

THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

Managers, Coaches and Captains are expected to take a leadership role and together with umpires and all players set the tone for the conduct of a Cricket match.

There are two Laws, which place the major responsibility for the team's conduct on the captain.

Law 1.4 Responsibility of Captains; and Law 41.1 Fair and unfair play – responsibility of captains

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. This responsibility extends to the team's conduct on any part of a cricket ground including but not limited to the field of play.

In the event of unfair play or misconduct the umpire(s) concerned shall report the matter to the player's captain, and instruct the latter to take action.

Responsibility of Umpires: Fair and Unfair Play; Player Conduct

The umpires are the sole judges of fair and unfair play, and of player conduct. The umpires are required to intervene whenever they judge unfair play or misconduct to have occurred, and it is the primary responsibility of the captain to take action where required. Ineffective action by the captain may result in the umpires putting the player and the captain on report.

Actions where the umpires are required to intervene include but are not limited to:

- Time wasting
- Verbal abuse directed at other players
- Dangerous or unfair bowling
- Tampering with the ball (i.e. lifting the seam or using resin, wax, oil, hair products, etc)
- Obstruction of batsmen while running
- Incommoding (by causing bother/nuisance) by noise or action the player on strike
- Misleading or deceiving a player

The Spirit of the Game involves RESPECT for:

- Your opponents, your own captain and team and the official role of the umpires;
- The game's traditional values including fair play, and good humour when losing

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - a) To appeal knowing that the batsman is not out
 - b) To advance towards an umpire in an aggressive manner when appealing
 - c) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

Violence

- There is no place for any act of violence on or off the field of play during a Cricket match.
- Every player is expected to make a positive contribution to the Spirit of Cricket.

GENERAL COLLEGE CRICKET PLAYING CONDITIONS

Managers, Coaches and Captains should familiarise themselves with these general playing conditions. Those specific to particular grades and formats are found later in this handbook. The Laws of Cricket cover any Cricket specific situation not defined in these playing conditions and the College Sport By Laws apply to any other conditions, including eligibility, not catered for within these conditions.

1. LAWS

- 1.1 Except as provided herein, the Laws of Cricket 2017 shall apply to all matches.
- 1.2 Unless advised to the contrary, the award of Penalty Runs under the Laws of Cricket shall not apply at any level of games under the jurisdiction of College Sport Wellington, apart from Premier Youth Grade.

2. SCHOOL CONVENORS

- 2.1 It is imperative that one person at the school be nominated as responsible for receiving and disseminating Cricket related information. Past experience has shown that where non teachers are performing this role, there are communication difficulties.

3. SUPERVISION

- 3.1 It is a requirement of the College Cricket Management Committee that all teams entered in this competition are supervised throughout any fixture by an adult, responsible to the school of representation for the on and off field actions of the players.
- 3.2 This manager/supervisor must be named when team entries are submitted. If a parent roster is formulated to assume this role, a coordinating parent should be named.
- 3.3 The College Cricket Committee may forfeit any competition points from a match where there is no supervision, or withdraw such teams from the competition.

4. ELIGIBILITY

- 4.1 The College Sport Wellington Eligibility By Laws apply and additionally rules 4.2 and 4.3 below.
- 4.2 In order to enhance the opportunity for elite College Cricket players to advance their potential to play at the highest level, Cricket Wellington and College Sport Wellington have established formal procedures and protocols around College players playing at Clubs. These protocols are prescribed in Appendix 1 at the end of these conditions.
- 4.3 Unless the provisions of Appendix 1 are applied, players who at any stage by their registration at a club other than their school, declare their intent to play their Cricket for a Community Club, are not eligible in that season to play for their College in matches that come under the jurisdiction of College Sport Wellington. This includes being used as a replacement player in any game. This application does not apply to girls, where in the interest of continuing to develop and foster Women's Cricket, girls may play for both their School and a Club.

5. REGISTRATION OF PLAYERS

- 5.1 All schools are required to submit a list of their registered team players through the College Sport player registration website - names, date of birth & Year level within 2 weeks of the competition starting.
- 5.2 Players can only be registered in one team and cannot play for a lower graded team than that they are registered in team in either the same or another grade.

- 5.3 Once a player plays (as a substitute or replacement player) 3 games for a team higher than that they are registered in, they are deemed to then be a member of that team and need to be re-graded before they play in their original team.
- 5.4 Players participating in the Hunt Trophy T20 competition are exempt from the requirements of 5.2 and 5.3.
- 5.5 To constitute a team there must be a minimum of 9 bona fide players at the scheduled start time. Failure to comply shall constitute a default, but those present are encouraged to play a “friendly” match with the players present being equalised into 2 teams.
- 5.6 All 1st XI's are governed by the College Sport Wellington first team eligibility protocols as defined in the College Sport By Laws and need to provide additional information on player eligibility
- 5.7 In Premier Youth – Premier 3, teams may carry and play 12 players conditional on them nominating their batting and bowling elevens prior to the start of the match. Players may be substituted to field (but not bowl unless so nominated). It is the captains' responsibility to ensure team lists are exchanged before play.
- 5.8 In all other grades, teams may carry up to 14 players, but may not bat more than eleven. Players may be substituted to field/bowl.
- 5.9 Where a team has only eleven players (or fewer) available at the commencement of play, those eleven players will be identified as both the batting and bowling eleven for the purposes of 5.7 above.

6. HELMETS

A helmet with a face guard must be worn while playing and during practice sessions when batting, keeping (within 5 metres of stumps) and fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

7. DRESS (including coloured clothing) & SPONSORSHIP – except PYG & Premier Reserve

- 7.1 In Premier 2, Intermediate 1 and Junior 1 – coloured tops representative of the school's registered colours are mandatory; coloured trousers and pads optional but only on a whole team basis.
- 7.2 In all other grades, including girls, white/cream or coloured trousers or shorts, and/or white/cream or coloured shirts may be worn conditional on the entire team wearing the same colour and representative of the school's registered colours.
- 7.3 Clothing such as multi coloured beach shorts and t-shirts of varying colours are not acceptable and school convenors/managers have a responsibility to ensure teams are presented in a manner that meets the requirements of 7.1 to 7.2.
- 7.4 For the purposes of any sponsorship/branding, each school's playing uniform is ‘that’ school's property to brand. However it must conform to the following.
 - (i) not be in conflict with any College Sport naming sponsor of that grade
 - (ii) is appropriate and does not reflect any branding that could be considered objectionable
 - (iii) additional to the school crest and any manufacturers branding, be limited to 2 other sponsors brands on:
 - (a) the sleeves or front chest where the brand is to be no larger than 8cm x 8 cm
 - (b) back/shoulders where any brand is to be no larger than 25cm (wide) x 15cm high
 - (iv) the back of the shirt is also available for a number or player's surname.

8. FACILITIES INCLUDING BOUNDARY MARKINGS AND EQUIPMENT

- 8.1 The College Cricket Management Committee reserves the right to intervene when pitches or any other facilities associated with the game are deemed by that committee to be unsuitable. When or where necessary, the committee may reschedule such matches at another venue until such time that remedial work has taken place.
- 8.2 Outfields must be produced to an acceptable standard and include defined boundaries, - i.e. mown and/or marked in a visible manner.
- 8.3 Where possible and practical for Junior and Intermediate grades the boundary should be no more than 45 metres and for Senior and Premier grades no more than 60 metres
Refer to Premier Youth Playing Conditions for the field marking requirements for this grade - #12.
- 8.4 All match balls must comply with the following:
- | | | |
|-------|---------------------------|---|
| Boys | Premier Youth/Reserve | 4 Piece 156g White Kookaburra Club Match |
| | Premier 2 | 4 Piece 156g White Kookaburra Club Match or Senator |
| | Premier 3 and 4 | 2 Piece 156g Red Kookaburra Red King or Crown |
| | Intermediate 1 & Junior 1 | 2 Piece 156g White Kookaburra Red King or Crown |
| | All other grades | 2 Piece 156g Red Kookaburra Red King or Crown |
| Girls | All Grades | 2 piece 142g Red Kookaburra Red King or Crown |

9. COLLEGES WITH MORE THAN ONE TEAM IN A GRADE and PLAYER MOVEMENT

- 9.1 If deemed appropriate by the College Cricket Management Committee a College may have up to two teams in any grade.
- 9.2 Where a College has more than one team in any grade it is important that team selection processes are transparent and all games are played strictly on their merits. The following principles and procedures apply where a school has more than one team in a grade. There are specific additional requirements around Premier Youth Grade (see below).
- (i) Team membership is to be stable and consistent with the registered team list.
 - (ii) Unless provided for within this rule, College Sport By Laws 14.6, 14.7 & 14.8 apply to the movement of players between teams
 - (iii) Apart from Premier Youth Grade (see below), if any player is to be promoted (or relegated) to another team in the same grade, then notice of this change and the player(s) involved, must be advised to College Sport Wellington at least 24 hours prior to it being effected.
 - (iv) A copy of team lists and the full scorecard for such matches must be available on request by the Executive Director of College Sport and the College Cricket Management Committee.
- 9.3 In Premier Youth Grade where any College has 2 teams in the grade the squads for each team are to be submitted prior to commencement of the season. There will then be one 'transfer' window when squads may be reviewed and re-selected and then resubmitted. This will be prior to the start of the Term 4 competition. Outside of this window, a replacement player must be drawn from the 3rd XI or below - there shall not be movement from 2nds to 1sts (or vice versa). Team composition will be monitored through CricHQ
- 9.4 On no account is a College to permit a result to be contrived.
- 9.5 Any person who reasonably believes these principles have not been adhered to may lodge a written complaint to the Executive Director of College Sport, who, subject to any direction by the Chair of the College Cricket Management Committee shall investigate the matter.

9.6 Any substantiated complaint alleging a breach of 8.4 and 8.5 shall then be dealt with by the College Cricket Management Committee as it sees fit and/or shall be treated as conduct prejudicial to the interests of Cricket under the College Cricket Code of Conduct and the procedures under the Code shall apply.

