Playing Conditions

for the

Gillette Cup

Secondary Schools Boys' Cricket Competition

Gillette Cup Competition

Alterations to Playing Conditions for 2009

2(b)	New inclusion
2(d)	Amendment to clarify procedure in event of a tied match
6 (f)	New inclusion
26(a)	Amendment – word “alternately” added
26(e)	New inclusion

Fairplay Code

New Zealand Cricket is keen to actively promote the concept of ‘fair play’ at all cricket matches and tournaments. It has adopted the *Canadian Council on Children and Youth* Fairplay Code and will be working to promote adherence to this code in all games played by junior cricketers.

A copy of the Code is printed on the inside cover of this booklet and a copy will be included in all Tournament programmes. Team managers and coaches are asked to work through the code with their players and discuss ways in which the Code’s goals might be achieved.

Playing Conditions for the

***Gillette* Cup**

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Except as specifically provided for hereinafter, *The Laws of Cricket* (2000 Code) any subsequent amendments shall apply to all matches.

The tournament manager or his nominee shall rule on any matter relating to the enforcement or interpretation of these playing conditions. Details of any disputed matters shall be recorded in the tournament report.

1. The Competition:

(a) The Gillette Cup Secondary Schools Cricket competition shall consist of a series of limited overs knock-out matches (or round-robin matches if deemed more suitable) between secondary schools formally entered in the competition.

(b) The competition shall commence in January of each year and the Finals Tournament shall be completed as soon as possible following end-of-year examinations.

(c) The competition shall be organised on a zonal basis with the six winning teams, plus the two losing finalists from the Associations with the largest number of entries, competing against each other in the Gillette Cup Finals Tournament.

(d) The competition shall be open to every male student in New Zealand attending the participating secondary school on a full-time basis and who is 19 years of age or under at the 1 January in the year of the competition.

(e) In rare circumstances, where schools are unable to enter a team because of insufficient playing numbers, New Zealand Cricket will consider dispensation for schools wishing to combine for the purpose of submitting an entry. Requests for dispensation must be in writing and submitted to New Zealand Cricket prior to the commencement of the competition.

*(**Note:** For details of administrative arrangements, see Appendix, p.15.)*

1.1 ***Nomination of Players***

For each match, teams may be composed of twelve players.

Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their batting XI and the Fielding XI.

The player left out of the Fielding XI will act as 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).

2. Preliminary Rounds:

(a) Every effort should be made to ensure that matches are completed on the day set down. There is no provision for reserve days for matches which are rained out but schools may reschedule matches washed out by rain by mutual consent and **in consultation with the Zone Overseer** provided all matches are completed by the end of the first term of the school year.

(b) Prior to the commencement of each match, captains, coaches/managers and umpires should meet to agree on Playing Conditions.

(c) In the case of wet weather, if a match is interrupted after the team batting first has batted for at least 20 overs, the number of overs may be reduced in accordance with *playing condition* 4(b) and the match completed provided the team batting second can bat for a minimum of 20 overs.

(d) In the event of a tie the result will be decided in favour of the side losing the least number of wickets. If both sides have lost the same number of wickets, the result will be decided on a Bowl-out - *refer PlayingCondition 26*

(e) If the adjusted number of overs cannot be bowled because of weather or light conditions the match shall be abandoned as a draw and the result shall be determined by the toss of a coin.

3. Hours of Play and Intervals—Preliminary Rounds and Finals Tournament:

(a) Except as provided in *Playing Condition* 4(b)(2) the normal hours of play shall be confined to the period between 10.30am and 6.30pm. There shall be one interval, not exceeding 45 minutes, between innings.

(b) Any variation to the normal hours of play for intrazone matches and the interzone final shall be by mutual agreement between the managers of the competing teams. Where the commencement of play has been delayed by weather or ground conditions the number of overs to be bowled to each team shall be calculated in accordance with *Playing Condition 4*(b)(1).

(c) Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the tournament manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the tournament manager shall notify all competing teams before the commencement of the day's play.

