



## Secondary Schools Cricket 1A Limited Overs Playing Conditions

These playing conditions are to be read and applied in conjunction with the Secondary Schools Cricket General Playing Conditions 2023.

### 1. THE COMPETITION

**Round Robin:** Each team shall play each team twice (Home and Away). At the conclusion of these matches the top 2 teams (1 & 2) will play in a final to determine the Auckland 1A Champion.

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.

- (a) **Final:** The final is scheduled for Saturday 25<sup>th</sup> November. The final will be played at the home ground of the team that finished in 1<sup>st</sup> place after the round robin.
- (b) **Promotion:** The winner of the 1v2 final will be promoted into the Premier Grade for the following season. The loser of the final will contest a play-off match\* with the Premier 7<sup>th</sup> placed team.
- (c) **Relegation:** The 8<sup>th</sup> placed team of the two rounds will be automatically relegated to the 1B grade for the following season. The 7<sup>th</sup> placed team will contest a play-off match\* with the 2<sup>nd</sup> placed side of the 1B grade, the winner of which will play in the 1A grade for the upcoming season.

\*Play-off games will be scheduled in January/early February, prior to the 2024 competition starting.

- 1.1 **Reserve Days:** Should the final be cancelled or abandoned; the match must be completed by Saturday 2<sup>nd</sup> December (date mutually agreed upon by both teams). If a reserve day is not possible or the reserve day is also cancelled or abandoned, the winner of the match will be determined by the superior team at the end of the round robin.

#### 1.2 Playing Dates:

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Rd 8
Saturday 11 <sup>th</sup> February	Saturday 18 <sup>th</sup> February	Saturday 25 <sup>th</sup> February	Saturday 4 <sup>th</sup> March	Saturday 11 <sup>th</sup> March	Saturday 18 <sup>th</sup> March	Saturday 25 <sup>th</sup> March	Tuesday 27 <sup>th</sup> March
Rd 9	Rd 10	Rd 11	Rd 12	Rd 13	Rd 14	Final 1v2	
Thursday 30 <sup>th</sup> March	Saturday 21 <sup>st</sup> October (Labour Weekend)	Saturday 28 <sup>th</sup> October	Saturday 4 <sup>th</sup> November	Saturday 11 <sup>th</sup> November	Saturday 18 <sup>th</sup> November	Saturday 25 <sup>th</sup> November	

### 2. THE PITCH

- 2.1 All matches in this competition are allocated by College Sport Auckland and ACA scheduled to be played on grass wickets. If the grass strip allocated for the fixture is deemed unplayable by either the groundsman or ACA Umpire. The ACA umpire has the sole discretion to transfer the



match onto the adjacent artificial pitch. If a game is started on grass it cannot be transferred mid game and vice versa. College Sport Auckland and ACA reserves the right to transfer any match from its allocated pitch at any time prior to the day of the match, if, upon inspection, that pitch is deemed unsuitable for play having regard to the level of the grade scheduled for that pitch. College Sport Auckland and ACA may disregard 'home' advantage when reallocating the match to a suitable pitch.

### 3. HOURS OF PLAY

- 3.1 All players must be at the ground for the toss and exchange of team lists by 10:10am. The team (minimum of 7 players present) arriving late (after 10:10am) forfeits the toss. Play must commence promptly at 10:30am.
- 3.2 First Session: 10:30am – 1:45pm  
 Interval: 1:45pm – 2:15pm  
 Second Session: 2:15pm – 5:30pm
- 3.3 **Drinks breaks:** Two drinks breaks are to be taken in each innings at the end of the 17<sup>th</sup> and 34<sup>th</sup> overs. Drinks breaks are a maximum of 3 minutes and must be taken on the field of play. Should a wicket fall anytime in the 16<sup>th</sup>, 17<sup>th</sup>, 33<sup>rd</sup> or 34<sup>th</sup> over the Umpires may then, at their discretion, call for drinks to be taken early.

### 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 50 overs.

### 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 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 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each 3.75 minutes of playing time remaining until the scheduled closing time for the game. For example: if eighteen minutes remain, four overs shall be bowled.
- 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.

- 6.4 Where the commencement of a match is delayed by weather or ground conditions the maximum amount of time available;
- (a) May be increased by 30 minutes (extending the notional finish time to 6:00pm)
  - (b) The innings break may be reduced to a minimum of 10 minutes, where necessary to reclaim lost time.

## 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 20 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 20 or more overs (but less than 50 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 50 overs a bowler may bowl a maximum of 10 overs.

## 9. NO BALL (LAW 21)

- 9.1 A bowler shall be allowed to bowl two short pitched deliveries per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease.

In the event of the bowler bowling more than two short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 7.2 of section: General Playing Conditions.

### 9.2 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. This will continue until a legitimate delivery is bowled for the batter. 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.

**10. FIELDING RESTRICTIONS**

- 10.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 10.2 In addition to the restriction in clause 10.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 10.3 The following fielding restrictions shall apply:
- (a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres).  
At the instant of delivery:
  - (b) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
  - (c) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
  - (d) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 10.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8



43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 10.5 If play is interrupted during an innings and the table in 10.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

*Illustrations of 10.5*

*A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.*

*A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.*

- 10.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 10.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

**11. THE BALL**

- 11.1 A new 4-piece Kookaburra Club Match White 156gm is to be used at the start of each innings.