10. COMPETITION STRUCTURE - Boys

10.1 The grades offered will be

- Premier Youth – Premier 4 Under 19 – play 1 day 50 overs aside
- Senior 1 Under 19 – play T20 Cricket.*
- Intermediate Year 11 or below – play 1 day 40 over matches*
- Intermediate 8 aside Year 11 or below – play modified T20 matches *
- Junior Year 9 – play 1 day 40 over matches.*
- Junior 8 aside Year 9 – play modified T20 matches *

* At the conclusion of Term 1, Senior, Intermediate & Junior grades will be invited to “re-enter” teams into new competitions playing either 40 overs or T20 Cricket in Term 4.

The Championship round will be played in Term 1 for these grades & medals awarded to the winning teams.

10.2 All grades will play a round robin competition as scheduled in the calendar then a final between the top two teams at the conclusion of the round robin. If weather precludes any final being played then the top team at the conclusion of the round robin shall be awarded the grade title.

11. COMPETITION STRUCTURE - Girls

11.1 Premier 1 – 11 a side

(i) 6 teams playing Twenty20 Cricket depending on entries.

(ii) Games are to be played on Thursdays,

(iii) At the end of Term 1 if a team is not competitive in the grade they are entered, the team

leading the competition immediately below this grade will have the opportunity to be promoted if the bottom placed team in the grade above agrees, before the competition commences in Term 4.

(iv) The rules for T20 Cricket are found later in this Handbook

11.2 Premier 2 & below – 8 aside

i) 6-8 teams playing 8 aside 14 overs per innings – 8 balls per over.

ii) Games are to be played on Thursdays,

iii) The rules for Girls 8 aside are found later in this Handbook

11.3 All grades will play a round robin competition as scheduled in the calendar then a final between the top two teams at the conclusion of the round robin. If weather precludes any final being played then the top team at the conclusion of the round robin shall be awarded the grade title.

12. PROMOTION/RELEGATION

12.1. Term 1 Premier Grades.

Based on the previous year's rankings, at the beginning of a season the top 2 ranked teams in any grade will be promoted to the grade above and the bottom 2 teams relegated.

12.2 Term 4 Premier Grades

i) 6 team grades established as below

Premier Youth Grade top 6 (from Term 1) Championship Trophy

Premier Reserve bottom 2 from PYG plus top 4 from Premier 2

Premier 2 bottom 4 from Premier 2 plus top 2 from Premier 3
 Premier 3 bottom 6 from Premier 3 with the bottom team relegated to Premier 4 & top Premier 4 promoted
 Premier 4 remaining teams

ii) All new grades constituted so points re-start
 iii) All grades play round robin with top 2 to play a final (no semi-finals)

12.3 In all other grades Senior, Intermediate and Junior, promotion-relegation shall be automatic at the end of each season – bottom team down, top team up, based on the standings at the end of the round robin competition.

12.4 The 'end of Term 1 Junior grade rankings' will transfer to Intermediate grade in the following year.

12.5 The College Cricket Management committee, in consultation with schools, will determine the composition of Junior Grades at the beginning of each year.

12.6 On any needs/request basis from member colleges, the College Cricket Management Committee has authority to consider any variation to the constitution of any grade

13. NATIONAL COMPETITIONS - NZSS Boys 1st XI Cup, NZCT Girls, & NZCT Junior Boys

i) These competitions will be played as separate competitions delivered by Cricket Wellington in consultation with the College Cricket Management Committee.

ii) The draw will be formulated on a seeded basis

iii) These matches will be played under NZC playing conditions.

iv) The winners of the Wellington regional final will qualify for the NZ Schools Finals.

14. HOURS OF PLAY

Play should conclude by 6.30pm unless is the case of a delayed start there has been mutual agreement prior to starting to continue but not beyond 7.00pm (Note this is 7.30pm for the Premier Youth Grade). The onus is on team Managers, Coaches and Captains of both teams to ensure play progresses at a rate, including drinks breaks, to achieve the required over rate. Penalties apply (14.8) where teams take longer than the prescribed time to complete their overs.

Note to maximize the use of grounds matches may start earlier or later than what is stated below.

14.1 Premier Youth – Premier 4 11.00am start 50 Overs aside Max 10 overs per bowler
 The allocated time for each innings is 3 hours 30 minutes. The break between innings for these games is 30 minutes (except PYG & Premier Reserve) and should be taken at the completion of the first innings regardless of its length.

14.2 Senior, Intermediate & Junior 1 12.00pm start 40 overs aside Max 6 overs per bowler
 The allocated time for each innings is 2 hours 30 minutes. The break between innings for these games is 30 minutes and should be taken at the completion of the first innings regardless of its length.

14.3 Junior 2, 3 & 4 grades 10am or 12pm start 40 overs aside Max 6 overs per bowler
 The allocated time for each innings is 2 hours 30 minutes. The break between innings for these games is 30 minutes and should be taken at the completion of the first innings regardless of its length.

14.4 Boys T20 11 side 9.30am-2pm timeframe for start 20 overs aside Max 4 overs per bowler
 The allocated time for each innings is 1 hour 15 minutes. The break between innings for these games is 10 minutes and should be taken at the completion of the first innings regardless of its length

14.5 Boys T20 8 side 9.30am-2pm timeframe for start 20 overs aside Max 3 overs per bowler
 The allocated time for each innings is 1 hour 15 minutes. The break between innings for these games is 10 minutes and should be taken at the completion of the first innings regardless of its length

14.6 Premier 1 Girls 4.00pm start 20 overs aside Max 4 overs per bowler

The allocated time for each innings is 1 hour 15 minutes. The break between innings for these games is 10 minutes and should be taken at the completion of the first innings regardless of its length.

- 14.7 Premier 2 Girls 4.00pm start 14 overs aside Max 2 overs per bowler
The allocated time for each innings is 1 hour 15 minutes. The break between innings for these games is 10 minutes and should be taken at the completion of the first innings regardless of its length.
- 14.8 Where a team takes longer than the maximum time allocated to complete its overs, it shall complete the total required overs; but then when batting shall only be entitled to receive the number of overs it bowled at the expiry of the allocated time.

15. SUSPENDED PLAY & REDUCED OVERS

Applies to all Boys and Girls Grades apart from Premier Youth Grade

- 15.1 In any match where the start is for whatever reason delayed, the latest start time for morning matches is 10.00am and for afternoon matches 2.00pm.
- 15.2 Premier 2 - Premier 4 (50 overs)
- 15.3 The team batting second must complete at least 20 overs for it to constitute a match
- i) In the event of any suspension in play, unless the team batting second has completed 20 overs, the game shall be declared incomplete and 2 points awarded each team.
 - ii) If at any interruption, at least 20 overs have been completed by the team batting second, and play does not recommence, the team scoring the most runs off the equivalent overs of the team batting second shall be declared the winner.
- 15.4 All other morning and afternoon grades (40 overs)
- The team batting second must complete at least 20 overs for it to constitute a match
- i) In the event of a suspension in play, unless the team batting second has completed 25 overs, the game shall be declared incomplete and 2 points awarded each team.
 - ii) If at any interruption, at least 20 overs have been completed by the team batting second, and play does not recommence, the team scoring the most runs off the equivalent overs of the team batting second shall be declared the winner.
- 15.5 Girls
- All Girls games will be played using the T20 rules (Premier 1) or 8 aside rules (all other grades) that are found later in this Handbook.

16. DIFFERENTIATING TIED TEAMS

- 16.1 If in any grade if two teams are equal on competition points, the winner of the most recent competition match between those two teams shall be ranked higher.
- 16.2 If that match was a no result, or there are more than two teams equal on points, then the teams will be differentiated based on net run rate in all competition matches and the team with the best net run rate ranked highest.
- The formula for calculating this is:
(Total Runs For divided by Total Overs Faced) minus (Total Runs Conceded divided by Total Overs Bowled)
If a team is bowled out before their allotted overs the amount of overs they would have bowled/faced is used, i.e: bowled out for 250 @ 48.5 = 50 overs faced.
- 16.3 In finals, where there is for whatever reason a no result or a tie, then the winner shall be the higher ranked team going into that final.

17. DRAW

- 17.1 A copy of the draw for the season will be available on the College Sport website and through CricHQ. Confirmation of it will be emailed to all school convenors by midday Tuesday each week.
- 17.2 Convenors should be aware that changes will be advised to schools by email, SMS or CSW App.
- 17.3 All matches are to be played on the scheduled playing date.
- 17.4 While every endeavour will be made to avoid Sunday play, wicket shortages may necessitate some games/grades play on Sunday.

18. DEFAULTS

- 18.1 Teams should only default in exceptional circumstances. If defaulting a match, the school should, by 12.30pm on the day preceding play:
 - i) Advise the opposing school convenor by telephone, SMS or e-mail (ensure you get a confirmation that message has been received by them) and
 - ii) Advise the office of College Sport Wellington by telephone SMS or e-mail.
- 18.2 In the case of a default, the team defaulted to shall be awarded the maximum points.
- 18.3 If a team defaults on more than one occasion, College Sport reserves the right to either withdraw that team from the competition or relegate it to a lower grade. The next ranked team from that school may then be promoted to replace it.
- 18.4 Teams who fail to notify both their opposition & College Sport of their intent to default as in 17.1 shall incur a fine of \$20.

19. RESULTS

- 19.1 All schools are required to enter their results through the CricHQ online results system no later than midday on the Monday following play. This system is password protected and the school convenor/administrator has this authority. Schools may also add other administrators through the CricHQ system to assist with the entering of these results.
- 19.2 In Premier Youth Grade full scoreboards are required for all matches using CricHQ – these are generated automatically when matches are scored live as is mandatory for Premier Youth. This is optional for all other grades otherwise a Basic Scorecard as a minimum is required:
- 19.3 Login to CricHQ.com. All of your teams' fixtures are listed under the 'Manage' section on CricHQ.com. Go to your Manage section and select 'Fixtures' (*Image 1, point '1'*). This will list all of your current fixtures, their match details and their status. Use the date and team filters at the top to locate the appropriate fixture (*Image 1, point '2' and point '3'*). After locating the fixture you are looking for, to add a result, simply click the "Scorable" or "Accepted" button on the fixture and you will be taken through to the fixture summary screen (*Image 1, point '4'*). From this page you have the option of two different types of scorecard entry. Navigate to the fixture options drop down (*Image 2, point '1'*) and select either 'Enter Basic Scorecard' or 'Enter Full Scorecard' (*Image 2, point '2'*).

