

Secondary Schools Cricket Girls 1A Playing Conditions

These playing conditions are to be read and applied in conjunction with the Secondary Schools Cricket General Playing Conditions 2024.

1. THE COMPETITION

1.1 Term One each team shall play each other team once. At the conclusion of these matches there shall be a final played as specified below.

Finals: Finals shall be played for 1st, 3rd and 5th place.

1.2 **Grade Composition:** Grade details will be confirmed and communicated once entries have closed.

(a) **Promotion:** 1st XI sides only are eligible for promotion. The winner of the 1v2 final is automatically promoted into the Premier grade for the following season. If a non-1st XI finishes in 1st and 2nd place, the highest placed 1st XI will contest a play-off with the 6th placed side from the Premier grade.

(b) **Relegation:** There will be no relegation from the 1A grade.

N.B. 1 Home advantage is given to the higher placed side for all finals and play-off games where possible.

N.B. 2 Dates for play-off games will be scheduled once teams are known.

(c) **National Qualifier Tournament:** The tournament is open entry and will be held during Summer Tournament Week. The winner of the 1v2 final will represent Auckland at the Gillette Venus Cup. If a winner cannot be found due to the tournament not being completed (i.e. weather affected), the national qualifier will be the Auckland Premier Grade winner.

1.3 Playing Dates:

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Finals
Wednesday 14 th February	Monday 19 th February	Wednesday 21 nd Feb	Wednesday 28 th February	Monday 4 th March	Wednesday 6 th March	Wednesday 13 th March

2. THE PITCH

2.1 Matches in this competition may be played on either artificial or grass wickets.

3. HOURS OF PLAY

3.1 All players must be at the ground for the toss by 4pm. The team (minimum of 7 players present) arriving late (after 4pm) forfeits the toss. Play must commence promptly at 4:15pm (or earlier if both teams are ready and willing prior to 4:15pm).

3.2 First Innings: 4.15pm - 5:30pm
Interval: 5:30pm – 5:40pm
Second Innings: 5:40pm - 6:55pm

3.3 **Drinks breaks:** There are no scheduled drinks breaks. Umpires may, at their discretion, allow one drinks break per innings at the fall of a wicket or end of an over.

4. LIMITATIONS OF INNINGS

4.1 **Number of Innings:** Each match will consist of two innings on one day.

4.2 **Number of Overs:** Each team shall bat for one innings which will consist of a maximum of 20 overs. Further to this;



- (a) The first innings must finish after one hour and fifteen minutes, regardless of if the 20 overs have been bowled.
- (b) If the team bowling first does not achieve 20 overs within the time limit and does not bowl the opposition out, then they shall be entitled to receive only the number of overs that they bowled.
- (c) If the team bowling first bowls the batting side out in less than 20 overs, then they shall be entitled to receive the maximum of 20 overs in their batting innings.

4.3 If daylight saving no longer exists, each innings will be limited to one hour's duration with a minimum of 13 overs per innings.

5. LATE START

5.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete 3.75 minutes of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the total overs remaining.

6. INTERRUPTIONS DUE TO WEATHER

6.1 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 3.75 minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes lost, three overs shall be deducted.

6.2 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.

6.3 **Second Innings Target:** If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Method.

(a) Duckworth Lewis software is accessible via the following links;
<https://www.playhq.com/>

- (b) Where software application and/or Internet unavailability prevents use of Duckworth Lewis at any time during the match the following provisions shall apply:
 - i. 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.
 - ii. 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.

7. THE RESULT (LAW 16)

7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number of overs which are to be bowled in that innings is bowled, whichever is sooner.

7.2 **No result:** If play has been abandoned in a match and less than 5 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Where the match has been abandoned and the team batting second has faced 5 or more overs (but less than 20 overs)



and has not completed its innings, its target score shall be calculated in accordance with clause 6.3.

7.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides. Where the match is a knockout fixture (such as a final of a competition) the result of the match will be determined as follows:

- (a) In the event of a tied final match, the teams shall compete in a Super Over to determine which team is the winner (refer attached Appendix I of the General Playing Conditions).
- (b) If following a tie, weather conditions prevent the Super Over or Bowl Out from being completed, the match will be abandoned and postponed to the Reserve Date, if it is the Reserve Date, the following will be used to deem the superior side:
 - i. The team who lost the least number of wickets in the innings.
 - ii. If still equal, the team whose batters hit the most boundaries (fours and sixes).
 - iii. If still equal, the higher seeded team at the completion of the round robin stage.

8. BOWLING RESTRICTIONS

8.1 No bowler shall bowl more than one-fifth of the total number of overs available in an innings. In an uninterrupted innings of 20 overs a bowler may bowl a maximum of 4 overs

9. FIELDING RESTRICTIONS

9.1 No player may field within 10m of the batter except for the wicketkeeper and the regulation slips fielding positions. Refer to clause 18.1 of the General Playing Conditions for a diagram depicting the 'safe' area.

9.2 At the instance of delivery, there may not be more than 5 fielders on the boundary (as a guideline this is 4m from the boundary), or on fields where it is marked, the inner ring

9.3 In the event of an infringement of either of the above fielding restrictions, the umpire shall call and signal "No Ball".

10. WIDES

10.1 **Re-Bowl:** Any delivery signalled a Wide Ball shall not be re-bowled except for in the last over of the innings

10.2 **Penalty:** A penalty of two runs shall be awarded for a Wide Ball. Except for in the final over of an innings where Wides are being re-bowled, it shall only count as one penalty run.

11. NO BALLS

11.1 **Re-Bowl:** Any delivery signalled a No Ball shall not be re-bowled except for in the last over of the innings.

11.2 **Penalty:** A penalty of two runs shall be awarded for a No Ball. Except for in the final over of an innings where No Balls are being re-bowled, it shall only count as one penalty run.

11.3 Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter 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 batter 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 a 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; 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.



N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply. The last over of the innings will continue until a legitimate delivery is bowled to the batter.

12. BALLS PER OVER

12.1 **Balls per Over:** Only six balls are to be bowled per over. With the exception of the last over in each innings when all Wides and No Balls are to be re-bowled.

13. BALL

13.1 A new Kookaburra Water Resistant Crown Pink 142 gm is to be used at the start of each innings.