

Secondary Schools Cricket General Playing Conditions 2023

PREAMBLE

The coaches and Captains of each side should consult with each other and the Umpires before the game and ensure that they both understand and agree to apply all playing conditions, rules and laws fairly and reasonably and instil these principles in their players.

Coaches, Managers and Captains are to encourage fair play, the Spirit of Cricket (as set out in the Preamble to the Laws of Cricket) and general sportsmanship between sides and their supporters. Try to resolve any disputes on the day. If a match result is formally disputed for whatever reason the matter is to be referred to the Competition Administrator who shall take action as necessary.

For the avoidance of doubt all games are to be played using the Secondary Schools Cricket General Playing Conditions, the specific grade playing conditions and the Laws of Cricket 2017 Code. Where there is any conflict between these, the specific grade playing conditions shall take the highest priority, then the Secondary Schools Cricket General Playing Conditions and the Laws of Cricket 2017 Code the least priority.

Failure to follow these Playing Conditions & College Sport Auckland rules and by-laws may result in disciplinary action being taken by ACA and College Sport Auckland.

All players must be *bona fide* students at the school (as defined in College Sport Auckland By-Laws) at the start time of any match.

1. STARTING TIME

- 1.1 **Defaults:** If a team, for any reason, is unable or unwilling to commence play more than 30 minutes after the scheduled or rescheduled time for commencement of play on any match day, the match shall be lost by that team. If the other team is ready to commence play at the scheduled or rescheduled time it may, in lieu of accepting a default, decide to play the match, in which case the time lost shall be made up within the playing time scheduled for that competition.
- 1.2 A team, whether batting or fielding, shall constitute a minimum of seven players ready and willing to take the field.

2. THE TOSS

- 2.1 **Toss for innings:** The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. The winner of the toss shall notify his decision to bat or field to the opposing captain immediately following the toss. Once notified, the decision cannot be changed.
- 2.2 **Team lists:** Premier Grade is required to exchange team lists. No other grades are required to exchange team lists.

3. UMPIRING

- 3.1 **Umpires:** In a match where an official umpire has not been appointed, the batting side shall provide:
- (a) A bowlers end umpire to officiate (both ends) throughout their own teams innings. This umpire may be a teacher, supporter, coach or manager from the batting side, but may not be a player.
 - (b) A square leg umpire who may be a teacher, supporter, coach, manager or a player from the batting side.



It is the responsibility of each team to ensure that any non-official umpires used in matches are fully conversant with the Laws of Cricket and the relevant Playing Conditions.

When someone is acting as an umpire, providing coaching advice and/or instructions to players is not permitted.

4. **BALLS TO THE OVER**

4.1 **Number of balls:** Six fair balls shall be bowled in each over unless otherwise stated in competition playing conditions.

5. **MODE OF DELIVERY**

5.1 **No underarm bowling:** No bowler shall deliver the ball underarm.

6. **TIME ON GROUND**

6.1 **Sole arbiters:** Umpires shall be the sole arbiters of time in respect of play and shall agree on an official timepiece prior to the day.

7. **WIDE BALLS AND NO BALLS**

7.1 **Wide balls:** The following rules shall apply in respect of wide balls:

- (a) **Limited over matches:** Any offside or leg side delivery which, in the sole opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called as 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. Umpires shall consider the level at which the match is being played before such strict enforcement of this rule.
- (b) In the following circumstances a ball shall not be called a wide: If the ball touches the Striker's bat or person; if the Striker moves and causes the ball to pass Wide of him; if the Striker moves and as a result brings the ball within his reach by means of a normal cricket stroke.
- (c) The ball is not dead on the call of a wide ball by the umpire.
- (d) A penalty of one run shall be awarded for a Wide ball (unless specified otherwise in specific grade playing conditions) and shall be in addition to any other runs scored.
- (e) All runs scored (including the wide ball penalty) are to be debited to the Bowler.

7.2 **No Balls: Unfair Law 41.7** Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No Ball.

7.3 The bowling of a full toss, defined in 7.2, is also dangerous if the bowler's end umpire considers that there is a risk to injury to the striker. The umpire must be mindful of:

- the speed, height and direction of the delivery
- the skill of the striker
- the repeated nature of such deliveries.