Home	Competitions	Clubs	Organ	Grounds	Match Types	Fixtures	Officials
Karori Cricket Club, 1st XI - Premier							
From 25, Nov, 2013 to 23, Dec, 2013 Filter							
Home	Away	Ground	Time	Competition			
Karori Cricket Club, 1st XI - Premier	Four Kings University Cricket Club., Premier	Alex Moore Park - 1A	Wed Nov 27, 05:30PM NZDT	Wilkinson Insurance Brokers Premier Mens - Premier T/20 - Wellington 13/14		Scoreable	
Wellington Collegians., Premier	Karori Cricket Club, 1st XI - Premier	Kilbimie Park. - 3A	Sat Nov 30, 11:00AM NZDT	Wilkinson Insurance Brokers Premier Mens - Wilkinson Ewen Chatfield Trophy 13/14		Accepted	
Karori Cricket Club, 1st XI - Premier	Naenae Old Boys Cricket Club., Premier	Karori Park, Wellington. - 1	Sat Dec 07, 11:00AM NZDT	Wilkinson Insurance Brokers Premier Mens - Wilkinson Ewen Chatfield Trophy 13/14		Accepted	
Hutt District Cricket Club., Premier	Karori Cricket Club, 1st XI - Premier	Hutt Rec - 1	Sat Dec 14, 11:00AM NZDT	Wilkinson Insurance Brokers Premier Mens - Wilkinson Ewen Chatfield Trophy 13/14		Scoreable	
Johnsonville Cricket Club., Devon + Patterson Premier Men	Karori Cricket Club, 1st XI - Premier	Alex Moore Park - 1	Wed Dec 18, 05:30PM NZDT	Wilkinson Insurance Brokers Premier Mens - Premier T/20 - Wellington 13/14		Scoreable	
Taita Cricket Club., Premier	Karori Cricket Club, 1st XI - Premier	Fraser Park - 1	Sat Dec 21, 11:00AM NZDT	Wilkinson Insurance Brokers Premier Mens - Wilkinson Ewen Chatfield Trophy 13/14		Scoreable	

Image 1: 'Fixtures' page

19.4 How to enter a Basic Scorecard

The basic scorecard allows you to enter in the minimal amount of information required to update points tables and give the correct information to CSW.

To enter a Basic Scorecard find the fixture you wish to enter it for, click the fixture to go into the fixture summary screen and then select the blue 'Enter Basic Scorecard' button to begin the process.

The below image shows the match details of a fixture. The top part of the screen is pre-populated and some information is not editable as it has been set that way. If this information is not correct, it is either the wrong fixture, or you will need to contact CSW and ask them to change the fixture details.

The second half of the Basic Scorecard requires you to enter in the information from the match under the heading 'Match Result' (*Image 2, point '1'*)

The dropdown box requires information on the result of the fixture. Below this you need to enter in each team's innings details for Runs, Wickets and Overs and details of why the innings ended eg. all out, end of overs. (*Image 2, point '2'*). Once this information has been entered, click the blue 'Submit Scorecard' button in the bottom right corner to finish adding the result. (*Image 2, point '3'*)

Basic Scorecard

Match Details

Home Team
 Club: ✓
 Team:

Away Team
 Club: ✓
 Team:

Details
 Ground: ✓
 Date:
 Match Type:
 Match Type: 1

Innings	Batting Team	Runs	Wickets	Overs	Result
1 2	<input type="text" value="Select Team"/>	0	0	0	<input type="text" value="All Out"/>
2	<input type="text" value="Select Team"/>	0	0	0	<input type="text" value="All Out"/> 3

Next

Image 2: Basic scorecard page

The final step is to click the 'submit scorecard' button on the next page.

20. UMPIRING

20.1 The College Cricket Committee in conjunction with the Cricket Wellington Umpires and Scorers Incorporated (CWUSI) make available to Colleges, umpire training courses at either Level 1 or Level 2. Level 1 is held over one night & Level 2 over 3 night's including an end of course exam.

There is no cost for either course and those who successfully complete the Level 2 end of course examination will receive certification of such and be granted Junior Membership of Wellington Cricket Umpires and Scorers Inc and then be offered the opportunity to officiate in Junior Inter-zone representative matches.

Where player umpires are required (Junior Grade apart), the onus is on team coaches and managers to assist and manage player umpires ensure the Spirit of Cricket is upheld and matches are conducted fairly.

20.2 Premier Youth Grade

Premier Youth Grade matches will be officiated by appointed accredited umpires. Where no CWUSI appointment is made to a match, then each team will be required to provide a volunteer person(s) to officiate a whole or portion of the match; those persons being mutually agreed by the respective Coaches and Captains prior to the match; the hierarchy being – Level 2 accredited, adult, player. To this end, **we encourage** all teams playing in Premier Youth Grade that they have at least one (desirably more) designated adult umpires who have attended the CWUSI Level 2 accredited course and passed the examination for this and then if required be available to officiate in Premier Youth Grade matches of their school.

Additionally, in partnership with the Cricket Wellington Umpires and Scorers Inc, the College Cricket Management Committee has a further pool of Level 2 and above accredited umpires who will be appointed to all Premier Youth Grade fixtures by CWUSI in the week prior to each match. These umpires will be priority-appointed over school based umpires and they will receive a match fee of \$60/umpire/match (\$90 if there is only one umpire). Schools will be invoiced for this at the end of Term 1 and the end of Term 4.

20.3 Premier 2-4

These matches are to be officiated by player umpires from the batting team who must have attended the CWUSI Level 2 Training Course and be able to show evidence of that. Otherwise the fielding side shall provide conditional on the Level 2 validation.

20.4 Senior & Intermediate

These matches are to be officiated by a player umpire from the batting team who must have attended the CWUSI Level 1 Training Course and be able to show evidence of that; alongside an adult from the batting team.

20.5 Junior & Girls

These matches are to be officiated by non-player umpires who may be either adults or non-player students who have at least CWUSI Level 1 accreditation

21. WIDES

21.1 Umpires should consult prior to the start of play to confirm their interpretation of these variations.

21.2 Apart from Premier Youth Grade (see below); the following variation to Law 22 shall apply:

- i) Any offside or leg side delivery which, in the opinion of the umpire, does not give the striker a reasonable opportunity to score shall be called wide. As a guide such balls are those bowled: Over 50% between the leg stump and the return crease.

Over 75% between the off stump and the return crease.

- ii) To assist umpires and players with the application of the wide rule, lines should be marked on both sides of the wickets used for these games: a "dotted" leg side line at 45cm and an unbroken off side line at 85cm - both measured from middle stump.

- 21.3 Any ball called a 'Wide' scores a penalty of one run which in all cases shall be recorded as a Wide and shall stand in addition to any other runs which are scored. These shall also be recorded as Wides
- 21.4 In Intermediate 3 & 4 and all Junior grades, overs will be limited to a maximum of 8 balls, including Wides and No Balls. **The exception is the last over of the innings which must have 6 legitimate balls bowled.**

22. NO BALL

Premier Youth Grade/Premier Reserve - see Playing Conditions below

For all other Grades in College Cricket:

- 22.1 Umpires should consult prior to the start of play to confirm their interpretation of these variations. In general, the rules are covered in the Laws of Cricket (Law 21, 41.6, & 41.7).
- 22.2 A bowler shall be allowed to bowl one fast short pitched delivery per over. For each subsequent such delivery the umpire shall call and signal No Ball.
A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease. If a permitted fast short-pitched ball passes above the head height of the batsman standing upright at the crease it shall be called a Wide. Any short pitched delivery that is called a Wide under this playing condition shall also count as the one allowable short pitched delivery in that over, unless it has already been bowled, in which case the delivery is called No Ball.
- 22.3 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, and shall be called No Ball. A first and final caution is issued only for a delivery likely to inflict physical injury on the striker, in which case the procedure set out in law 41.7 is followed.
- 22.4 Where runs are scored off a No Ball, one run is scored as the No Ball penalty; any other runs are scored to the bat or byes or leg byes as appropriate.
- 22.5 There is no 'Free Hit' for a No Ball.
- 22.6 In Intermediate 3 & 4 and all Junior grades, overs will be limited to a maximum of 8 balls, including Wides and No Balls. **The exception is the last over of the innings which must have 6 legitimate balls bowled.**

23. PENALTY RUNS

Law 41:18 shall only be applied in games where Official Umpires are appointed

24. OVERS BOWLED PER BOWLER

In all Junior, Intermediate & Senior grade matches (40 overs), no player shall bowl more than 6 overs in any match.

25. LBW – Boys Junior 8 Aside, Boys Intermediate 8 Aside & Girls 8 Aside Grades Only

There shall be no LBW rule applied in these grades

26. POINTS

26.1 One Day Matches - All Grades

Win	4 competition points;
Tie, incomplete or cancelled match	2 competition points

26.2 T20 Matches - All Grades

Win	2 competition points;
Tie, incomplete or cancelled match	0 competition points

26.3 In any match where a team wins by default, the winning team shall be awarded the maximum points.

26.4 A Tie results if the runs scored by each team are equal (irrespective of number of wickets lost).

26.5. Awarding of points where weather intervenes:

Points will be awarded to the team winning any completed match & points shared for matches abandoned.

27. RESERVE/RAIN DAYS

Where there is provision for reserve/rain days, the following shall apply:

27.1 Every reasonable effort shall be made to complete the match, reducing overs if need be, on the scheduled day

27.2 If the match cannot be completed on the scheduled day, it shall begin afresh, including the toss, on the reserve day.

27.3 Where a round of matches is played, if one or more of the matches are completed, the remaining games are abandoned; a reserve day may not be used to re-play some only of the matches of the affected round.