(d) The tournament manager (or, in the case of preliminary matches, the zone overseer) may direct a change of venue because of weather or ground conditions. This includes the use of all-weather pitches of suitable quality only when grass pitches are not available.

(e) If the commencement or resumption of play is delayed by weather, play is to proceed on pitches as they become available.

(f) Unless decided otherwise by the Tournament Manager, a maximum of two drinks breaks will be permitted in each session. The actual number of drinks breaks each session will be determined by the umpires after consultation with team managers

4. Length of Innings:

(a) In an uninterrupted match (including a match where the start of play is delayed but where it is possible for both sides to bat for 50 6-ball overs by 6.30pm, or by calculating the number of overs which can be bowled in accordance with 4(b)(i) hereof):

(1) Each team shall bat for 50 6-ball overs unless dismissed earlier;

(2) In the event of the team fielding first failing to bowl 50 overs within 3 hours and 20 minutes from the commencement of its opponent's innings, it shall complete its 50 overs but its batting innings shall be limited to the same number of overs as it bowled to its opponents in the 3 hours and 20 minutes from the commencement of its opponent's innings. An over in progress at the expiration of 3 hours and 20 minutes from the commencement of the innings shall be deemed to have been completed within the time set by this provision;

(3) If the team batting first is all out and the last wicket falls within two minutes of the time allotted for the completion of the innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first. *(Note: the over in which the last wicket falls shall count as a complete over)*;

(4) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in playing conditions 4(a)(2) or 4(a)(3) above;

(5) In the event of the team fielding second failing to bowl, if necessary, 50 overs, or the number as provided in playing conditions 4(a)(2), 4(a)(3) or 4(a)(4) 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.

(b) In matches where the start is delayed or where play is suspended:

(1) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (each team must have a minimum of 20 overs). The calculation of the number of

overs to be bowled shall be based on an average of 15 overs per hour in the time remaining before close of play at 6.30pm.

(2) If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the side fielding second failing to bowl the reduced number of overs by 6.30 p.m. the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

(3) If, owing to suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as set out in *Playing Condition* 4(b)(1).

(4) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs as in 4(b)(1).

5. The Result:

(a) A result can be achieved only if both teams have batted for at least 20 overs, unless one team has been all out in less than 20 overs, or unless the team batting second scores enough runs to win in less than 20 overs.

(b) Any match in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared drawn.

(c) In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.

(d) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the result shall be decided as follows:

(1) A ***base score*** will be calculated by multiplying the average runs per over scored by the team batting first

by the number of overs available to the team batting second, *and then*

(2) For every over by which the overs of the team batting second are reduced, a ***reduced overs adjustment*** is calculated by increasing the ***base score*** by 0.01 (1%) to establish the ***target score*** of the team batting second.

(3) There shall be no additional restriction placed on the number of overs that can be bowled by any one bowler.

Examples:

(i) the side batting first scores 211 in 50 overs. Play is interrupted when the team batting second has scored 74 runs in 21.3 overs. Play resumes with 14.3 overs left to be bowled (ie. a total of 36 overs. The ***base score*** is, therefore, calculated as follows—211 ÷ 50 x 36 = 151.92— and the ***reduced overs adjustment*** is calculated as follows—151.92 x 0.01 x 14 = 21.27. The ***target score*** is, therefore 174 [ie. 151.92 + 21.27, rounded up to the next highest whole number]. This means that 100 runs need to be scored off the remaining 14.3 overs

(ii) In a reduced overs game the side batting first scored 203 in 42 overs. The side batting second had scored 129 runs off 31 overs when play was abandoned. The ***base score*** for the team batting second to win the game is 149.83, calculated as follows—203 ÷ 42 x 31 = 149.83— and the ***reduced overs adjustment*** is 16.48, calculated as follows—149.83 x 0.01 x 11 = 16.48. The ***target score*** is, therefore 167 [ie. 149.83 + 16.48, rounded up to the next highest whole number]. In this instance the team batting first wins.