If the ball is considered to be dangerous, the umpire at the bowler's end shall adopt the following procedure (which shall apply throughout the whole of an innings, and not just during the course of one over):

1. **Premier, 1A, 1B, Senior A:**

- (a) On the first occasion on which a bowler bowls such a dangerous delivery, the Umpire shall call and signal No ball, caution the bowler, issue that bowler with a first and final warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.
- (b) On the second occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off forthwith and to have the over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part



of the next over. The Umpires shall not allow the bowler, thus taken off, to bowl again in the same innings.

- (c) Report the occurrence to both Captains and to the ACA which shall take any further action which is considered to be appropriate against the bowler concerned.

2. All other grades:

- (a) On the first occasion on which a bowler bowls such a dangerous delivery, the Umpire shall call and signal No Ball, caution the bowler, issue that bowler with a first warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.
- (b) On the second occasion on which a bowler bowls such a dangerous delivery, the Umpire shall call and signal No Ball, caution the bowler, issue that bowler with a second and final warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.
- (c) On the third occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off forthwith and to have the over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler thus suspended shall not be allowed to bowl again in that innings.
- (d) Report the occurrence to both Captains and to the ACA which shall take any further action which is considered to be appropriate against the bowler concerned.

Umpire guidelines where such a delivery is not dangerous and not subject to the warning process are:

- Deliveries that are so wide of the striker cannot be considered as likely to inflict physical injury, will only be subject to the No Ball call with no official caution or warning process.
- As a further guide, it is expected that balls around the belt height will be called - and if the height is marginal (very close and you have a small amount of doubt), then the playing condition will be applied. i.e. If in doubt, call No Ball.

7.4 **No Balls:** The following rules shall apply in respect of short-pitched deliveries above shoulder height;

Premier, 1A, 1B, Senior A, Senior Open, Junior Open, Colts, Premier Girls:

- (a) Refer to relevant competition playing conditions for allowed number of short pitched deliveries per over.
- (b) Law 21.10, which applies to a ball bouncing above head height of a striker, shall apply except that such a ball shall be called a Wide Ball rather than a No Ball.

All other grades: Law 21.10 shall apply with the following exception

- (a)
 - (i) If a ball passes or would have passed above the shoulder height of the striker standing upright at the crease, the umpire shall call and signal "No Ball".
 - (ii) The procedures of cautioning shall apply as per clause 7.2

7.5 Laws 21 and 41.7 of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 7.2 and 7.3.

8. BOUNDARIES

8.1 **Interference by person:** Unless arrangements are made to the contrary, where a ball, which in the sole opinion of the umpire would have reached or crossed the boundary, is stopped by a spectator or by a player from an adjacent game, then it shall be deemed to have reached the boundary.

8.2 **Obstructions overhanging the field of play:** Where trees, sightcreens or other permanent structures grounded outside the field of play overhang the field of play,



unless the team captains agree to the contrary (and they communicate such arrangements to the umpires prior to the start of play), as soon as the ball strikes the overhanging obstruction, the umpire shall award a boundary six to the striker.

8.3 **Permanent obstructions within the field of play:** Where there are permanent obstructions within the field of play, unless the team captains agree to the contrary (and they communicate such contrary arrangements to the umpires prior to the start of play), as soon as the ball strikes such obstruction, the umpire shall award a boundary four to the striker, regardless of whether or not the ball strikes the obstruction on the full.

9. FITNESS OF GROUND, WEATHER AND LIGHT

9.1 **Fitness:** Where appointed, the umpires shall decide if the pitch, the light, the ground and the weather are fit for play before any session of play or whether play should be suspended.

- (a) If conditions have deteriorated so that in the sole opinion of the umpire(s) continuing play would be unreasonable or dangerous they shall immediately suspend play.
- (b) Where no official umpires are appointed, the fitness of the pitch, ground, weather and light shall be decided by mutual agreement between team captains (or coaches) as per Laws 2.7; 2.8,
- (c) Play shall not occur if a ground official has determined the ground closed.

9.2 **No spiked footwear:** Spiked footwear shall not be worn on artificial pitches while batting or bowling, in case of damage.

