

## SECTION 9

### YEAR 8 POST-CHRISTMAS, YEAR 9-10 AND UNDER 18 BOYS GRADES

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All Year 8 Post-Christmas, Year 9-10 and Under 18 grade competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the Auckland Cricket Association in force from time to time.

#### 1. AGE ELIGIBILITY

1.1 **Maximum age:** To play in the Year 8 Post-Christmas and Year 9-10 grade, a player must be in Year 8 and Year 9 & 10 respectively in the year that the season begins. To play in the Under-18 grades, a player must be under the age 18 as at 1 September proceeding the relevant season.

n.b. Players who wish to play down an age grade must have an official exemption from ACA. Applications for exemption must be made in writing by the player's club to the ACA Game Development Manager. Applications must detail the special circumstances which lead to an exemption being sought. The ultimate aim of an exemptions policy is to ensure players are retained in the game and exemptions will be dealt with on a case-by-case basis. No team shall field more than 3 exempt players in any one game in any grade.

1.2 **Restriction:** Boys under 12 years of age as at 1 September proceeding the relevant season shall not play in the Under-15 or Under-18 grades.

## 2. FIELDING RESTRICTIONS

2.1 **Year 8 Post-Christmas and Year 9-10:** In Year 8 Post-Christmas and Year 9-10 grade matches, no player shall field within a 10-metre radius of the batsman forward of the wicket.

2.2 **Under 18:** In Under 18 grade matches if close fielders are to be used, those fielders shall use full protective equipment including helmet and visor, abdominal protector and shin guards.

## 3. NO BALLS AND WIDE BALLS

3.1 **No restrictions:** There shall be no restriction on the number of wides or no balls which may be called in an over. The umpires shall use their discretion in the application of this rule to advance the match.

## TWO-DAY PLAYING CONDITIONS

The following playing conditions shall apply to two-day matches only:

## 4. HOURS OF PLAY

4.1 **First session:** Each match shall commence at 1.45pm, except for matches played during official school vacations which shall commence at 12.30pm. The first session shall conclude at 3.50pm, except for matches played during official school vacations where the first session shall conclude at 3.05pm.

4.2 **Final session:** The final session of each match shall commence at 4.05pm for matches played during school term and 3.20pm for matches played during official school holidays, with a view to matches finishing at 6pm. If the minimum overs have not been completed by 6pm, play shall continue until the minimum overs have been bowled but under no circumstances shall play extend beyond 6.30pm on the first day of a two-day match. Any play lost on day one shall not be made up on the second day of the match.

- n.b. In all cases the finishing time of 6pm is provided to allow the calculation of the number of overs lost where play is interrupted. Should the minimum number of overs be completed prior to the prescribed closing time, then play shall continue until that time.

## **5. MINIMUM OVERS**

- 5.1 For matches not played during official school holidays, on each day of a Year 8 Post-Christmas, Year 9-10 or 18 grade match, a minimum of 64 overs shall be bowled, based on an average of 16 overs bowled each hour.

- 5.2 During the official school holidays, on each day of an Year 8 Post-Christmas, Year 9-10 or 18 grade match, a minimum of 84 overs shall be bowled, based on an average of 16 overs bowled each hour.

- 5.3 Reduction to minimum: The minimum number of overs specified in clause 5.1 of this section shall be reduced:

- (a) On a change of innings during the relevant day, by three overs; and
- (b) On the occurrence of adverse weather conditions which reduce the remaining playing time available on the relevant day, by one over for every 3.5 minutes of playing time lost.

- n.b Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time of 6pm

## **6. REPLACEMENT OF PLAYERS**

- 6.1 **Replacement of players:** The bylaw relating to the replacement of players shall not apply to male junior grade competitions, and the following conditions shall apply instead:

- (a) First grades (Year 8 Post-Christmas, Year 9-10 and Under 18): Any player selected for his school's first or second eleven playing in afternoon cricket or selected to represent his school in some other sporting event may be replaced after one day's play has taken place. In addition, a maximum of two other players in a team may be replaced for any reason on the second day of any match. Replacement players must come from the original team's squad or from a lower

junior grade. A replacement player shall take a full part in the match and may participate in the innings in which the replaced player was participating, if that player was not out at the conclusion of the first day's play or still to bat, and may bowl in the same innings as the replaced player would have bowled in.

(b) All other male junior grades: A maximum of three players in a team may be replaced for any reason on the second day of any match. The replacement players may take a full part in the match except that they shall not bat in the same innings as the replaced player if he had already batted, whether or not he had been dismissed.

6.2 **Restriction:** Notwithstanding anything else in this clause 3.1, teams shall not replace players where it would unreasonably advantage that team.

## 7. BOWLING RESTRICTIONS

7.1 **Bowling restrictions:** The following restrictions shall apply to all bowlers. The only bowlers exempt from the restrictions are spin bowlers.

Age grade	Matches		Practices	
	Overs per spell	Overs per innings	Sessions per week	Balls per session
Year 8 Post-Christmas & Year 9-10	5	10	2	36
Under 18	6	16	3	36

7.2 If a bowlers spell is broken over two days the total overs permitted for the innings remain the same, however he may begin day two by bowling five/six overs straight.

