

Secondary School Boys' First XI Cup Finals Playing Conditions

Except as modified hereunder the NZC First Class and Ford Trophy Playing Conditions for Cricket in New Zealand shall apply.

1. The Competition

The competition shall be open to every male student in New Zealand attending the participating secondary school on a full-time basis and who is 19 years of age or under at the 1st January in the year of the competition.

The competition shall be held at New Zealand Cricket's High Performance Centre, Lincoln University, Christchurch between the 5th – 9th December 2016 and consist of a full round robin format of 50 over 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, the team captain must provide the opposing Captain, 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, 156gm White Kookaburra Regulation balls will be used for the competition.

4. Hours of play and intervals:

- (a) The normal session times shall be the following:
10.00am – 1.10pm Session 1

1.10pm – 1.50pm	Interval
1.50pm – 5.00pm	Session 2

- (b) Close of play for calculation purposes will be 6.30pm.
- (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 20 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.

5. 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 40 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 (eg. in a 33 over match three bowlers may have a maximum of seven overs and no other bowler may have more than six 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. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. Limitation of overs for pace bowlers

Note: This restriction does not apply to spin bowlers.

- 6.1 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 spell. This rule is made in the interests of player safety and follows extensive research findings.
- 6.2 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.
- 6.3 In the event of any dispute at the tournament, the matter should be referred to the NZC Tournament Manager whose ruling will be final.

Pace Bowlers

- (a) A pace bowler will be restricted to a bowling load of six overs in any one spell in this competition.
 - (i) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs of 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) 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.
 - (iv) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

7. Points/Tournament placing

Win	2 points
No result / Tie	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 group play, the tournament will be abandoned and no award will be made.
- (c) A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- (d) If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match then the result shall be decided by the Duckworth-Lewis-Stern system (current version DLS1-2014).

- (e) If rain interrupts and prevents each team from completing a minimum of 20 overs, the match will be called a no result and both teams receive one point.
- (f) 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. No ball

Law 24 will 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.

9. Restrictions on the placement of Fieldsmen

Please refer to Ford Trophy One Day Playing Conditions Clause 8.

10. Wide bowling

Refer to Ford Trophy Playing Conditions 9 for the definition of a Wide and its guidelines and application.

11. Dangerous and Unfair Bowling

- (a) Bowling of fast Short pitched balls

A bowler shall be allowed to bowl two short pitched deliveries per over. In the event of the bowler bowling more than two 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 clothing which has been approved by NZC.

