



ACA
UNDER 18 DISTRICT
TOURNAMENTS

DRAW & PLAYING
CONDITIONS

2011

Tournament Information 'A' & 'Development' Section

Tournament Hosts & Venues

A & Development Section: Waikaraka Park grass pitches
Keith Hay Park artificial pitches (Artificial wickets as back up
in case of bad weather)

Tournament Manager

A & Development Section: David Day 021 125 3489

Tournament Referees

Neil Gray (ACA) 021 241 4992
Adrian Dale (ACA) 021 765 550

Tournament Draw 'A' Section

Matches 10.30am start

Round 1 – Tuesday 13 & Wednesday 14/12/11 – 2 Day Match

Western Districts v North Harbour Black	Waikaraka Park 1
Eastern Districts v North Harbour Burgundy	Waikaraka Park 2
Central Districts v Manukau Districts	Waikaraka Park 5

Round 2 – Thursday 15 & Friday 16/12/11 – 2 Day Match

Manukau Districts v Eastern Districts	Waikaraka Park 1
North Harbour Burgundy v Western Districts	Waikaraka Park 2
North Harbour Black v Central Districts	Waikaraka Park 5

Round 3 – Monday 19/12/11 – 1 Day Match

Western Districts v Manukau Districts	Waikaraka Park 1
Eastern Districts v Central Districts	Waikaraka Park 2
North Harbour Burgundy v North Harbour Black	Waikaraka Park 5

Round 4 – Tuesday 20/12/11 – 1 Day Match

Central Districts v Western Districts	Waikaraka Park 2
North Harbour Burgundy v Manukau Districts	Waikaraka Park 5
North Harbour Black v Eastern Districts	Waikaraka Park 1

Round 5 – Wednesday 21/12/11 – 1 Day Match

Western Districts v Eastern Districts	Waikaraka Park 1
Central Districts v North Harbour Burgundy	Waikaraka Park 2
Manukau Districts v North Harbour Black	Waikaraka Park 5

The back-up artificial wickets are at Keith Hay Park.

Tournament Draw 'Development' Section

Matches 10.30am start

Round 1 – Tuesday 13 & Wednesday 14/12/11 – 2 Day Match

Eastern Districts v North Harbour Black	Waikaraka Park 3
North Harbour Burgundy v Central Districts	Waikaraka Park 4
Western Districts v Manukau Districts	Waikaraka Park 6

Round 2 – Thursday 15 & Friday 16/12/11 – 2 Day Match

Manukau Districts v North Harbour Burgundy	Waikaraka Park 3
Central Districts v Eastern Districts	Waikaraka Park 4
North Harbour Black v Western Districts	Waikaraka Park 6

Round 3 – Monday 19/12/11 – 1 Day Match

Eastern Districts v Manukau Districts	Waikaraka Park 3
North Harbour Burgundy v Western Districts	Waikaraka Park 4
Central Districts v North Harbour Black	Waikaraka Park 6

Round 4 – Tuesday 20/12/11 – 1 Day Match

Western Districts v Eastern Districts	Waikaraka Park 4
Central Districts v Manukau Districts	Waikaraka Park 6
North Harbour Black v North Harbour Burgundy	Waikaraka Park 3

Round 5 – Wednesday 21/12/11 – 1 Day Match

Eastern Districts v North Harbour Burgundy	Waikaraka Park 3
Western Districts v Central Districts	Waikaraka Park 4
Manukau Districts v North Harbour Black	Waikaraka Park 6

Playing Conditions

General

Except as specifically provided for hereinafter, the Laws of Cricket (2000 Code) and any subsequent changes shall apply to all matches. ACA Bylaws where applicable shall also apply.

N.B. The 5 run penalty clauses as per Laws 2, 18, 41 and 42 will not apply to District Tournaments.

The Tournament Referees shall rule on any matter relating to the enforcement or interpretation of these playing conditions and their decision shall be final. Details of any disputed matters shall be recorded in any Tournament Report.