10. PRACTICE ON PITCHES

10.1 **No practices:** If, in respect of any ground, the condition of the pitch or ground is deemed to be such that a match shall not be commenced or played on a pitch, practices shall not be allowed on that pitch. Practice within the boundaries shall cease 10 minutes before the time of commencement of play. No person may test a pitch for bounce before the commencement of play by bowling or bouncing a ball on it.

11. ALTERNATIVE PITCHES

11.1 **Unfit pitches:** If, for any reason, a ground official or ground authority deems a pitch to be unfit for play during a match, or that undue delay would occur as a result of the pitch's condition before the commencement of play, an alternative pitch (if available) should be used. For the avoidance of doubt, Premier games have priority over all other school cricket grades – a wicket allocated to a lower grade should be used by the higher grade (upon the conclusion of any morning game and assuming no afternoon game has started).

12. COMPETITION POINTS

12.1 The competition points for all grades shall be:

Result Type	Points
Win	3
Tie	1.5
No Result/Abandoned	1.5
Loss	0

12.2 **Champion:** Subject to any specific provisions, the team which gains the highest aggregate of points at the end of each round shall be the champion of the competition for its grade unless a final must be played.

12.3 **Equal points:**

- a) In all grades, if two or more teams are equal on points, 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), in accordance with the formula set in clause 12.3 (b).
 - 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, then by 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 competition.
- b) **Net Run Rate:** If a net run rate is required to assess a team's placing in a competition, or for any other reason, the net run rate shall be calculated as follows:
- a. The aggregate number of runs scored shall be divided by the aggregate number of overs received;
 - b. The aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
 - c. The sum calculated pursuant to sub-clause (b) shall be deducted from the sum calculated pursuant to sub-clause (a) and the sum remaining shall be the net run rate.

13. BALLS

13.1 **Use of balls:** Law 4 of the Laws of Cricket and the instructions to umpires issued by the MCC shall apply to the use of balls in any match except:

- (a) In all matches a new ball shall be used in each innings except where stated in lower grades specific playing conditions
- (b) The Competition Administrator shall approve the quality and type of ball for all competitions and notify every school of its decision before the commencement of the season.
- (c) Teams are permitted to use up old stock of balls outside of the 'Approved' list below, assuming they are of appropriate quality and the opposition have been notified and agreed in advance.

13.2 **Approved balls:** The schedule of approved balls is as follows:

2022 Season Approved Balls	
Boys Grades	
1 st XI Premier, 1A	Kookaburra Club Match White 156gm
1B	Kookaburra Senator White 156gm
Colts Yr9 & Yr10, Senior A	Kookaburra Senator Red 156gm
Senior Morning T20, Senior Open, Junior Morning T20, Junior Open, Junior Morning 9-aside	Kookaburra Water Resistant Crown Pink 156gm
Girls Grades	
Premier, 1A, 1B	Kookaburra Water Resistant Crown Pink 142gm

13.3 **Changing a ball:** A ball may only be changed during an innings in the following circumstances:

- (a) on the direction of umpires appointed by the ACA to control the match; or
- (b) following agreement by the captains; or
- (c) where the ball has clearly lost its spherical shape; or
- (d) where the string is coming out of the seam.

13.4 **Changing the condition of a ball:** A fielder may polish the ball on their clothing provided no artificial substance or saliva is used and that such polishing wastes no time.

For Boys Premier and Boys 1A:

- (a) If the umpires believe that saliva has been applied to the ball, the umpires shall:
- (b) If it is a first instance during an innings, summon the captain of the fielding side an issue a first warning.
- (c) If it is a second instance during an innings, summon the captain of the fielding sides and issue a second and final warning and warn the captain of the fielding



side that any such offence by a member of the team during the innings shall result in the award of 5 penalty runs to the batting side.

- (d) If it is a third or subsequent instance, award 5 penalty runs to the batting side.
- (e) The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

For all other grades:

- (a) If the umpires believe that saliva has been applied to the ball, the umpires shall:
- (b) If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.
- (c) If it is a second instance during an innings, summon the captain of the fielding sides and issue a second and final warning and warn the captain of the fielding side that any such offence by a member of the team during the innings shall result in a change of ball.
- (d) If it is a third or subsequent instance, the ball must be changed. If this does occur the batting team will choose the replacement ball, which must be the approved ball for that grade.