28. PREMIER YOUTH GRADE PLAYING CONDITIONS

The following apply only to Premier Youth Grade (Term 1) and to PYG & Premier Reserve (Term 4)

1. SCHEDULED HOURS OF PLAY

1.1	Number of overs per team	50
1.2	Start time	11:00am
1.3	Break between innings	40 minutes from the innings end
1.4	Second Session	At conclusion of 40 minute break
1.5	Overs per team required to constitute a game	20
1.6	Overs per hour to be maintained	14.28
1.7	Latest time game can start to constitute a match	4:32pm [break now 10 minutes]
1.8	Maximum number of overs per bowler used	10 - a minimum of 5 bowlers must be used
1.9	Scheduled latest time game can finish	7:30pm

2. LAW 13 - INNINGS

- 2.1 In an uninterrupted match which includes a match where the start of play is delayed but where it is possible for both sides to bat their full number of overs in the match:
- 2:1:1 Each side shall bat for their full number of overs unless all out earlier.
 - 2:1:2 In the event of the side fielding first failing to bowl the required number of overs by the expiration of time from the commencement of the innings of the side batting first, it shall bowl out the remaining number of overs required but its innings shall be limited to the same number of overs as it bowled to its opponents by the expiration of time. An over in progress at the expiration of time shall be deemed to have been bowled.
 - 2:1:3 If the side batting first is all out and the last wicket falls within two minutes of the expiration of time from the commencement of the innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the side batting first. (The over in which the last wicket falls is to count as a complete over).
 - 2:1:4 If the side batting first is dismissed in less than their full entitlement of overs, the side batting second shall be entitled to bat its full number of overs except as provided for in 2:1:2 or 2:1:3 above.
 - 2:1:5 In the event of the side fielding second failing to bowl, if necessary, their full number of overs or the number of overs as provided in Playing Conditions 2:1:1 to 2:1:4 inclusive by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- 2.2 Delayed start to a match or where play is suspended:
- 2:2:1 The object should always be to arrange the number of overs so that both sides have the opportunity of batting for the same number of overs (refer 1:5 for minimum number of overs to constitute a match). The calculation of the number of overs to be bowled shall be based on the average overs per hour in the time remaining before the scheduled cessation of play.

- 2:2:2 If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of innings and in the event of the side fielding second failing to bowl, if necessary, the reduced number of overs by the rescheduled cessation of play, play shall continue until the required number of overs has been bowled or a result achieved.
- 2:2:3 If, owing to a suspension of play during the innings of the side batting second, it is not possible for that side to have the opportunity of batting for the same number of overs as the side batting first, it shall bat for a number of overs to be calculated as in Playing Condition 2:2:1 above.
- 2:2:4 The side batting second shall not bat for a greater number of overs than the side batting first unless the latter has been out in less than the agreed number of overs.

3. LAW 1.5 - INTERVALS

- 3:1 Scheduled hours of play:
In those matches where the start of play is not delayed or play is not interrupted, hours of play shall be as per 1:2 to 1:4 inclusive.
- 3:2 The start of play may be delayed (for reasons other than ground, weather or light) up to one hour with the consent of both sides and the approval of College Sport Wellington's Cricket Manager.
- 3:3 An interval shall be taken at the conclusion of the innings of the side batting first, irrespective of the time the innings closes and the length of the innings. After the scheduled break the side batting second shall commence its innings.
- 3:4 Where the start of play is delayed or play is interrupted due to ground, weather or light the umpires will normally vary the length of the break between innings see **22. Time Lost – Delays in Play** below.
- 3:5 Two drinks breaks per session are normally permitted, to be confirmed before the toss. Drinks are always to be taken on the field of play.

4. LAW 12 - CESSATION OF PLAY

- Where the start of play is delayed or where play is suspended:
- 4:1 The hours of play may be extended by up to one hour in order to complete the scheduled overs.

5. LAW 16 - THE RESULT

- 5:1 A result can only be achieved if both sides have batted for at least the minimum number of overs to constitute a match, unless one side has been dismissed in less than the minimum overs, or unless the side batting second scores enough runs to win in less than the minimum number of overs.
- 5:2 All other matches in which one or both sides have not had the opportunity of batting for the minimum number of overs to constitute a match shall be declared no result matches.
- 5:3 In a match in which both sides have had an opportunity of batting for the agreed number of overs, the side scoring the higher number of runs shall be the winner.
- 5:4 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.
- 5:5 If the side batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out nor passed its opponents' score, the result shall be decided by a Duckworth Lewis calculation, using the CricHQ app. This app is available while live scoring and also as a separate calculator on the app. If this is not available then refer to #14 (page 9) earlier in this Handbook.

6. LAW 17 - THE OVER

- 6:1 No one bowler shall bowl more than 1/5th of the total overs to be bowled in the match. When the total number of overs is not divisible by five, an extra over will be given to a minimum number of bowlers until all the overs have been allocated. For example, if a match is reduced to 33 overs, three bowlers will have a maximum of seven overs, with two more bowlers having a maximum of six overs.

6:2 A bowler shall finish an over unless incapacitated or suspended under Laws 41.6, 41.7, 41:8, or 41:13. If an over is left incomplete for any reason at the start of an interruption of play it shall be finished on resumption.

6:3 If for any reason, a bowler is incapacitated while running in to bowl the first ball of an over, or is incapacitated or suspended during the over, the umpire shall call and signal "Dead Ball". Another bowler, who has not bowled the immediately preceding over and may not bowl the succeeding over, shall complete the over from the same end. This will count as an over in the allocation for each bowler involved.

7. BOWLING LOADS

7.1 Bowling loads apply to any bowler where the wicketkeeper stands back [5 metres or more] for at least one delivery.

7.2 The maximum bowling load for any bowler where the wicketkeeper stands back is six overs in any one spell.

7.3 A bowler may change ends during his spell, provided that he does not exceed his maximum permitted load and that he omits only the one over necessary to comply with the law prohibiting the bowling of consecutive overs.

7.4 At the completion of a bowler's spell, the bowler may not bowl again until a number of overs equivalent in length to that of the spell have been bowled from the same end.

7.5 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.

8. LAW 22 - WIDE BOWLING

Umpires are instructed to apply strict consistent interpretation of this Playing Condition in order to prevent negative bowling wide of the wicket.

8.1 The provisions below do not apply if the ball makes any contact with the striker's bat or any part of the striker's person or clothing.

8.2 Any off-side delivery, which, in the opinion of the umpire, passes outside the inside edge of an off side "wide" line marking at 85cm measured from middle stump, shall be called and signalled 'Wide' by the umpire, irrespective of the position of the striker.

8.3 Any ball passing the batsman down leg side shall be called Wide.

8.4 A penalty of one run for a wide shall be awarded and in all cases be scored as a wide and shall be in addition to any other runs scored. All runs shall be scored as wides.

9. LAW 21 - NO BALL

Umpires are instructed to apply a strict, consistent interpretation of this Playing Condition in order to prevent negative bowling.

9.1 21.10 shall not apply; instead any short pitched delivery which passes or would have passed above the head height of the striker standing upright at the crease shall be called a Wide. Any short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over, unless they have already been bowled, in which case the delivery is called No Ball and is subject to Law 41.6.

9.2 41.6 shall apply except that a bowler shall be allowed to bowl per over up to two short pitched deliveries [a short pitched delivery is one which passes or would have passed above the shoulder height of the striker standing upright at the crease, but not above his head – see law 21.10]. For each subsequent such delivery the umpire shall call and signal No Ball and follow the procedure set out in law 41.6.

9.3 41.7 shall apply except that, although every delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be called No Ball, a first

and final caution is issued only for a delivery likely to inflict physical injury on the striker, in which case the procedure set out in law 41.7 is followed.

- 9.4 Where runs are scored off a No Ball, one run is scored as the No Ball penalty; any other runs are scored to the bat or byes or leg byes as appropriate.

10. FREE HIT

- 10.1 The delivery following a No Ball shall be a free hit for whichever batsman is facing it.
- 10.2 If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide Ball) then the next delivery will become a free hit for whichever batsman is facing it. The bowler's end umpire will signal a 'Free Hit' by extending one arm straight upwards and moving it in a circular motion.
- 10.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball [run out, handled ball, obstructed field], even if the delivery for the free hit is called Wide Ball. Note that this means that a striker cannot be out stumped off a Wide when the Wide is called on a free hit.
- 10.4 Field changes are not permitted for free hit deliveries unless there is (1) a change of striker; or (2) No Ball was called for an infringement of a fielding restriction, in which case the minimum field change to rectify the infringement is required.

11. MODE OF DELIVERY

No bowler may deliver the ball underarm.

12. FIELDER'S ABSENCE

Law 24 shall apply except for any absence of 8 minutes or less.

13. TIME WASTING

Umpires and captains should take into account in limited-over matches any deliberate slowing down of the tempo by either batsmen or fieldsmen where it may be seen to be to the disadvantage of an opposition team, e.g. in the case of a team fielding second slowing down the game knowing it might win a shortened game on run-rate, or in the case of a team batting first slowing down the game to reduce the number of overs available to the team batting second.

14. FIELD RESTRICTIONS

- 14.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side, nor more than 2 fieldsmen behind square.
- 14.2 In addition to the restriction relating to a Free Hit contained in clause 10.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 14.3 The following fielding restrictions shall apply:
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). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
At the instant of delivery:
- a) 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.
 - b) 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

c) 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

14.4 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 in **22. Time Lost – Delays in Play** below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

Illustrations of 14.5

A 50 over inning 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.

14.6 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.

14.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball', but if the infringement is noted before the bowler reaches his delivery stride, the umpire calls Dead Ball and asks the captain to adjust the field.

15. NEW BALL PER INNINGS

For each match, both teams must provide a new 4 piece 156g White 'Kookaburra Club Match' ball. Teams are permitted to use only one new ball per innings.

16. SCORING

16.1 It is mandatory that all games are 'live-scored' using the CricHQ on line app scoring – teams should only use book scoring as a backup.

16.2 In each match, the home team (or if at a neutral ground the first named team in the draw) is designated official scoring responsibilities for that match. The other team should use CricHQ as a backup and in doing so liaise with the official scorers.

16.3 Each Premier Youth Grade team should appoint a person who will be doing the live scoring (the scoring administrator) and they will be set up as a CricHQ administrator.

17. DRESS

17.1 Coloured clothing (shirts and trousers) representative of the school's registered colours is mandatory. With white balls being used, such clothing should exclude white as a predominant colour.

17.2 Teams are also required to wear coloured pads

17.3 For the purposes or any sponsorship/branding, each school's playing uniform is 'that' school's property to brand. However it must conform to the following.