Eligibility

To be eligible for the tournament all players (A & Development Sections) must be under 18 on 1 September of the year in which the teams are to compete and either a financial member of a club or a pupil in a school in the District for which they are selected.

In the event that a player is a financial member of a club within one district and a pupil of school in another district, the district within which the club is located will have first claim on the player's services for the tournament. If that player is not selected by that district he may be selected by the district within which the school which he attends is located.

Squad Size & Composition

Each team squad shall comprise no more than 13 players. No "A" squad members can be moved down to the "Development" section. Players can be moved between the "Development" and "A" competitions for reasons of genuine unavailability (eg. national schools competition) and/or injury only. Any planned movement of a player between the Development and A sections must be communicated in the first instance to the Tournament Manager, whom will decide whether it will be authorised or not. In the instance of an injury, the team manager/coach must advise the Tournament Manager as soon as practicable as to any planned movement between the squads. Again, the Tournament Manager will determine the authorisation.

There must be a minimum of **six** players who are in Year 11 at school in 2011 within each District's squad, i.e. across their 'A' and 'Development' teams. A special dispensation is provided to the North Harbour district, reducing the minimum number of Year 11 players in each of their squads (Black and Burgundy being treated as separate squads) to four.

Tournament Winners

- (a) The Tournaments shall consist of two rounds of two-day matches played on grass pitches and three rounds of one-day matches on artificial pitches or grass pitches if possible.
- (b) In the event that no play is possible on the first day of a two-day match because of inclement weather conditions the match will revert to a one-day match played under 'one-day' playing conditions.

- (c) Points from one-day matches are to be added to those earned in the two day matches when determining the Tournament winners.

Subject always to **three** rounds of round robin play having been completed:

1. The team having accumulated the most points at the conclusion of the Tournament shall be declared the winner.
2. In the event that two teams have accumulated the **same number of points** at the conclusion of the Tournament then the result of the match between the two teams shall determine the Tournament winner. In the event that more than two teams have accumulated the **same number of points** (or if two tied teams did not play each other / had a tied match result) at the conclusion of the Tournament then the team with the best runs per wicket differential is the outright winner (see below for calculation).
3. If, in the opinion of the Tournament Referees, three rounds of competition have **not** been completed, the Referees reserve the right to decline to declare a tournament winner.
4. Where as a result of variable weather conditions, completion of all games in a round cannot be achieved the Tournament Referees may elect to determine that all games on that day be deemed no result games and points be allocated to all teams accordingly.
5. Any disputes concerning results and associated matters shall be referred to and be resolved by the Tournament Referees whose decision shall be final and binding.

Competition Points:

In all matches points will be scored as follows:

(1) outright win where team leads on the 1 st Innings	6 points
(2) outright win where 1 st Innings was a tie	6 points
(3) outright win where team was behind on 1 st Innings	6 points
(4) outright tie regardless of 1 st innings result	3 points
(5) win on 1 st Innings (points to be retained even if match is ultimately lost outright)	4 points
(6) draw or tie on 1 st Innings or one-day match tie (points to be retained if match is ultimately lost outright)	2 points
(7) loss on 1 st Innings	0 points
(8) abandoned match	2 points
(9) one-day match win	4 points
(10) one-day match tie or no-result	2 points
(11) one-day match loss	0 points

Runs Per Wicket Differential

The sum of aggregate of runs scored divided by aggregate of wickets lost, minus the sum of aggregate of runs conceded divided by aggregate of wickets taken.

Other Awards

- The 'Peter Badley Shield' will be awarded to the best performed District across all the 2011 ACA District Tournaments. This will be decided by the lowest tally of cumulative finishing placings for each District across the U18, Year 9 & 10, Primary Schoolboys and U15 Girls tournaments. For example:

District	U18 A	U18 Dev	Y9&10 A	Y9&10 Dev	PSB A	PSB Dev	U15 Girls	TOTAL POINTS
Eastern	2	4	1	3	2	2	4	18

In the case of North Harbour, its points tally will be the average finishing position of each of its teams, i.e. the total points tally across the Burgundy and Black teams at each tournament, divided by two.