4.3 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.

## 8. INNINGS CLOSED NEAR INTERVAL

8.1 **Close of innings:** If an innings closes 15 minutes or less before the time fixed for the tea interval, such interval shall then be taken and shall include the 10 minute interval between innings.

## 9. DRINKS DURING PLAY

- 9.1 **No drinks:** Drinks are not permitted during play except where a session is to exceed 1 hour 45 minutes in which case an interval of a maximum of five minutes may be allowed, at the discretion of the umpire, halfway through the session.

## 10. ADVANCEMENT OF INTERVAL

- 10.1 **Adverse weather:** Where adverse weather or ground conditions delay or curtail play, the captains may agree to advance the time fixed for the commencement of the tea interval, provided however that it shall not be permissible to advance any such interval by more than 30 minutes.

## 11. CANCELLATION OF PLAY ON THE FIRST DAY

- 11.1 **Cancellation on first day:** If a two day match is to be played and:

- (a) there is a cancellation of all matches in the same competition on the first day or;
- (b) there is less than two hours of actual playing time available on the first day,

then the second day of the match shall become a limited over match and the one day playing conditions within this section shall apply, even if other matches in the same competition play for more than two hours, and continue as two day matches.

## 12. TIME LOST

- 12.1 **Batting rule:** A team batting first in a match for which two days have been allocated for play shall not bat beyond the first day, except that, if playing time is lost on the first day through weather conditions and if only one team has batted, that team may continue its innings on the second day and its innings may last for a time equivalent to half that lost on the first day.

## 13. OVERS IN THE LAST HOUR

13.1 **Two day matches:** Clause 7 of section 3 of these Playing Conditions shall apply, except that a minimum of 16 six-ball overs shall be bowled in the last hour for junior grades, not 15 overs as stated in that clause.

13.2 **Indication of last hour:** The umpires shall indicate when one hour of playing time of the match remains according to the agreed hours of play, in which case the next full over after that indication shall be the first of a minimum of 16 six-ball overs, provided that a result is not reached before the completion of such overs and that there is no interval or interruption of play during the last hour.

#### 14. **DECLARATIONS**

14.1 **No mutual declarations:** Declarations may be made at any time during the innings, however, any collusion by the teams involving mutual declarations to achieve outright points is expressly forbidden and, if it comes to the notice of the ACA, the ACA may, at its sole discretion, require forfeiture of all points gained in the match by either or both teams.

14.2 **Compulsory declarations:** For two day matches not played during official school holidays, teams must declare their first innings closed after batting for 50 overs (unless they have declared earlier), and for matches played during official school holidays, teams must declare their first innings closed after batting for 60 overs (unless they have declared earlier). This rule applies only to Year 8 Post-Christmas and Year 9-10 grades.

#### 15. **FOLLOW ON**

15.1 **Enforcement:** If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

### ONE-DAY PLAYING CONDITIONS

The following playing conditions shall apply to one-day matches only, where it is a limited overs match or, in accordance with clause 11, has been reduced to one due to the first day of a two-day match being cancelled:

## **16. HOURS OF PLAY**

- 16.1 Each limited over match played during the school term shall commence at 1.45pm and conclude at 6.00pm. Each such match played during official school vacations shall commence at 12.30pm and conclude at 6.00pm.

## **17. NUMBER OF OVERS**

- 17.1 There shall be a maximum of 32 overs in each innings of each match played during the school term and 42 overs in each innings of each match played during official school vacations.
- 17.2 Where the team batting first is dismissed before the maximum number of overs have been bowled, the team batting second shall be entitled to receive the maximum number of overs in its innings.
- 17.3 Where the number of overs in a match is reduced by weather or any other cause, a win shall only be declared if a minimum of 20 overs is bowled or can be bowled by each team.

## **18. INNINGS BREAK AND DRINKS**

- 18.1 The interval between innings shall be of 15 minutes duration. A drinks interval of a maximum of five minutes may be taken halfway through a session.

## **19. BOWLING RESTRICTIONS**

- 19.1 In a match consisting of 32 overs, two bowlers can bowl a maximum of 7 overs and three bowlers can bowl a maximum of 6 overs. In a 42-over match, three bowlers can bowl a maximum of 8 overs and two bowlers can bowl a maximum of 9 overs.
- 19.2 In a reduced overs match no bowler shall bowl more than one fifth of the maximum of any reduced number of overs.
- 19.3 The bowling restrictions in clause 7.1 and 7.3 of this section still apply in relation to the maximum number of overs a bowler may bowl in a spell.

## **20. WEATHER INTERRUPTIONS**

- 20.1 If weather interferes with play, the maximum number of overs in that match shall be reduced by a deduction of one over for each complete four minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 15 minutes lost, three overs shall be deducted.
- 20.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 20.3 If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.

## **21. POINTS**

- 21.1 Points shall be awarded on the same basis as for two day matches except there shall be no outright wins.