(iii) In a reduced overs game the side batting first scored 178 in 38 overs. The side batting second had scored 136 runs off 27 overs when play was interrupted. Play resumed with 5 overs left to be bowled. The ***base score*** for the team batting second to win the game is 149.89, calculated as follows—178 ÷ 38 x 32 = 149.89— and the ***reduced overs adjustment*** is 8.99, calculated as follows—149.89 x 0.01 x 6 = 8.99. The ***target score*** is, therefore 159 [ie. 149.89 + 8.99, rounded up to the next highest whole number].This means that the team batting second needs to score 23 runs off the remaining 5 overs to win the match.

(iv) In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been

entitled and not on the number of overs in which it was dismissed;

(e) Within three days of the match being played, results must be advised to the Zone Overseer by the "home" team or, where the match is played at a neutral venue, by both teams. Results should include team totals, wickets lost, overs bowled, batsmen scoring 30 or more runs, bowlers taking 3 or more wickets.
Progress results will be available on the New Zealand Cricket web site i.e. www.nzcricket.co.nz

6. Gillette Cup Finals—Tournament Competition Points :

(a)

A win	–	2 points
A draw or tie	–	1 point
A loss	–	0 points

(b) Each year, the eight finalists will be split into two groups of four teams on a rotational basis. Each team will play three round-robin matches with the winning teams within each group playing each other on the final day for 1st/2nd placing, the runners-up playing for 3rd/4th placing etc.

(c) At the conclusion of group play and where two teams are tied on the same number of points, the team that won their earlier encounter will be given the higher ranking.

(d) At the conclusion of group play and where three teams finish top equal, the ranking will be determined by calculating the best runs per wicket differential taken over all three games, but not including incomplete or abandoned games. The differential shall be calculated by the following formula — *Aggregate of runs scored divided by aggregate of wickets lost minus aggregate of runs conceded divided by aggregate of wickets taken.*

(e) If no play is possible during group play, the tournament will be abandoned and no award will be made.

(f) In the event of a tie, Playing Condition 2 (d) will apply.

(g) If no cross-group play is possible on the scheduled fourth day, the top two teams from group play will be declared joint overall winners and will share the award.

7. Number of Overs per Bowler:

(a) No bowler shall bowl more than 10 six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 50 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by 5. Where this occurs one additional over shall be allowed to a minimum number of bowlers (eg. in a 33 over match three bowlers may have a maximum of seven overs and no other bowler may have more than six overs).

(b) In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. Limitation of Overs for Pace Bowlers:

Restrictions no longer apply.

9. Field Restrictions:

At the instant of delivery there may be no more than 5 fieldsmen on the on-side. In the event of an infringement of this *Playing Condition* either Umpire shall call and signal 'no ball'.

10. Wide Bowling:

(a) Any ball pitching clearly outside the leg stump and moving further away shall be called ‘wide.’

***Notes*:**

1. The following statement, prepared by New Zealand Cricket, should be adopted as a guide to umpires in the application of this player condition — *If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to make a 'normal cricket stroke' both from where he is standing and from where he should normally be standing at the crease, the umpire should call and signal 'Wide'. As a guide, on the leg side a ball landing clearly outside the leg stump and going further away should be called wide. The*

above provisions do not apply if the batsman makes contact with the ball.

2. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

3. As a guide to batsmen, bowlers and umpires it is suggested that each popping crease should be marked with lines parallel to the return crease to indicate the area beyond which a 'wide' will be called. The 'off-side' mark should be placed 88 cm from the centre stump and the 'leg-side' mark 44 cm from the centre stump. No 'wide mark' should be more than 30 cm long

(b) A penalty of one run for a wide shall be awarded and shall in all cases be scored as wide. An extra ball is to be bowled.

(c) The above provisions shall not apply if the batsman makes contact with the ball.

11. No Ball:

(a) If the ball passes, or would have passed, over the shoulder height of the batsman standing upright at the crease the umpire shall call and signal no ball.

(b) If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batsman standing in his normal stance at the crease, the umpire shall call and signal no ball.