The finishing position of the lowest placed Central and lowest placed Eastern teams in the PSB 'Development' tournament will not count towards the Peter Badley Shield.

- Bowler of the Tournament – this will be awarded to the player that has taken the most wickets in each of the Under 18 'A' and 'Development' sections.
- Batsman of the Tournament – this will be awarded to the player that has scored the most runs in each of the Under 18 'A' and 'Development' sections.

Two Day Matches

1. Hours of Play

Commencement of Play until Lunch:	10.30am – 12.40pm
Lunch until Tea:	1.20pm – 3.30pm
Tea until Close of Play:	3.45pm – 5.45pm

Note: The session closing time shall be observed only if the required minimum number of overs have been completed (refer Clause 15) or, if time is lost, where a lesser number of overs have been calculated as being required to be bowled (refer Clause 15(b))

2. Times for Start and Cessation of Play (Law 16)

- (a) The Tournament Manager may vary the normal hours of play specified in Playing Condition 1 provided the specified maximum of 6 hrs 20 mins per day is not exceeded, subject to Playing Condition 15 (a).
- (b) There will be a lunch break of a minimum of 40 minutes and a tea break of at least 15 minutes.
- (c) The Tournament Manager may direct a change of venue because of weather or ground conditions. This includes the use of artificial pitches of suitable quality only when grass pitches are not available.
- (d) If the commencement or resumption of play is delayed by weather play is to proceed on pitches, as they become available.
- (e) On the last day, and regardless of whether a result is unlikely to be achieved, the earliest play may cease, by mutual agreement of both captains, will be 1 hour prior to the scheduled close.
- (f) Notwithstanding any variation to the standard hours of play and subject to Laws 16.6 and Playing Condition 15(a), the total hours of play of a match shall not exceed 12 hours 40 mins.

3. Time for Lunch Interval (Law 15)

- (a) The lunch interval shall be 40 minutes or as otherwise set down by the Tournament Manager in terms of Playing Condition 2(a).
- (b) Law 15.6 (Innings ending or stoppage within 10 minutes of interval) will apply.
- (c) The set time for the lunch interval may be varied if, owing to the weather or the state of the ground, an alteration has been agreed upon by the captains or ordered by the Umpires, but always subject to the approval of the Tournament Manager.

4. Time for Tea Interval (Law 15)

- (a) The tea interval shall be 15 minutes or as otherwise set down by the Tournament Manager in terms of Playing Condition 2(a).
- (b) Law 15.7 & 15.8 (innings ending or stoppage within 30 minutes of interval) will apply but Law 15.10 (Tea Interval - continuation of play) will not apply.
- (c) In the event of delays, the tea interval may be varied by direction of the umpires at the request of the captains should they so agree.

5. Nomination of Players (Law 1.2)

- (a) For each match teams may be composed of twelve players. 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. **(N.B.** For the purposes of Playing Condition 20, Fielding Lists are to clearly identify players deemed Pace Bowlers). The player left out of the Fielding XI will act as a normal 12th Man for the fielding portions of the match (i.e. the player may bat in the Batting XI but may not bowl or keep wickets). Up to a maximum of two other squad members may also act as traditional 12th Men providing they do not bat, bowl or keep wickets.
- (b) Where possible no player shall be 12th Man for more than one match.

6. Appointment of Umpires (Law 3.1)

Umpires for this Tournament shall be provided and appointed by the Auckland Cricket Umpires & Scorers Association if available. Otherwise each District team entered shall have available for each day's play a person competent and able to act.