14. TEAMS FIELDING LESS THAN ELEVEN PLAYERS

14.1 **Side deemed all out:** Where a team has less than eleven players that team will be, and is deemed to be, dismissed by the fielding side when only one of its players remains who has not been dismissed. For the avoidance of doubt, such a team may only declare its innings closed in the following circumstances:

- (a) where that team has seven players, before the fall of its sixth wicket;
- (b) where that team has eight players, before the fall of its seventh wicket;
- (c) where that team has nine players, before the fall of its eighth wicket; and
- (d) where that team has ten players, before the fall of its ninth wicket.

15. GRADES WHERE TWELVE PLAYERS CAN BE USED

15.1 All Grades may select twelve players to play in any match.

15.2 In any situation where twelve players are being used by any team, the captain of a team which has an additional player must advise the opposition captain of the name of the player in his side who will bat but not bowl and the name of the player who will bowl but not bat. Neither of these players shall be allowed to be the wicket-keeper. This advice must be provided prior to the commencement of the match. In the case of a two day fixture, the advice must be provided before the start of play on the first day.

15.3 A team with twelve players must only have eleven players on the field at any one time.

15.4 There will be no “stand down” time on a player who comes into the game and wishes to bowl after being on the side-line.

16. PENALTY RUNS

16.1 Penalty runs shall only be awarded under the following rules:

- 28.2 – Fielding the ball and;
- 28.3 – Protective helmets belonging to the fielding side

17. FIELDING RESTRICTIONS

17.1 At the instant of delivery, there may not be more than 2 fielders behind square on the leg side. And in Limited Overs grades no more than 5 fielders on the leg side at any time.

18. CLOSE FIELDING

18.1 Fielders standing closer than 10 metres from the Striker in the ‘unsafe’ area (in the diagram below) should wear protective equipment as detailed in clause 19.

Bowler to RH Batsman



Fielders may stand within 10 metres of the striker in the 'safe' area (slips) without any protective equipment.

19. PROTECTIVE EQUIPMENT

- 19.1 Players should wear the appropriate protective equipment as a minimum;
- **Batting:** Helmet, leg guards, groin protector, thigh guard, gloves
 - **Close Fielding:** Helmet, groin protector, shin guards
 - **Wicket keeping:** Leg guards, gloves, groin protector and when standing up to the stumps – a helmet

The wearing of protective equipment is the personal responsibility of each player and coaches should provide appropriate safety guidance to their teams

20. CAPTAINCY AND ON FIELD COACHING

- 20.1 All aspects of player captaincy should be encouraged with only minimum assistance from coaches from the boundary.
- 20.2 Any person umpiring a match may not give any coaching assistance while on the field of play.

21. PLAYER AGE LIMITS

21.1 Player age limits are as follow;

Boys: Premier, 1A, 1B, Senior A, Senior Afternoon, Senior Morning	Under 19 on the first of January of the current school year
Boys: Y9/10 Colts, Junior Afternoon, Junior Morning	Year 9 and 10 players of the current school year
Boys: Year 9 Colts 9's	Year 9 players of the current school year
Girls: Premier, 1A, 1B	Under 19 on the first of January of the current school year

- 21.2 **Overage Players:** Each school has the discretion to enter up to two Year 11 students in the Junior Afternoon and Junior Morning grades – on the basis that any older students will not dominate games in terms of ability.
- 21.3 **Dispensation:** If more than two older students are to play for one team then a dispensation must be granted by Auckland Cricket.

22. BOWLERS RESTRICTIONS

22.1 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 day:

Age at 1 September	Maximum Overs per Spell	Maximum Overs Per Day
Under 15	5	10
Under 19	6	10

- (a) At the completion of the bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end.