(c) If a ball bounces twice before reaching the batting or popping crease, the umpire shall call and signal no ball.

A penalty of one run for a no-ball shall be awarded and shall in all cases be scored as no-balls. This penalty shall stand in addition to any other runs scored. An extra ball is to be bowled.

12. Mode of Delivery:

No bowler may deliver the ball underarm.

13. Time Wasting:

Umpires should take fully 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 the opposition team, (eg. where a team fielding second slows down the game knowing it might win a shortened match on run rate; or where a team batting first slows down the game to reduce the number of overs available to the team batting second).

14. Interval between Innings:

Where a match is significantly shortened by inclement weather conditions, or where a team is dismissed in fewer than 30 overs, the tournament manager may exercise his/her discretion to reduce the interval between innings provided that the resultant interval shall not be less than 10 minutes.

15. Light:

Play will continue regardless of the state of the light.

16. Covering Pitch and Bowlers' Run-ups:

(a) In all matches, the pitch should be entirely protected against rain up to the commencement of play and in addition, should rain fall during a match, the pitch should be wholly protected against such rain.

(b) The covers should be of a size sufficient adequately to protect the pitch and also the pitch surrounds, to a distance of 5 metres either side of the pitch and any worn or soft areas in the outfield, as well as the bowlers run-ups to a distance of at least 20 metres by 3 metres. *(**Note:** It shall be the responsibility of the tournament manager to ensure that the covers are fitted in a way that meets the requirements of this* Playing Condition*.)*

17. Balls to be Used:

In place of Law 5.2, the following will apply: Four-piece first quality balls as approved by the Board of New Zealand Cricket. The same make and quality of ball shall be used throughout a match.

Note: *The only approved balls meeting the criteria set out in this* Playing Condition *are the Kookaburra, Platypus and Steedons Brands.*

18. ***Sight Screens*:**

It is desirable that sight screens be provided at both ends of all grounds.

19. Clothing:

In all matches, excluding the finals tournament, teams may wear either white cricket attire or coloured clothing which has been approved by New Zealand Cricket.
For the finals tournament, normal white cricket attire shall be worn.

20. Sponsorship:

Players in teams that are sponsored shall be permitted to wear one team sponsor's logo on a sleeve or breast of their playing shirt provided that sponsor is not in direct conflict with the tournament's major sponsor and the logo does not exceed 8cm x 8cm.

21. Advertising on Cricket Clothing:

(a) *Trousers*: One manufacturers logo max. 2 square inches, on the front of the trousers between the waist and the knee.

(b) *Shirts (excluding T-Shirts) and Sweaters*:
- (a) Two logos allowed, being one logo for each of
  - (i) School logo – to be placed on the left breast front of the shirt and/or sweater in a square 8cm x 8cm.
  - (ii) Sponsors logo – to be placed on the sleeve or breast.
- (b) No advertising is allowed on the backs of shirts or sweaters or on the sleeves of sweaters.
- (c) The logos of the school and it's sponsors are to be placed on the uniforms of all players of a team. (there can be no separate arrangements for individual players).

(c) *T-Shirts*: Any T-shirts worn under a player's on-field shirt shall be plain white. No visible logos are permitted.

22. Scoreboard:

The number of overs bowled shall be prominently displayed on the scoreboard at the conclusion of each and every over from the commencement of the innings.

23. Boundaries:

No boundary should be less than 50 metres from the centre of the pitch.

24. Substitutes:

A player who suffers an injury caused by an external blow (as opposed to an internal injury such as a pulled muscle) and has to leave the field for medical attention may, subject to the umpires' approval, bowl immediately after his return, irrespective of the length of time for which he has been absent.

25. Declarations:

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

26. Bowl-out:

(a) Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors.
(b) The team with the highest number of hits will be deemed to be the winner.
(c) In the event of a tie, a further five bowlers will each bowl one delivery.
(d) If the scores are still tied, the above process will be repeated using the same groupings and until such time as the winner is found.
(e) If a bowler bowls a “no-ball” it will count as their delivery but will not count towards the score of the team.