7. Fitness of Ground, Weather and Light (Law 3.8)

Law 3.8 is replaced by the following provisions:

(1) Pitch, Ground and Weather (excluding Light):

- (i) All decisions concerning the fitness of the pitch, ground and weather (excluding Light) for play shall be in the hands of the Umpires and the Tournament Manager, provided that the Umpires shall not abandon play for the day prior to the tea adjournment without the consent of the Tournament Manager or his nominee;
- (ii) Decisions as to the fitness of the pitch, ground and weather shall come under the control of the Umpires 20 minutes before the scheduled time for the commencement of play;

(2) Fitness of Light:

- (i) The fitness of the light before the commencement of play in any session shall be entirely in the hands of the Umpires. The Umpires, on

appeal, shall decide the fitness of light for play whilst the players are on the field. Only one appeal per batting side per session will be allowed, provided that, if an interruption which necessitates players leaving the field takes place in any session and play restarts before the next scheduled adjournment, a further appeal will be allowed the batting side in that session after any such interruption.

- (ii) If, having rejected an appeal against the light, the umpires subsequently decide conditions have deteriorated sufficiently to warrant a suspension of play, they shall first ascertain whether the batsmen wish to continue their innings before making a decision to suspend play. The fielding side shall have no right of appeal against the light.

8. Approval of Balls (Law 5.2)

Law 5.2 is replaced by: The Tournament Manager will supply four-piece good quality balls as approved by Auckland Cricket. The same make and quality of ball shall be used throughout the match. The Umpires shall take custody of match balls at the close of play and at all intervals, stoppages and the like.

9. New Ball (Law 5.4)

In place of Law 5.4 the following will apply: The Captain of the fielding side shall have the choice of taking the new ball after 80 overs have been bowled with the old one. Either captain may demand a new ball at the start of each innings.

Note: The over in which the new ball is taken, whether or not such ball is taken after a number of balls have been bowled with the old one, is to be regarded as the first over in computing the number of overs in respect of the new ball.

10. The Pitch – Selection and Preparation (Law 7.2)

Law 7.2 shall apply and in addition: Captains, Umpires and Ground Staff should cooperate to ensure that prior to a match no player bowls, bounces or practices with a ball on or near the pitch, or strikes it with a bat, to assess its condition.

11. Declarations & Forfeiture (Law 14)

(a) Compulsory Declarations – The team which bats first shall not be entitled to bat beyond the first day except if playing time is lost on that first day through weather or ground conditions, in which case that the team may continue its innings on the second day and may bat for a time equivalent of half the time lost on the first day.

(b) There are no restrictions on the 1st innings of the team batting second.

(c) Law 14 will apply. In addition, it should be noted that Law 14 provides that only the captain of the batting side may declare an innings closed and it is not the intention that any declaration should become the subject of an agreement between opposing captains. If the umpires have grounds for thinking that any such agreement has taken place they shall report accordingly to the Tournament

Manager, and if he is satisfied beyond doubt that such agreement did occur, any points scored shall not be counted.

(d) No innings may be forfeited.

12. Intervals for Drinks (Law 15.9)

Law 15.9 shall apply except that on the final day of a match the drinks shall be taken before the commencement of the last scheduled hour of the match as per Playing Condition 14(b)

Drinks must be taken on the field of play.

13. Over Rates

There shall be no over rate penalties applied to District Tournaments. However it is expected that a rate of approximately 17-18 overs per hour will be maintained.

14. Last Hour of Match

(a) A minimum of 17 overs shall be bowled in the last hour on the final day of a match but both captains may agree to conclude the match at any time during the last hour regardless of whether this minimum has been bowled.

(b) On the final day of a match drinks shall be taken when one hour of playing time remains or when there are 17 overs remaining to be bowled, whichever is the latter. The final hour will then commence at the end of the drinks interval with a minimum of 17 overs to be bowled.

E.g. At 4.45pm 87 overs have been bowled on the last day of a match and there has been one change of innings. Thus, in effect 90 overs have been bowled, allowing 3 overs for the change of innings. The drinks break has been taken and the last hour shall be signalled by the umpire and a minimum of 17 overs must now be bowled. Play finishes at 5.45pm, or after the completion of 17 overs, whichever is the latter.

E.g. At 4.50pm 83 overs have been bowled on the last day of a two day match and there have been no changes of innings. A drinks break shall be taken and after that the umpire shall signal the last hour. Play finishes at 5.50pm or after the completion of 17 overs, whichever is the latter.