- (i) not be in conflict with any College Sport naming sponsor of that grade
- (ii) is appropriate and does not reflect any branding that could be considered objectionable
- (iii) additional to the school crest and any manufacturers branding, be limited to 2 other sponsors brands on:
 - (a) the sleeves or front chest where the brand is to be no larger than 8cm x 8 cm
 - (b) back/shoulders where any brand is to be no larger than 25cm (wide) x 15cm high)
- (iv) the back of the shirt is also available for a number or player's surname

18. SPONSORSHIP

- 18.1 College Sport has, in the case of any sponsorship it obtains, the branding rights to the following property associated with the Premier Youth/Reserve Grades – Wickets, Bails, Boundary flags, Scoring Systems and Balls.
- 18.2 In the event of obtaining such sponsorship, College Sport will supply to all teams in the Premier Youth/Reserve Grades an appropriate supply of the sponsored equipment which those schools will then be required to use in all College Cricket competition matches.

19. COVERS

- 19.1 It is mandatory for the host school to provide and use covers. Covers must be a minimum of 30m x 8m. On the evening prior to play the pitch shall be covered no later than 8.00pm and lifted no later than 8.00am unless it is still raining or threatening to rain. The covers may be left off the pitch the night prior to the commencement of play to assist with the drying of the pitch. Both teams must agree to this taking place. There is no requirement, unless both teams agree, to re-cover the wicket once play on a day has commenced.
- 19.2 Any infringement of the above prescribed use of covers may, at the discretion of the CCMC and irrespective of the match outcome, result in forfeiture of all or a portion of any competition points by the host school to the opposition.

20. LUNCH PROVISION

It is a requirement that the host team provide lunch for their opponents.

21. COMPETITION POINTS

- 21.1 One Day Matches Win 4 competition points (+ bonus point if achieved*)
 Tie, incomplete or cancelled match 2 competition points

***Bonus point:** if a team achieves a run rate of 1.25 times that of the opposition it shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

- 21.2 Where a team wins a one day match by default, the winning team shall be awarded the maximum points obtained by any other team in that round
- 21.3 Unless a deferral has been approved under CSW By Law 17, or there are in the opinion of CSW, exceptional circumstances; any default in Premier Youth Grade will incur an automatic sanction against the team defaulting. The minimum sanction shall be the loss of the maximum competition points any team in that grade obtained in that round.
- 21.4 Awarding of points where weather intervenes: As official umpires determine fitness of conditions or play, points will be awarded to the team winning any completed match & points shared for matches abandoned.

22. TIME LOST and DELAYS IN PLAY

- 22.1 The First 60 Minutes: Any time lost up to 60 minutes (whether by delayed start, interruption of play, or a combination of the two) is matched by extending the close of play by an equivalent amount of time. The maximum time extension is 60 minutes, ie to 7.30pm, which is the latest time play can close (for over re-calculation purposes only). Up to this time, the number of overs available in the day is constant at **100**.

22.2 Longer Delays - Start of Play: Once a start of play time has been determined, calculate as follows:

TOTAL TIME is the total number of minutes between the start of play time and the latest time play can close (for over re-calculation purposes)

TOTAL PLAYING TIME is **Total Time less Innings Interval** (as per table below)

Time lost	Innings Interval
00-50 minutes	40 minutes
51-80 minutes	30 minutes
81-140 minutes	25 minutes
141-170 minutes	20 minutes
171-200 minutes	15 minutes
201 or more minutes	10 minutes

AVAILABLE OVERS is the number obtained by *dividing by 4.2 minutes* the **Total Playing Time**

INNINGS LENGTH for each team is obtained by *dividing by two* the number of **Available Overs** and rounding up

22.3 Time and Overs Re-calculation Table: Save time by using the table below. Find the appropriate **Total Time** figure, or the closest to it, in the fourth column and simply read off the other data across the columns.

Start Time	Normal Finish Time	Latest Play can Finish	Total Time	Time Lost	Scheduled Break	Total Playing Time	Available Overs
11.00	6.40		460	0	40	420	100
11.15	6.55		460	0	40	420	100
11.30	7.10		460	0	40	420	100
11.45	7.25		460	0	40	420	100
12.00	7.30	7.30	450	0	30	420	100
12.15		7.30	435	15	30	405	98
12.30		7.30	420	30	30	390	94
12.45		7.30	405	45	30	375	90
1.00		7.30	390	60	30	360	86
1.15		7.30	375	75	30	345	84
1.30		7.30	360	90	25	335	80
1.45		7.30	345	105	25	320	76
2.00		7.30	330	120	25	305	74
2.15		7.30	315	135	25	290	70
2.30		7.30	300	150	20	280	68
2.45		7.30	285	165	20	265	64
3.00		7.30	270	180	15	255	62
3.15		7.30	255	195	15	240	58
3.30		7.30	240	210	10	230	56
3.45		7.30	225	225	10	215	52
4.00		7.30	210	240	10	200	48
4.15		7.30	195	255	10	185	46
4.30		7.30	180	270	10	170	42
4.32		7.30	178	272	10	168	40

22.4 Longer Delays – Interruption of Play: Once a resumption time has been determined, calculate as follow: **TIME REMAINING** is the total number of minutes between the resumption time and the latest time play can close (for over re-calculation purposes)

REMAINING PLAYING TIME is the **Time Remaining** *less* **Innings Interval** (as per table above)

AVAILABLE OVERS REMAINING is the number obtained by *dividing by 4.2 minutes* the **Remaining Playing Time**

REVISED AVAILABLE OVERS is obtained by *adding* the **Available Overs Remaining** and the **Overs Already Played**

REVISED INNINGS LENGTH is obtained by *dividing by two* the **Revised Available Overs** and rounding up]

FIRST INNINGS OVERS REMAINING is the number obtained from the **Revised Innings Length** *less* **Overs Already Played**

22.5 Multiple Interruptions: For multiple interruptions [or a combination of delayed start and interruption(s)] the same process is followed, making sure to add up all the time lost and all the overs played.

22.6 Fielding Restrictions and Bowler Allowances: The final table lays out how the respective **blocks of fielding restrictions** [powerplays] and **bowler allowances** [maximum overs per bowler] are to be reduced in shortened games.

Innings duration	1 st block	2 nd block	3 rd block	Bowler Allowance
20	4	12	4	5 x 4
21	4	13	4	1 x 5; 4 x 4
22	5	13	4	2 x 5; 3 x 4
23	5	14	4	3 x 5; 2 x 4
24	5	14	5	4 x 5; 1 x 4
25	5	15	5	5 x 5
26	5	16	5	1 x 6; 4 x 5
27	6	16	5	2 x 6; 3 x 5
28	6	17	5	3 x 6; 2 x 5
29	6	17	6	4 x 6; 1 x 5
30	6	18	6	5 x 6
31	6	19	6	1 x 7; 4 x 6
32	7	19	6	2 x 7; 3 x 6
33	7	20	6	3 x 7; 2 x 6
34	7	20	7	4 x 7; 1 x 6
35	7	21	7	5 x 7
36	7	22	7	1 x 8; 4 x 7
37	8	22	7	2 x 8; 3 x 7
38	8	23	7	3 x 8; 2 x 7
39	8	23	8	4 x 8; 1 x 7
40	8	24	8	5 x 8
41	8	25	8	1 x 9; 4 x 8
42	9	25	8	2 x 9; 3 x 8
43	9	26	8	3 x 9; 2 x 8
44	9	26	9	4 x 9; 1 x 8
45	9	27	9	5 x 9
46	9	28	9	1 x 10; 4 x 9
47	10	28	9	2 x 10; 3 x 9
48	10	29	9	3 x 10; 2 x 9
49	10	29	10	4 x 10; 1 x 9

22.7 Illustration of Calculations: The start of play in a game is delayed by 30 minutes. This is within the first 60 minutes, so 100 overs are still available. Time lost is less than 50 minutes, so the innings interval is 40 minutes. However, just after 1pm a passing shower has players off the field of play for 25 minutes. Total Time lost is now 55 minutes, so the innings interval is reduced to 30 minutes. Nevertheless, the total delay is less than 60 minutes and so 100 overs are still available in the day. But spring is here. At 2.15pm a heavier shower delays play by another 65 minutes, 33 overs having been completed, play resuming at 3.20pm.

Calculation as follows:

Time remaining: 3.20 (resumption time) to 7.30 [the latest time play can close (for over re-calculation purposes)] = **250 minutes**

Time lost is $30 + 25 + 65 = \mathbf{120}$ minutes, and so the innings interval reduces to **25 minutes**

Remaining Playing Time in the day is therefore $250 - 25 = \mathbf{225}$ minutes

Available Overs Remaining: $225 \div 4.2 = \mathbf{53.57}$ overs

Revised Available Overs: 53.57 (available) + 33 (already played) = **86.57**

Revised Innings Length is thus $86.57 \div 2 = \mathbf{44}$ overs [43.285 rounded up]

First Innings Overs Remaining is 44 [Revised Innings Length] – 33 [**Overs Already Played**] = **11** overs to go

Fielding Restrictions for a 44 over innings are: $9 - 26 - 9$, so the first innings recommences with two overs of the second powerplay to complete

Bowler Allowances: Maximum overs for bowlers will be: 4×9 ; 1×8

Second Innings Disrupted

If the second innings is itself subject to interruption, the matter becomes a **Duckworth/Lewis Calculation**.

However, always remember to work out **the latest start time** which allows the second innings to have the minimum of 20 overs which constitutes a match.

Illustration of Calculating Latest Start Time

If, after one over of the second innings, rain stops play, then the latest time the game can re-start to allow the minimum 20 overs for the team batting second is 6.10pm – calculation for this is:

Latest time for play to finish (for re-calculation of overs): **7.30pm**

Overs Already Played: **1** over already bowled, leaving **19** overs to reach a minimum 20 overs

Time Needed: 19 overs \times 4.2 minutes per over = **80 minutes** [79.8 rounded up]

Countback: 80 minutes back from 7.30pm: **6.10pm**

23. LAW 42 – PLAYER MISCONDUCT

- 23.1 Law 42 shall apply only when official umpires have been appointed.
- 23.2 The reporting of offences at all levels shall be to College Sport, using the “Official Report” protocol in the case of Level 1 offences, and the College Sport Code of Conduct protocol in the case of offences at Levels 2-4.
- 23.3 The provisions for the award of 5 penalty runs shall not apply.
- 23.4 The temporary suspension provision for Level 3 offences shall not apply.
- 23.5 The match suspension provision for Level 4 offences shall apply.