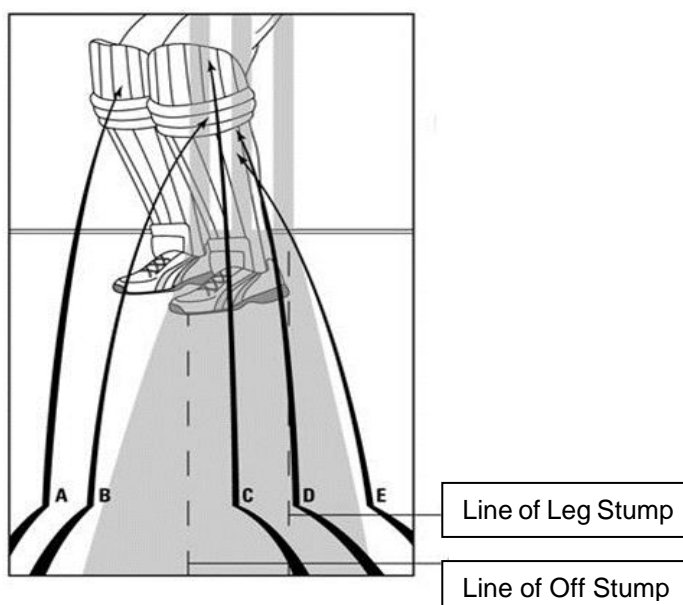
- (b) In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- (c) A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the following day.

23. PLAYING UNIFORMS

- 23.1 Teams should attempt to be outfitted in appropriate school colours or team uniform. All players should be outfitted in the same uniform.
- 23.2 Any team uniform should not be of a colour that it clashes with the colour of the match ball.
- 23.3 All 1st XI Limited Overs and T20 grade games are to be played in coloured clothing (shirt minimum) and should not clash with the colour of the ball (white/pink).

25. LBW RULE

- 25.1 Normal Laws of Cricket apply, the below diagram can be used for assistance.



- (a) The point of impact on the Striker's person is not in a straight line between wicket and wicket – 'Not Out'. But, as the point of impact is outside the line of the off stump, the Striker would be Out if he/she made no genuine attempt to play the ball – provided that the ball would have hit the wicket.
- (b) The ball would have hit the wicket – 'Out'. The Umpire must be satisfied that the ball is not rising sufficiently to pass over the top of the stumps.
- (c) The ball would have hit the wicket – 'Out'
- (d) The ball pitched outside the line of the leg stump – 'Not Out'.
- (e) A ball pitching outside the line of the leg stump – 'Not Out'.

Appendix 1 Super Over

Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted for a Finals match (including Preliminary Semi Final, Semi Final or Final).

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match (or reserve day if it is utilised) at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed Note: re unfit light conditions see clause 13 below.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the main match shall also apply in the Super Over.
6. Any penance time being served in the main match shall be carried forward to the Super Over.
7. Each team's over is played with the same fielding restrictions as apply for the last over in a normal Limited Over or T20 match.
8. The team batting second in the match will bat first in the Super Over.
9. The ball used will be the same one as used by the respective sides in their bowling innings. If this ball is unavailable, the umpires will select an adequate replacement, no new balls can be used.
10. The loss of two wickets in the over ends the team's one over innings.
11. The winner is deemed to be the team with the most runs from their respective Super Over.
12. In the event of the teams having the same score after the Super Over has been completed, a new Super Over will be scheduled, with the team batting at the end of the first Super Over to bat first with the same rules as above applying. If another Super Over cannot be completed due to weather see clause 13. If in the event a Super Over nor Bowl Out can be scheduled the following will be applied to deem the superior team:
 - (a) The team who lost the least wickets in the Super Over.
 - (b) If still equal, the team whose batters hit the most number of boundaries (fours and sixes) in the Super Over shall be the winner.
 - (c) If still equal the team who lost the least wickets in the main match (ignoring the Super Over shall be the winner.
 - (d) If still equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.
 - (e) If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the



completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

Example		
Runs Scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings, however team 1 scored 2 runs from its 4th ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

13. The Umpires shall determine the suitability of the light. Only in the event bad light prohibits the application of the Super Over, then a Bowl Out shall take place as below.

Bowl Out

Procedure for the Bowl Out

The following procedure will apply if the Umpires deem the light unfit to apply a Super Over.

1. Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.
2. The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.
3. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.
4. If a bowler bowls a No Ball it will count as one of his two deliveries but will not count towards the score of the team.
5. Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.