15. Minimum Overs

(a) On each day of a two day game a minimum of 100 overs must be bowled.

(b) Reduction to minimum – the minimum number of overs shall be reduced:

(i) If there is a change(s) of innings, with a reduction of three overs allowed for each change of innings during the day.

(ii) If play is suspended for any reason. In this case the number of overs remaining to be bowled in the day shall be determined by calculating the

time available until the close of play (i.e. 5.45pm) and dividing the result by 3.5 minutes for each over.

- (c) Except on the final day if, as a result of ground, weather or light causing a suspension of play, the players are already off the field at the scheduled cessation time or go off the field at any time thereafter, stumps shall be drawn.
- (d) If an innings ends during the course of an over, such part over shall count as a full over so far as the minimum number of overs to be bowled in a day is concerned.
- (e) Should play be suspended for the day in the middle of an over, that over must be completed the next day in addition to the minimum number of overs (if any) to be bowled that day.
- (f) There shall be no further play on any day, other than on the last day, if a wicket falls during the last minimum over within two minutes of the scheduled cessation time or thereafter.

16. Limitation of Overs for Pace Bowlers

(Note: This restriction does not apply to Spin Bowlers)

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 throughout Australia. Coaches are asked to apply the rule strictly and not to try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as a higher priority than match results. In the event of any dispute at the Tournament, the matter shall be referred to the Tournament Manager whose ruling will be final.

Under 18:

Maximum of 6 overs per spell

Maximum of 16 overs per day

At the completion of the bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of the spell from that end is bowled from the same end.

A bowler who has bowled a spell of less than the maximum set out above may resume bowling prior to the completion of the necessary break as defined above, but this will be considered an extension of the same spell, and the limit of overs in total for the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

In the event that 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.

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 following day.

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.

17. Wide Bowling

The ball will be considered as passing wide of the striker unless it is sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.

18. No Ball (Law 24)

Fair Delivery – The Arm: Law 24.2 will apply but with the following addition: At the conclusion of a match both Umpires shall submit a report to the Tournament Manager if either of them consider the action of a bowler in the match has been illegal under this law. The Tournament Manager shall inform the team manager and the coach who shall notify the chairman of the District of the player concerned.

- (a) One ball per over is allowed to be between shoulder and head height of that of the particular batsman standing upright at the popping crease. Anything over head height is classed as a 'wide' and also the one 'short ball' for the over.
- (b) The Bowling of High Full Pitched Balls - Law 42.6 (b) shall apply with the following: Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowlers end shall adopt the following procedure: In the first instance the umpire shall call & signal NO-BALL, caution the Bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the Batsman of what has occurred. At the first repetition call & signal NO-BALL and when the ball is dead direct the captain of the fielding side to take the Bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively. Not allow the Bowler, thus taken off, to bowl again in the same innings. Report the occurrence to both captains and the Tournament Manager who shall take any further action which is considered to be appropriate against the Bowler concerned.
- (c) Deliberate bowling of High Full Pitched Balls - Law 42.8 shall apply, except that the reference to clause 6(b) and 7 be deleted.

One-Day Matches

1. Hours of Play

- a) Hours of play shall be 10.30am to 5.30pm with one interval of 30 minutes between innings.

10.30am – 1.45pm	First innings
1.45pm – 2.15pm	Lunch
2.15pm – 5.30pm	Second innings

- b) Any variation to the Hours of Play shall be the sole responsibility of the Tournament Manager who shall notify each competing team prior to the normal time of commencement of play. All teams shall report to the allocated venue each day regardless of weather conditions unless otherwise advised by way of cancellation notice over Newstalk ZB.
- c) The Tournament Manager may direct a change of venue because of weather or ground conditions.
- d) If the commencement or resumption of play is delayed by weather, play may proceed on pitches, as they become available. However the Tournament Manager may, at his sole discretion require all games at any one venue to commence or resume at the same time.
- e) A maximum of two drink breaks, each not exceeding 5 minutes duration, may be taken in each session. Drinks must be taken on the field of play.

