



Secondary Schools Cricket Girls Tournament 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 Pool Play: Teams will be split into two seeded pools and play a crossover competition. At the completion of the crossover, the top 2 teams from each pool will play in the semi final (as per the below format) and bottom 2 teams will play off for 5th-8th semi final.

If two teams are tied on points at the end of the round-robin stage, the following method(s) will determine the superior side:

- I. The team with the most number of wins.
- II. If still equal, the team with the highest Net Run Rate (NRR), as per 12.3b in the General Playing conditions.
- III. If still equal, the team with the most number of wins over the other team(s) with which it is tied.
- IV. If still equal, the team with the higher runs scored per wicket lost. A team's runs scored per wicket is calculated by dividing the team's total runs scored by the total wickets lost during the preliminary rounds.

Top 4 Semi Finals

A1 v A2	SF 1
B1 v B2	SF 2

Top Final

W(SF1) v W(SF2)	1st/2nd
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Bottom 4 Semi Final

A3 v A4	SF 1
B3 v B4	SF 2

Bottom 4 Final

W(SF1) v W(SF2)	5 th /6 th
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Finals: 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 winner.

1.2 **Playing Dates:** Monday 18th March – Thursday 21st March

1.3 **Reserve Days:** If the final is cancelled or abandoned due to bad weather there will be no reserve day and the national qualifier will be the Auckland Premier winner.

2. THE PITCH

2.1 Matches in this competition will all be played on grass wickets. Should grass wickets not be available (due to weather or unavailability), matches will be moved to artificial wickets. Where possible, a grass wicket will be used for the final.

3. NOMINATION OF PLAYERS

3.1 Teams may have a squad of twelve players who will participate in the tournament. Additional players can be included in the squad and participate as fielding cover only. If a player suffers an injury which prevents further participation during the tournament they may be replaced (in the playing eleven) 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.

3.2 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 for the fielding.

3.3 Eligibility of Year 8 Players

For a player to be eligible to compete in the tournament they must be enrolled in Year 9 or above at the school they are representing. Under exceptional circumstances, an exemption may be provided for a Year 8 player to participate in the competition. The below criteria must be met for an exemption is to be considered.

- (a) The school intending to play a Year 8 player does not have 11 available players that meet existing eligibility criteria.
- (b) The school does not have a player or players missing out due to a Year 8 player being made eligible to play.
- (c) The Year 8 player attends the participating school on a full-time basis.

Approval for a Year 8 player to participate must be based on the developmental benefit for the player and have health and safety at the front of mind.

ACA must communicate with New Zealand Cricket before the start of the regional competition to inform NZC of any exemption given to a Year 8 player to participate. The NZC Tournament Manager will then take into consideration whether the Year 8 player's eligibility will extend over to the national tournament.

4. HOURS OF PLAY

4.1 All players must be at the ground for the toss by 9am (morning game) and 1pm (afternoon game). The team (minimum of 7 players present) arriving late (after 9am or 1pm) forfeits the toss. Play must commence promptly at 9.30am and 1.30pm.

4.2 Morning games: First Innings: 9:30am – 10:45am
Interval: 10:45am – 10:55am
Second Innings: 10:55am – 12:10am

Afternoon games: First Innings: 1:30pm – 2:45pm
Interval: 2:45pm – 2:55pm
Second Innings: 2:55pm – 4:10pm

4.3 **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.

5. LIMITATIONS OF INNINGS

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

5.2 **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.

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

6. LATE START

6.1 **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.

7. INTERRUPTIONS DUE TO WEATHER

7.1 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.

7.2 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.

7.3 **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.

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.

8. THE RESULT (LAW 16)

8.1 **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.

8.2 **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.

8.3 **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.

9. BOWLING RESTRICTIONS

9.1 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.



10. FIELDING RESTRICTIONS

- 10.1 At the instance of delivery, there may not be more than 5 fielders on the legside.
- 10.2 At the instance of delivery, there may not be more than 5 fielders on the boundary, or on fields where it is marked, the inner ring.
- 10.3 In the event of an infringement of either of the above fielding restrictions, the umpire shall call and signal "No Ball".

11. WIDES

- 11.1 **Re-Bowl:** Any delivery signalled a Wide 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 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.

12. NO BALLS

- 12.1 **Re-Bowl:** Any delivery signalled a No Ball shall not be re-bowled except for in the last over of the innings.
- 12.2 **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.
- 12.3 A bowler shall be allowed to bowl one short pitched delivery 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.
- 12.4 **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.

13. BALLS PER OVER

- 13.1 **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.

14. BALL

- 14.1 A new Kookaburra Senator White 142g is to be used at the start of each innings.

15. COMPOSITE SCHOOL TEAM ELIGIBILITY



- 15.1 A composite school team is defined as a team that is made up of a player or players from a school or schools additional to the original school the team is representing. Specifically, in this case a composite school team refers to a school team having one or more players from an additional school or schools. Composite teams may be permitted to participate in the tournament, however, will not be eligible to qualify for the national championships (Gillette Venus Cup).