24. OFFICIAL WARNING SYSTEM

Note: the Code of Conduct system will still be applied where necessary (sect.30)

Officially appointed umpires may issue an official warning to players over their behaviour. The warning system works as follows:

On witnessing an incident by a player an umpire considers inappropriate but not worth a full citing an umpire will advise the player and issue an official warning.

- 24.1 The captain and player involved will be informed by the umpire at the time that they have been given this warning.
- 24.2 The umpire will inform College Sport Wellington no later than 48 hours after match completion of the player and team that was officially warned. The umpire will detail who was warned and why they were warned.
- 24.3 CSW will inform Schools when players receive an official warning as well as the player and captain being informed by the umpire at the time of the warning.
- 24.4 CSW will keep a record of official warnings given.
- 24.5 Once a player receives 3 official warnings they will be automatically suspended for 2 weeks.
- 24.6 If a player or players within a team receive 4 official warnings the side will lose 2 competition points. (Official warnings to individual players are counted towards the team total).
- 24.7 Should a team receive more warnings after their first 4, any 2 after the first 4 will result in an additional 2 competition points being deducted.
- 24.8 2 official warnings received by the same player in a match will result in a mandatory 1 week suspension for that player.
- 24.9 Warnings may be issued to more than one player in respect of the same incident; if for example two players are cited that will constitute 2 separate official warnings.
- 24.10 Warnings will be cleared and reset at the end of every season.
- 24.11 Umpires are still expected to manage behaviour effectively where possible without issuing an official warning.

29.

PREMIER TWO - FOUR

1. HOURS OF PLAY

- 1.1 First session 11.00am – 2.30pm on the completion of 50 overs or if a team is dismissed in less.
Innings break 2.30pm – 3.00pm or earlier if a team is dismissed in less overs.
Second session 3.00pm – 6.30pm on the completion of 50 overs or if a team is dismissed in less.

2. LENGTH OF INNINGS

- 2.1 In an uninterrupted match, each team will bat for 50 overs unless all are out in less than 50 overs
2.2 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
2.3 In the event of the team fielding first failing to bowl its overs in the allocated time for an innings (refer Rule 1 above), play shall continue, noting the number of overs completed at this time; and it shall bowl out the remaining overs required. When batting this team shall then be limited to the same number of completed overs it bowled at the expiry of the time limit referred to in Rule 1 above.

3. MINIMUM OVERS TO CONSTITUTE A GAME

- 3.1 The team batting second must complete at least 20 overs to constitute a match.
3.2 In the event of any suspension in play, unless the team batting second has completed 20 overs, the game shall be declared incomplete and 2 points awarded each team.
3.3 If at any interruption, at least 20 overs have been completed by the team batting second, and play does not recommence, the team scoring the most runs off the equivalent overs of the team batting second when play ceases shall be declared the winner.
3.4 In the event of a delayed start, the number of overs to be bowled per team shall be reduced proportionately on the basis of an over rate of 15 overs per hour.
3.5 In any reduced match, the latest start time shall be 2.00pm and the Innings break shall be 10 minutes.

4. BOWLING LOADS

- 4.1 Bowling loads apply to any bowler where the wicketkeeper stands back [5 metres or more] for at least one delivery.
4.2 The maximum bowling load for any bowler where the wicketkeeper stands back is six overs in any one spell.
4.3 A bowler may change ends during his spell, provided that he does not exceed his maximum permitted load and that he omits only the one over necessary to comply with the law prohibiting the bowling of consecutive overs.
4.4 At the completion of a bowler's spell, the bowler may not bowl again until a number of overs equivalent in length to that of the spell have been bowled from the same end.
4.5 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.

5. SCORING

- 5.1 In support of players having their ongoing personal performance data recorded and accessible, teams are encouraged to use the CricHQ scoring system and books only as a back-up.

6. DRESS

- 6.1 In Premier 2, coloured tops representative of the school's registered colours are mandatory; trousers and pads optional but encouraged – but only on a whole team basis.
- 6.2 In other grades, white/cream or coloured trousers or shorts, and/or white/cream or coloured shirts may be worn conditional on the entire team wearing the same colour and representative of the school's registered colours.
- 6.3 Clothing such as multi coloured beach shorts and t-shirts of varying colours are not acceptable and school convenors/managers have a responsibility to ensure teams are presented in a manner that meets the code.
- 6.4 For the purposes of any sponsorship/branding, each school's playing uniform is 'that' school's property to brand. Refer to 6.7 in General Playing Conditions for guidelines (pg 6)

7. MATCH BALL

- 7.1 Each team is required to provide a new ball for each game
- 7.2 Premier 2 4 Piece 156g **White** Kookaburra Club Match or **White** Kookaburra Senator
- 7.3 Premier 3 & 4 grades 2 Piece 156g **Red** King or Crown

8. COVERS

- 8.1 In Premier 2 while not mandatory, it is desirable for teams to provide covers; in particular those schools who have aspirations to play in Premier Youth Grade where it is mandatory.
Covers must be a minimum of 30m x 8m. On the evening prior to play the pitch shall be covered no later than 8.00pm and lifted no later than 8.00am unless it is still raining or threatening to rain. There is no requirement, unless both teams agree, to re-cover the wicket once play on a day has commenced.

9. LUNCH PROVISION

- 9.1 In Premier 2 it is a requirement that the host team provide lunch for their opponents only when they are hosting another 1st XI.

10. COMPETITION POINTS

- 10.1 One Day Matches - All Grades
 - Win 4 competition points
 - Tie, incomplete match 2 competition points
- 10.2 In any match where a team wins a one day match by default, the winning team shall be awarded the maximum points obtained by any other team in that round
- 10.3 A One Day match Tie is resultant of the runs scored by each team being equal (irrespective of the number of wickets lost).
- 10.4 Awarding of points where weather intervenes:
Where weather intervenes, commonsense and player safety should always be paramount in determining whether to continue playing or leaving the field. In these grades at least 50% of the scheduled games in a grade have to be completed for 'win' points to be awarded. If not, then points in all games will be shared.

30. SENIOR, INTERMEDIATE and JUNIOR GRADES – 40 overs

1. HOURS OF PLAY

- 1.1 One day Matches – ALL Senior, Intermediate & Junior 1 Grades (start times may vary):
- | | | |
|----------------|------------------|--|
| First session | 12.00pm – 2.30pm | on the completion of 40 overs or if a team is dismissed in less. |
| Innings break | 2.30pm – 3.00pm | or earlier if a team is dismissed in less overs. |
| Second session | 3.00pm – 5.30pm | on the completion of 40 overs or if a team is dismissed in less. |
- 1.2 One day Matches – Junior 2 & 3 Grades (start times may vary depending on ground availability):
- | | | |
|----------------|-------------------|--|
| First session | 10.00am – 12.30pm | on the completion of 40 overs or if a team is dismissed in less. |
| Innings break | 12.30pm – 1.00pm | or earlier if a team is dismissed in less overs. |
| Second session | 1.00pm – 3.30pm | on the completion of 40 overs or if a team is dismissed in less. |
- 1.3 In T20 matches (Intermediate 4 & Junior 4) the conditions prescribed in the T20 playing conditions apply. Start times for T20 matches will vary depending on ground availability with 9.30am being the earliest start & 2pm the latest start.

2. LENGTH OF INNINGS

- 2.1 In an uninterrupted match, each team will bat for 40 overs unless all are out in less than 40 overs
- 2.2 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- 2.3 In the event of the team fielding first failing to bowl its overs in the allocated time for an innings (refer Rule 1 above), play shall continue, noting the number of overs completed at this time; and it shall bowl out the remaining overs required. When batting this team shall then be limited to the same number of completed overs it bowled at the expiry of the time limit referred to in Rule 1 above.

3. MAXIMUM OVERS PER BOWLER

- 3.1 In all Junior, Intermediate & Senior grade matches (40 overs), no player shall bowl more than 6 overs in any match.
- 3.2 In Junior grades it is encouraged that all players bowl a minimum of one over each.

4. JUNIOR GRADES BATTING PODS & RETIREMENT

- 4.1 All Junior grades are to use the batting pod system. These focus on ensuring more players are actively involved in each match. The batting pods see each team broken up into 4 pods of 3 players. For the first match of the season if your batting pod occupies numbers 1-3 in the batting order, it will shift to numbers 4-6 in the second match and 7-9 in the third. The pods will continue to rotate around the order throughout the season. Bowlers who previously got very few opportunities to bat will now be asked to bat in the top order once every 4 weeks. Top order batters will also have to learn to finish off run chases in the middle or lower order.
- 4.2 It is a requirement in all Junior grades (40 over) that a batter retires after facing 50 balls – they may return to bat at the end of the innings.

5. MINIMUM OVERS TO CONSTITUTE A GAME

- 5.1 The team batting second must complete at least 20 overs to constitute a match.
- 5.2 In the event of any suspension in play, unless the team batting second has completed 20 overs, the game shall be declared incomplete and 2 points awarded each team.

- 5.3 If at any interruption, at least 20 overs have been completed by the team batting second, and play does not recommence, the team scoring the most runs off the equivalent overs of the team batting second when play ceases shall be declared the winner.
- 5.4 In the event of a delayed start, the number of overs to be bowled per team shall be reduced proportionately on the basis of an over rate of 15 overs per hour.
- 5.5 In any reduced match, the latest start time shall be 2.00pm and the Innings break shall be 10 minutes.