2. Limitation of Overs

- a) Each match will consist of two innings on one day.
- b) Each team shall bat for one innings which shall consist of a maximum of 50 overs.
- c) To ensure that the match progresses at a reasonable pace, as a guideline each innings should be completed within **3 hours and 15 minutes**. Coaches and Managers are asked to ensure their players maintain an over rate of 17-18 overs per hour. In the event that the fielding team does not complete 50 overs within the above timeframe, they shall not be penalized by any reduction in overs when they start their innings.
- d) If the team batting first is dismissed is less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

3. Nomination of Players (Law 1.2)

- a) For each match teams may be composed of twelve players. Prior to the Toss for each match team captains must provide the opposing captain and the Umpires a list of their Batting XI and their Fielding XI. (NB where applicable Fielding XI's are to clearly identify players deemed to be Pace Bowlers. In addition the wicket keeper is required to be named & the same player's name shall appear in the

Batting XI.) The player left out of the Fielding XI will act as a normal 12th Man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl or keep wickets). Up to a maximum of two other squad members may also act as traditional 12th men providing they do not bat, bowl or keep wickets.

- b) Where possible no player shall be 12th Man for more than one match

4. Match Equipment

Balls: Balls shall be supplied by the Auckland Cricket Association and shall be approved 4-piece 156 gm for 'A' and 'Development' sections.

5. Interruptions due to Weather

- a) Where the commencement of a match is delayed by weather or ground conditions the maximum amount of time available, less 10 minutes for the innings break, shall be halved to determine the maximum length of each team's innings. The number of overs to be bowled shall be determined by dividing the minutes remaining by **3.5** with any fraction being counted as a full over.
- b) A minimum of **25** overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.
- c) If play is suspended during a team's first innings the total number of overs still to be bowled shall be reduced by **one over** for **every 3.5 minutes lost** and the entitlement of the team then batting shall be reduced by **one half** of the overs lost. In the event that the number of overs lost is an odd number the **next highest even number** shall be adopted.
- d) The side batting second shall be entitled to the same number of overs as received by the team batting first.
- e) If a suspension of play occurs when the side batting second is at the crease the number of overs remaining shall be calculated as follows:-

EITHER: The number of overs still to be bowled shall be reduced by **one over for every 3.5 minutes lost**

OR: The number of overs still to be bowled shall be calculated by dividing the **time remaining** until the scheduled end of play as set out in Playing Condition 4(a) by **3.5 minutes** and the calculation producing the greater number of overs shall prevail.

- f) The target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs the calculation of the run rate shall be based on the full number of overs to which it was entitled.

- g) Where play has been interrupted by weather or ground conditions, or by poor light, play must continue until the team batting second has received its full quota of 50 overs, or a reduced number of overs, or is dismissed.

6. Over Rate

There shall be no over rate penalties applied to District Tournaments. However it is expected that a rate of approximately 17-18 overs per hour will be maintained.

7. Number of Overs per Bowler

- a) 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 50 overs, no bowler may bowl more than one fifth of the total overs allowed, except where the total number of overs available is not divisible by 5, when an additional over shall be allowed to a minimum number of bowlers, such minimum being equal to the remainder obtained where the total number of overs is divided by 5 (e.g. in a 33 over match 3 bowlers may have a maximum of 7 overs and no other bowler may have more than 6 overs).
- 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. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. Limitation of Overs for Pace Bowlers

There are no restrictions on bowling spells for pace bowlers for one-day matches, e.g. a pace bowler can bowl their total allocation of overs in one consecutive spell.

