

NZCT Secondary School Girls' Finals Playing Conditions

Except as modified hereunder the Women's Twenty20 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 the participating secondary school on a full-time basis and who is 19 years of age or under as of 1st January in the year of the competition.

The competition shall be held at New Zealand Cricket's High Performance Centre, Lincoln University, between the 2nd - 4th December 2016 and consist of a full round robin format 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 but will act only as injury replacement. 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. Cost 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 12th 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, as effectively doing so would nominate him as 12th man, and the Laws of Cricket do not allow substitutes to act as wicketkeeper.
- (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:

- (a) 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

- (b) Close of play for calculation purposes will be 1.30pm and 5.30pm.
- (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 10 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.
- (e) 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 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.
- (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. The Fielder

- (a) At the instant of delivery there shall be no more than five fielders on the leg side.
- (b) For the first six overs of each innings, no more than two fielders are permitted outside of the inner circle.
- (c) For the remaining overs of each innings, no more than five fielders are permitted outside of the inner circle.
- (d) In a match where the number of overs is reduced, refer to the table below for boundary fielder restrictions.

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

- (a) 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

Win	2 points
No result	1 point
Loss	0 points

- (a) 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.
- (b) If no play is possible during round robin play, the tournament will be abandoned and no award will be made.
- (c) In the event of a tie, the Super Over procedure (as referred to in McDonalds 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 for bowl out procedure.
- (d) 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.
- (e) If rain interrupts a game where both teams have completed five overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.
- (f) 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.

- (g) 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.
- (h) 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

- (a) 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.
- (b) The team with the highest number of hits will be deemed to be the winner.
- (c) In the event of a tie, a further five bowlers will each bowl one delivery.
- (d) 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.
- (e) 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

Law 24 shall apply subject to the following:

- (a) Law 24.1 (b) - Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

- (b) Free Hit

In addition to the above, 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 (the provisions of clause 41.2 shall apply),

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.

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. Dangerous and Unfair Bowling

(a) Bowling of fast Short pitched balls

A bowler shall be allowed to bowl one short pitched deliveries per over. In the event of the bowler bowling more than one fast short pitched delivery in an over, the Umpire shall call and signal No ball and invoke the procedures of cautioning as described in Law 42.7(a), (b) and (c). The above regulation is not a substitute for Law 42.6 which Umpires may apply at any time.

(b) Bowling of High Full pitched balls

If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batsman standing in his normal stance at the crease, the Umpire shall call and signal No ball.

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.