6. DRESS

- 6.1 In Intermediate 1 and Junior 1 – coloured tops representative of the school’s registered colours are mandatory; coloured trousers and pads optional but encouraged – but only on a whole team basis.
- 6.2 In all other Intermediate and Junior grades, white/cream or coloured trousers or shorts, and/or white/cream or coloured shirts may be worn conditional on the entire team wearing the same colour and representative of the school’s registered colours.
- 6.3 Clothing such as multi coloured beach shorts and t-shirts of varying colours are not acceptable and school convenors/managers have a responsibility to ensure teams are presented in a manner that meets the above requirements. .
- 6.4 For the purposes of any sponsorship/branding, each school’s playing uniform is ‘that’ school’s property to brand. Refer to 6.7 in General Playing Conditions for guidelines (pg 6)

7. MATCH BALL

- 7.1 Each team is required to provide a new ball for each game.
- 7.2 Intermediate 1 & Junior 1 2 Piece 156g **White** Kookaburra Red King or Crown
- 7.3 All other grades 2 piece 156g **Red** Kookaburra Red King or Crown

8. NUMBER OF BALLS PER OVER

- 8.1 In Intermediate 3 & 4 and all Junior grades, overs will be limited to 8 balls, including wides & no balls.
The exception is the last over of the innings must have 6 legitimate balls bowled.

9. COMPETITION POINTS

- 9.1 One Day Matches - All Grades

Win	4 competition points
Tie, incomplete match	2 competition points
- 9.2 In any match where a team wins a one day match by default, the winning team shall be awarded the maximum points obtained by any other team in that round
- 9.3 A One Day match Tie is resultant of the runs scored by each team being equal (irrespective of the number of wickets lost).
- 9.4 Awarding of points where weather intervenes:
Where weather intervenes, commonsense and player safety should always be paramount in determining whether to continue playing or leaving the field. In these grades at least 50% of the scheduled games in a grade have to be completed for ‘win’ points to be awarded. If not, then points in all games will be shared.

31. 11 Aside T20 Playing Conditions – Senior Boys & Premier 1 Girls

1. DURATION

The matches will consist of one innings per side, each innings being limited to a maximum of 20 eight ball overs.

2. HOURS OF PLAY

2.1 First Innings -1 hour 15 minutes; Interval - 10 minutes; Second Innings - 1 hour 15 minutes

2.2 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled cessation time for the first innings 3.3 below shall apply.

2.3 Apart from the between innings interval there are no drinks breaks.

3. OVERS AND LIMITATIONS

3.1 Each team shall bat for 20 overs unless a team is all out earlier.

3.2 No over shall consist of more than 8 bowls

3.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled but then when batting, that team shall only face the reduced number of overs it bowled in the allotted time – 1 hour 15 minutes to reach its target score.

3.4 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

4. LIIMITATION ON BATTERS – please note

4.1 A batsman shall be required to retire following the shot they play to bring their personal score to **35**. The batsman will be able to return and resume their innings at the fall of a wicket if all others have batted before the 20 overs have been bowled.

5. LIMITATION ON BOWLERS

5.1 No bowler may bowl more than FOUR overs. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

5.2 Overs shall be limited to a maximum of 8 bowls including wides and no balls.

6. NO BALL – Penalty

Any bowl called a 'No Ball' scores a penalty of one run (or more if such occurs). Any additional runs scored off the bat are attributed to the striker.

7. WIDE BALL - Penalty

The penalty for a Wide will be 1 run plus any additional runs scored also recorded as Wides

8. DECLARATIONS

The captain of the batting side may not declare his innings closed at any time during the course of a match.

9. THE RESULT

9.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for 20 overs, the team scoring the higher number of runs shall be the winner.

9.2 In the event of a tie, the team losing the lesser number of wickets shall be the winner.

9.3 To constitute a match, a minimum of 10 overs have to be bowled to the team batting second unless the innings is completed before that.

9.4 If the result cannot be decided by 9.1 or 9.2, the winner shall be the team with the higher score after 10 overs, or if still equal, after 9 overs; or if still equal after 8 overs etc.

10. POINTS

10.1 Win 2 competition points

Loss or Incomplete 0 competition points

10.2 Awarding of points where weather intervenes:

Where weather intervenes, commonsense and player safety should always be paramount in determining whether to continue playing or leaving the field. In these grades at least 50% of the scheduled games in a grade have to be completed for 'win' points to be awarded. If not, then points in all games will be shared.

11. MATCH BALL

11.1 Boys Grades 2 Piece 156g Red Kookaburra Red King or Crown

11.2 Girls grades 2 piece 142g Red Kookaburra Red King or Crown

32. Boys 8 Aside T20 Playing Conditions – Intermediate & Junior

Note the variations to the 11 aside conditions as prescribed in: 3.5, 3.6, 4.1, 5.1 and 8 below

1. DURATION

The matches will consist of one innings per side, each innings being limited to a maximum of 20 eight ball overs.

2. HOURS OF PLAY

2.1 First Inning -1 hour 15 minutes; Interval - 10 minutes; Second Inning - 1 hour 15 minutes

2.2 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled cessation time for the first innings 3.3 below shall apply.

2.3 Apart from the between innings interval there are no drinks breaks.

3. OVERS and LIMITATIONS

3.1 Each team shall bat for 20 overs unless a team is all out earlier.

3.2 No over shall consist of more than 8 bowls.

3.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled but then when batting, that team shall only face the reduced number of overs it bowled in the allotted time – 1 hour 15 minutes to reach its target score.

3.4 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

3.5 *The innings is completed at the conclusion of 20 overs or the loss of all 8 wickets. At the loss of the 7th wicket, the remaining not out batter faces all remaining deliveries supported by a fully kitted runner at the non strikers end.*

3.6 *The dismissal of either of these two batters shall constitute the end of the innings.*

4. LIIMITATION ON BATTERS – please note

4.1 A batsman shall be required to retire following the shot they play to bring their personal score to **25**. The batsman will be able to return and resume their innings at the fall of a wicket if all others have batted before the 20 overs have been bowled.

5. LIMITATION ON BOWLERS

5.1 No bowler may bowl more than THREE overs. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

5.2 Overs shall be limited to a maximum of 8 bowls including wides and no balls.

6. NO BALL – Penalty

Any bowl called a 'No Ball' scores a penalty of one run (or more if such occurs). Any additional runs scored off the bat are attributed to the striker.

7. WIDE BALL - Penalty

The penalty for a Wide will be 1 run plus any additional runs scored also recorded as Wides.

8. LBW

There are no LBW dismissals

9. DECLARATIONS

The captain of the batting side may not declare his innings closed at any time during the course of a match.

10. THE RESULT

10.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for 20 overs, the team scoring the higher number of runs shall be the winner.

10.2 In the event of a tie, the team losing the lesser number of wickets shall be the winner.

10.3 To constitute a match, a minimum of 10 overs have to be bowled to the team batting second unless the innings is completed before that.

10.4 If the result cannot be decided by 9.1 or 9.2, the winner shall be the team with the higher score after 10 overs, or if still equal, after 9 overs; or if still equal after 8 overs etc

11. POINTS

11.1 Win 2 competition points

Loss or Incomplete 0 competition points

11.2 Awarding of points where weather intervenes:

Where weather intervenes, commonsense and player safety should always be paramount in determining whether to continue playing or leaving the field. In these grades at least 50% of the scheduled games in a grade have to be completed for 'win' points to be awarded. If not, then points in all games will be shared.

12. MATCH BALL

2 Piece 156g Red Kookaburra Red King or Crown

33. Girls 8 Aside T20 Playing Conditions

1. DURATION

The matches will consist of one innings per side, each innings being limited to a maximum of 14 eight ball overs.

2. HOURS OF PLAY

2.1 First Innings -1 hour 15 minutes; Interval - 10 minutes; Second Innings - 1 hour 15 minutes.

2.2 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled cessation time for the first innings 3.3 below shall apply.

2.3 Apart from the between innings interval there are no drinks breaks.

3. OVERS and LIMITATIONS

3.1 Each team shall bat for 14 overs unless a team is all out earlier.

3.2 No over shall consist of more than 8 bowls.

3.3 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled but then when batting, that team shall only face the reduced number of overs it bowled in the allotted time – 1 hour 15 minutes to reach its target score.

3.4 If the team batting first is dismissed in less than 14 overs, the team batting second shall be entitled to bat for 14 overs.

3.4 The innings is completed at the conclusion of 14 overs or the loss of all 8 wickets. At the loss of the 7th wicket, the remaining not out batter faces all remaining deliveries supported by a fully kitted runner at the non-strikers end.

3.5 The dismissal of either of these two batters shall constitute the end of the innings.

4. LIIMITATION ON BATTERS – please note

4.1 A batter shall be required to retire following the shot they play to bring their personal score to **20**. The batsman will be able to return and resume their innings at the fall of a wicket if all others have batted before the 14 overs have been bowled.

5. LIMITATION ON BOWLERS

5.1 No bowler may bowl more than TWO overs. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

5.2 Each Over shall be 8 bowls - this includes any Wides and No Balls.

6. NO BALL – Penalty

Any bowl called a 'No Ball' scores a penalty of one run (or more if such occurs). Any additional runs scored off the bat are attributed to the striker.

7. WIDE BALL - Penalty

The penalty for a Wide will be 1 run plus any additional runs scored also recorded as Wides.

8. LBW

There are no LBW dismissals

9. DECLARATIONS

The captain of the batting side may not declare his innings closed at any time during the course of a match.

10. THE RESULT

10.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for 14 overs, the team scoring the higher number of runs shall be the winner.

10.2 In the event of a tie, the team losing the lesser number of wickets shall be the winner.

10.3 To constitute a match, a minimum of 8 overs have to be bowled to the team batting second unless the innings is completed before that.

10.4 If the result cannot be decided by 9.1 or 9.2, the winner shall be the team with the higher score after 8 overs, or if still equal, after 7 overs; or if still equal after 6 overs etc.

11. POINTS

11.1 Win 2 competition points

Loss or Incomplete 0 competition points

11.2 Awarding of points where weather intervenes:

Where weather intervenes, commonsense and player safety should always be paramount in determining whether to continue playing or leaving the field. In these grades at least 50% of the scheduled games in a grade have to be completed for 'win' points to be awarded. If not, then points in all games will be shared.

12. MATCH BALL

2 Piece 142g Red Kookaburra Red King or Crown

34.

CODE OF CONDUCT

1. Introduction

College Cricket has a Code of Conduct (appropriately amended from that of Cricket Wellington) which governs standards of conduct for all College games.