9. Fielding restrictions

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. In addition to the restriction above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

The following fielding restrictions shall apply:

- (a) During the first block of Powerplay Overs, only two fieldsmen shall be permitted outside the fielding restriction area (30m circle) at the instant of delivery. During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the 30m circle at the instant of delivery. Where a 30m circle is not marked on the ground, the decision as to whether fielders are inside or outside of the fielding restriction area is at the sole discretion of the umpires.
- (b) During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within 15m of the striker's wicket at the instant of delivery. When a fast bowler is bowling, the two stationary fieldsmen may be permitted to stand deeper than 15m provided only

that they are standing in slip, leg slip or gully positions. Whether the stationary fielders are appropriately positioned is at the sole discretion of the umpires.

- (c) During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause (a) above.
- (d) Subject to the provisions of (e) below, the Powerplay Overs apply for 20 overs per innings to be taken as follows:
 - (i) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
 - (ii) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of the batsmen at the wicket.
 - (iii) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side made the first request.
 - (iv) Once a side has nominated a Powerplay, the decision cannot be reversed.
 - (v) Should either team choose not to exercise their discretion, the Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted match, one unclaimed Powerplay will begin at the start of the 46th over).
- (e) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20 – 21	4	2	2	8
22- 23	5	2	2	9
24 - 26	5	3	2	10
27 - 28	6	3	2	11
29 - 31	6	3	3	12
32 – 33	7	3	3	13
34 - 36	7	4	3	14
37 – 38	8	4	3	15
39 - 41	8	4	4	16
42 – 43	9	4	4	17
44 – 46	9	5	4	18
47 – 48	10	5	4	19
49	10	5	5	20

- (f) Each block of Powerplay Overs must commence at the start of an over.

- (g) If play is interrupted during the first or second Powerplay and on resumption, the overs required to be bowled in that Powerplay have already been exceeded, then the subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- (h) If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- (i) If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- (j) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Numerical examples of adjustments to Powerplay Overs following an interruption – a 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (1) 38 overs, (2) 28 overs, (3) 20 overs.

- (1) *Powerplay Overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.*
- (2) *Powerplay Overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.*
- (3) *Powerplay Overs are 4+2+2. All Powerplay Overs have been completed. Non –Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

- (k) At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the Batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- (l) The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay
- (m) In the event of any infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

10. Wide Bowling

- (a) Umpires are instructed to apply an appropriate level of judgment and consistent interpretations in regard to this law and having regard to the age of the players and the conditions.
- (b) Wide of the off stump: a delivery that the striker cannot reasonably reach. As a guide for the umpires a wide line can be marked that is a stump's length (approx 70cm) from the off stump.
- (c) Wide down the leg side: a ball passing the batsman more than 10cm outside leg stump and going wider down leg.
- (d) The following statement should be adopted as a guide to Umpires in the application of this playing condition "If the ball passes either side of the wicket sufficiently wide as to make it virtually impossible for the striker to make a normal cricket stroke both from where he is standing and from where he should normally be standing at the crease the umpire shall call and signal wide. This provision will not apply if the batsman makes contact with the ball".

11. No Ball Rule

Law 24 No Ball shall apply:

- (a) One ball per over is allowed to be between shoulder and head height of that of the particular batsman standing upright at the popping crease. Anything over head height is classed as a 'wide' and also the one 'short ball' for the over.
- (b) The Bowling of High Full Pitched Balls - Law 42.6 (b) shall apply with the following: Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowlers end shall adopt the following procedure: In the first instance the umpire shall call & signal NO-BALL, caution the Bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the Batsman of what has occurred. At the first repetition call & signal NO-BALL and when the ball is dead direct the captain of the fielding side to take the Bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively. Not allow the Bowler, thus taken off, to bowl again in the same innings. Report the occurrence to both captains and the tournament manager who shall take any further action which is considered to be appropriate against the Bowler concerned.

12. The Result

- a) A result can only be achieved if both teams have batted for at least 25 overs unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.
- b) All other matches in which both teams have not had an opportunity of batting for a minimum of 25 overs shall be declared as "no result matches".

- c) In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an uninterrupted match or a lesser number of overs in an interrupted match) the team scoring the higher number of runs shall be declared the winner.

13. General

In the event of any disputes or need for clarification of these Playing Conditions the decision of the Tournament Referees shall be final.