

## MEN'S NATIONAL UNDER 17 TOURNAMENT

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

### 1. The competition

- 1.1 Age Qualification is Under 17 as at 01 September preceding the Tournament.
- 1.2 The competition will be held at NZC Grounds, Lincoln University, Christchurch between 13-21 January 2017, and consist of three (3) rounds of two day matches, followed by two (2) rounds of 50 over matches.
- 1.3 At the end of the tournament the teams will be placed from 1<sup>st</sup> to 6<sup>th</sup> according to the points obtained during the competition.
- 1.4 The winner of the tournament will be the team accumulating the most points across both formats of the tournament.
- 1.5 If two or more teams are equal on points at the completion of the tournament, the title will be shared.

### 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 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).
- (b) The 12<sup>th</sup> man may be rotated on and off the field acting as substitute fielder.
- (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 12<sup>th</sup> 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 New Zealand Cricket will be used.

### **2. Limitation of overs for pace bowlers**

Note: This restriction applies to pace bowlers and 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, and the NZC High Performance Unit suggests that fast bowlers play no more than four out of five straight days of cricket.

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 17**

(a) If a player is aged under 17 as at 01 September, and is playing in the U17 Competition, he will be restricted in one day cricket to a bowling load of six overs in any one spell. In two day cricket a bowling load of six overs in any one spell, and a maximum of 16 overs per day applies.

(i) 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.

(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 bowler's limit is concerned.

### 3. Points

#### Two day matches – Points system

A minimum of 96 overs applies in a day's play. Hours 10.00am – 5.30pm, with up to 30 mins to bowl the required minimum overs.

First Innings lead	6 points
Outright win	4 points
Draw or no result on first innings	3 points each
Tie on first innings	3 points each
Tie Outright	1 additional point each

In addition:

- If the first day is abandoned, a 50 over match will be played on the second day and both teams will be awarded 3 points for the abandoned first day, plus one day points for the one day winning team (as below).
- If both days are abandoned, both teams will be awarded 3 points for the abandoned first day, and 1 point for the abandoned second day, so a total of 4 points each.

### 4. Hours of Play

Session	BSO	Lincoln No. 3	Lincoln Green
1 <sup>st</sup> session	10.00am - 1.30pm	10.00am - 12.20pm	10.00am-12.20pm
Lunch	1.30pm - 2.20pm	12.20pm-1.00pm	12.20pm-1.00pm
2 <sup>nd</sup> session	2.20pm – 4.20pm	1.00pm-3.10pm	1.00pm-3.10pm

Tea	4.20pm - 1.30pm	3.10pm-3.30pm	3.10pm-3.30pm
3rd session	2.20pm – 5.50pm	3.30pm-5.30pm	3.30pm-5.30pm

An additional 30 minutes will be permitted to bowl the minimum number of overs for the day's play.

### **One day Matches**

Except as modified hereunder NZC First Class Playing Conditions (Ford Trophy One Day) shall apply in all matches.

#### **1. Points**

As per NZC Ford Trophy 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) Red Kookaburra Regulation 156gm balls as approved by New Zealand Cricket will be used.
- (b) One ball only will be used, with no ball change after the 34<sup>th</sup> over.

#### **3. Clothing**

White clothing and equipment to be used.

#### **4. Hours of Play**

Session	BSO	Lincoln No. 3	Lincoln Green
1 <sup>st</sup> innings	10.00am - 1.30pm	10.00am - 1.30pm	10.00am - 1.30pm
Lunch	1.30pm - 2.10pm	1.30pm - 2.10pm	1.30pm - 2.10pm
2 <sup>nd</sup> innings	2.10pm – 5.40pm	2.10pm – 5.40pm	2.10pm – 5.40pm

Scheduled close of play for calculation purposes is 6.30pm.

## 2016-17 UNDER 17

January 2017				
<b>Round 1</b>				
Fri 13 - Sat 14	Wellington	v	Central Districts	Bert Sutcliffe Oval
	Otago	v	Canterbury	Lincoln No. 3
	Northern Districts	v	Auckland	Lincoln Green
<b>Round 2</b>				
Sun 15 - Mon 16	Auckland	v	Otago	Bert Sutcliffe Oval
	Central Districts	v	Northern Districts	Lincoln No. 3
	Wellington	v	Canterbury	Lincoln Green
Tues 17	<b>REST DAY</b>			
<b>Round 3</b>				
Wed 18	Northern Districts	v	Otago	Bert Sutcliffe Oval
	Auckland	v	Wellington	Lincoln No. 3
	Central Districts	v	Canterbury	Lincoln Green
<b>Round 4</b>				
Thurs 19	Central Districts	v	Wellington	Bert Sutcliffe Oval
	Canterbury	v	Northern Districts	Lincoln No. 3
	Otago	v	Auckland	Lincoln Green
<b>Round 5</b>				
Fri 20	Canterbury	v	Auckland	Bert Sutcliffe Oval
	Northern Districts	v	Wellington	Lincoln No. 3
	Otago	v	Central Districts	Lincoln Green
<b>Round 6</b>				
Sat 21	Canterbury	v	Northern Districts	Bert Sutcliffe Oval
	Auckland	v	Central Districts	Lincoln No. 3
	Wellington	v	Otago	Lincoln Green