- 1.1 The College Cricket Committee may take disciplinary action against any player, team or school against whom, an alleged breach of this code is reported.
- 1.2 This Code prescribes behavioural requirements and the processes to be followed where there is a report of an alleged breach of the Code.
- 1.3 The procedures prescribed in this Code do not abrogate any Principals authority to take independent action.

2. Definition

This Code shall apply to any player, team, official or College playing under the jurisdiction of Wellington Secondary School Cricket. For the purposes of this Code the term “ Team Official(s)” shall mean and include any Team Manager(s) or Team Coach(es) appointed by the College to manage and/or coach a team participating in the match.

3. Background

All Managers and coaches have a responsibility to ensure their players (particularly the Captain) are familiar with the following guidelines and protocols. These are not “new”, but simply relate to player etiquette and behavioural expectations as defined in the Laws of Cricket, in particular the preamble to the Laws of Cricket which specifically highlight the expectations of all involved – and also Law 42 – referring to Fair and Unfair play.

4. Schools' Responsibility

Each team playing in the College Cricket Competition MUST be supervised by at least one adult responsible to the school for the team's behaviour. Unsupervised teams will be withdrawn from the competition. (College Cricket Playing Condition #3)

5. Officials Responsibility

- 5.1 It is the responsibility of the officials and captains to ensure the match is played within the spirit as well as the Laws of Cricket and to this extent there must be agreement and understanding between those officiating and the captains.
- 5.2 In this respect team managers must “educate” their players in these protocols and their place in the game, particularly those relating to the 3 sections of Law 42 identified above. Where there is conflict between advantage for their own team and the good of the game, officials shall place the good of the game above all else.
- 5.3 Umpires should familiarise themselves with and apply where necessary the protocols outlined in Law 42.13.

6. Players Responsibilities

- 6.1 While representing their school, players must abide by the policies of their school, particularly those relating to Smoking & Alcohol.

6.2 All players should ensure the match is played within the spirit as well as the Laws of Cricket. On the field this is the responsibility of the CAPTAIN.

7. Rules of the Code

7.1 Players and Team Officials must not indulge in unacceptable behavior on any part of a Cricket ground including the field of play. Without in any way limiting the generality of the term “unacceptable behavior” examples are set out in 5 and 6 above.

7.2 Players must not infringe the rules relating to clothing standards as set out in Playing Condition 5.

8. Examples of Unacceptable Behavior

- i) A player or team official assaulting or attempting to assault an umpire, another player or team official.
- ii) A player or team official verbally abusing an umpire, disputing, or showing dissent with a decision or reacting in an obviously provocative or disapproving manner either towards an umpire, their decision or generally following the decision.

It is unacceptable for a player to ask a question of an umpire connected to a decision, which goes beyond a legitimate and neutral inquiry. A question indicating dissent or disapproval is unacceptable.

- iii) A player or team official using “known” crude or abusive hand or body signals.
- iv) A player or team official using crude and/or abusive language or engaging in conduct detrimental to the spirit of the game.
- v) Smoking or drinking alcohol during the hours of play of any match under the jurisdiction of Wellington Secondary Schools Cricket.

Further, the following are inappropriate:

- vi) Any noise or action that occurs once the bowler has commenced their approach
- vii) Consistent or orchestrated handclapping and chanting.
- viii) Players abusing or engaging in audible remarks directed at or about players of the opposing team (“sledging”)

Note: *Before reporting any player, team or official for any of these behaviors, an umpire, acting either on his/her own volition or on a complaint from another player, would be expected to have cautioned the player or team and to advise that player’s Captain of his/her concern. A player, before reporting any other player, would be expected to have lodged an initial complaint with the umpire, through his/her Captain.*

9. Some etiquette, which should be promoted by team managers & captains:

- i) Acknowledging those from either team who perform with distinction (50’s, 100’s hat tricks etc)
- ii) Acknowledging the opposing captain when they come to bat.
- iii) Having the captain lead their team on to and from the field.
- iv) If a player has bowled with distinction, or an opposing batsman batted with distinction, acknowledging that achievement by leading players from the field.
- v) Acknowledging by handshakes and thanks at the conclusion of the game the contribution of opposing players and officials to the game.

10. Eligibility to Lodge a Report

An alleged breach of the Code may be reported by:

- i) Either or both umpires officiating in such match.
- ii) Either Captain participating in the match
- iii) Any adult Manager/Coach of a College team who's College has designated them such responsibility.
- iv) Any member of the College Cricket Committee present at the match.

11. Reports – Procedure

- 11.1 Where any person mentioned in 10 above believes another participant in the same match has breached the Code of Conduct, he/she shall within 72 hours of the conclusion of the day's play:
 - (a) complete a written report using the incident report form in the College Cricket Handbook and
 - (b) lodge the report with the Executive Director of College Sport Wellington.
- 11.2 Following the receipt of any report, the Executive Director of College Sport Wellington, shall in consultation with the Chairperson of the College Cricket Committee, determine whether the alleged breach warrants a Code of Conduct Hearing.
- 11.3 If the Executive Director of College Sport Wellington and the Chairperson of the College Cricket Committee determine that the alleged breach does not warrant a Code of Conduct Hearing, they must advise the complainant and may recommend and implement other actions they consider appropriate.
- 11.4 If the Executive Director of College Sport Wellington and the Chairperson of the College Cricket Committee determine that the alleged breach is to go to a hearing, the Executive Director shall:
 - (a) arrange a hearing at the offices of College Sport Wellington at 6.00pm on the Thursday immediately following the alleged breach or at such other time and place as the Director may advise the reported individual(s) in writing.
 - (b) convene a three person judicial panel to hear the allegation, of whom one at least must be a member of the College Cricket Committee
 - (c) advise, through the School Cricket Convenor, the player or official, who is the subject of the allegation, this detail copied to the school Principal.
 - (d) provide details of the report to the player or official through the School Cricket Convenor.
- 11.5 The hearing must then without further notice be attended by the reported player accompanied by their team manager and/or Captain. The initiator of the report shall also attend and be required to answer any questions of clarification as required by the panel. If the report is against a team official, they should be accompanied by the School Cricket Convenor.
- 11.6 The judicial panel will hear and decide on the report in a manner which accords with the principles of natural justice and which best ensures the fair and prompt determination of the alleged breach of the Code. In particular the panel shall allow the player(s) and/or Team Official(s) reported to give evidence and to make submissions. The panel shall decide what penalty, if any, is to be imposed and shall advise the decision to the individual(s) concerned, their School, the Executive Director, and the initiator of the report as soon as practicable and shall provide a written decision within seven days of the hearing.
- 11.7 In the event that the individual(s) reported fails to attend the hearing the judicial panel may proceed to hear and decide the report on the papers and in a manner to be determined by them.
- 11.8 The judicial panel findings and decisions are final. There is no right of appeal.

12. Sanctions

Where a person has been found guilty of a breach of the code the Judiciary may impose any of the following:

- i) a suspension from play
- ii) cancellation of competition points from the player's team
- iii) a reprimand

NB: any suspension imposed will also be effective in respect of any other commitments that player may have under the umbrella of Cricket Wellington or any of its affiliates.

COLLEGE CRICKET INCIDENT REPORT FORM

This form must be used when reporting any incident to the College Cricket. Such reports must be received by the Executive Director of College Sport Wellington (email csw@collegesport.org.nz) within 72 hours of the incident and endorsed by the College Cricket Convenor of the school lodging the complaint.

From: _____ School: _____

Match: _____ v _____

Grade: _____ Date: _____ Venue: _____

I wish to bring to your attention, an incident(s) during this match that occurred in breach of Rule _____ of the College Cricket Playing Conditions or the College Cricket Code of Conduct.

Those involved were:

Player(s)/officials: _____

School: _____

The circumstances were: (use additional sheet if necessary)

Signed (Complainant): _____

Mobile: _____

College Cricket Convenor _____

Appendix 1

Protocols for Nominated College Premier Players Moving to Club Cricket

These protocols are part of a formal arrangement between Cricket Wellington represented by the Pathway Manager & College Sport Wellington, represented by the Executive Director of College Sport or his appointee. In order to enhance the opportunity for elite College Cricket players to advance their potential to play at the highest level, Cricket Wellington & College Sport Wellington has established the following protocols around College players playing at Clubs. While this removes the player from playing in the College competition, it is desirable in any such movement that the player should be given the opportunity to represent their college in traditional and Gillette Cup matches

1. The Cricket Wellington Pathway Manager is the facilitator/manager of all such player recommendations and processes thereafter.
2. There must be open dialogue in the first instance around the potential player(s) involved, with the ED of College Sport or his appointees; subsequently the player, his parents or caregivers, coach and the school management then the club Chairman. This should be initiated in Term 4 each year. The dialogue shall cover not only the benefits to the player, but any possible implications to the College of the player moving so these are fully understood by all parties prior to any final decision.
3. Any players to be considered for such promotion must:
 - (i) be considered by Cricket Wellington's Pathway Manager to be a very good chance of making the Wellington 18s side with the potential to be considered for the New Zealand 18s Development squad. and/or
 - (ii) be in the opinion of the Pathway Manager, a strong chance to be selected for the NZC Identified Firebirds Development Squad in the next two years.
4. Any such player nominated as in 3 (i) & (ii), with the agreement of his College and parents, will then from the commencement of a calendar year move to play his Cricket in either the Pearce or Hazlett Cup club competitions and placed in an appropriate club by the Cricket Wellington Pathway Manager. Such players then become ineligible to play in any aspect of the College competition (Playing Condition 4.2) unless they request a move back to college cricket and on application are so regraded.
5. Any player so nominated and moving to play in the club competition shall be mentored by the Cricket Wellington Pathway Manager (as opposed to the club alone);
6. Additional to any player identified in 3 & 4 above, where there is no clash with a player's College Cricket programme (his "Primary Club"), (e.g. Sundays or the Term 4 holidays), on the recommendation of the Pathway Manager, arrangements maybe made for other identified College players to play at Pearce and or Hazlett level during those windows.
7. In the case of a player moving from College to Club, the player's College may include him in matches outside of the College Cricket competition – Gillette Cup & traditionals and they may seek some coaching/mentoring contribution from him at a junior level within his College.