Canterbury	Bert Sutcliffe Oval
	Otago	v	Central Districts	Lincoln No. 3
	Northern Districts	v	Wellington	Lincoln Green
Round 3				
Sun 18	Central Districts	v	Northern Districts	Bert Sutcliffe Oval
	Otago	v	Canterbury	Lincoln No. 3
	Wellington	v	Auckland	Lincoln Green
Mon 19	Rest Day			
Round 4				
Tues 20	Central Districts	v	Wellington	Bert Sutcliffe Oval
	Auckland	v	Otago	Lincoln No. 3
	Canterbury	v	Northern Districts	Lincoln Green
Round 5				
Wed 21	Otago	v	Wellington	Bert Sutcliffe Oval
	Auckland	v	Northern Districts	Lincoln No. 3
	Canterbury	v	Central Districts	Lincoln Green
Round 6 (Twenty20)				
Thurs 22	Canterbury	v	Auckland	Bert Sutcliffe Oval
	Wellington	v	Otago	Lincoln No.3
	Northern Districts	v	Central Districts	Lincoln Green