27. Alcoholic Liquor, Smoking and Drugs

(a) New Zealand Cricket Inc. is a legal entity and, as a responsible body, cannot ignore current New Zealand laws relating to the legal drinking age. Its strongly held view is that any team or tournament manager who allows or condones drinking, smoking or drug abuse by under-age players is remiss in his/her duties and ignores the trust placed by the parents of players in his/her team. New Zealand Cricket cannot emphasise too strongly that team managers and coaches are responsible for the conduct of their players both on and off the field. It is vitally important that off-field conduct should be of a standard that will not bring cricket in general and the tournament in particular into disrepute, nor prejudice the support of those who sponsor it.

(b) New Zealand Cricket has therefore established the following rules to assist tournament and team managers and coaches:

(1) No team will be permitted by either tournament officials or team managers to drink in cricket clubrooms or any building serving for the time being as a tournament headquarters;

(2) All players and officials are forbidden to use any substances which are prohibited by the New Zealand Sports Drug Agency and the International Cricket Council.

(3) If, in the opinion of the committee established under Regulation 28(b), a participating player is deemed to be guilty of alcohol or drug abuse, that player may be suspended for the remainder of the tournament;

(4) Travel and other costs of a player who replaces a team member thus disqualified will not be a charge on tournament expenses;

(c) New Zealand Cricket emphasises that this is basically a managerial problem, not a tournament one, and it expects that all associations will make clear to managers their responsibilities in this regard before they confirm the appointment.

28. Adherence to the New Zealand Cricket's Code of Conduct

(a) All players and officials shall agree to take positive steps to maintain the high reputation of the game of cricket. This requires that the highest standards of conduct to be maintained while travelling to or from, or while at a tournament, both on and off the field of play.

(b) Any report of contravention of these regulations shall be heard as soon as possible after that report is received by a special committee convened by the tournament manager. The committee shall comprise:
   (1) The tournament manager;
   (2) The tournament referee;
   (3) The team manager of the player concerned;
   (4) One other person invited at the discretion of the tournament manager.

(c) The committee shall hear the complaint, including statements from the player alleged to have contravened these regulations and any other witnesses, and shall have the power to order penalties, which may include financial restitution for any damage and/or suspension of the player for part or all of the remainder of the tournament. Any such suspension to apply from the end of the match in progress at the time of the hearing.

29. Changes to Regulations or Playing Conditions

(a) All matches are to be played under the current *Laws of Cricket* subject only to the variations set down in the playing conditions set out the appropriate tournament *Playing Conditions* booklet. No changes or variations to the playing conditions are permitted without the prior approval of New Zealand Cricket.

(b) Any matter of dispute which cannot be resolved by the tournament manager shall be referred to the tournament referee whose decision shall be final.

(c) Any recommendations for changes to these regulations or playing conditions for future tournaments should be fully discussed and included in the tournament report.

Appendix

Organisation of Preliminary Round Matches

1. All matches in the preliminary rounds shall be under the control of the overseer for the association who shall conduct the draw, notify all competing schools and maintain a record of the results of all games.
   During this stage of the competition, games may be played using a modified format (eg Twenty/20) under conditions determined by individual associations. (**NB**. Playing Conditions as set out in this booklet relate to 50-over games only).
   Games played under the modified format must conclude before the semi-final matches. All association semi-finals and finals must be conducted under 50-over playing conditions.

2. Association overseers shall notify the name of the winning school in their zone to the Domestic Cricket Administrator, New Zealand Cricket PO Box 958, Christchurch.

3. Every effort should be made to ensure that all association games are completed by the end of the first term of the school year

4. All costs associated with preliminary round games, and association finals will be the responsibility of competing schools.

Arrangements for the Gillette Cup Finals Tournament

1. Finalists will be notified of the venue for the finals tournament as early as possible in each calendar year.

2. New Zealand Cricket will be responsible for ensuring that suitable travel and accommodation arrangements are made, and also for arranging a suitable venue and umpires. Finalists wishing to make their own accommodation arrangements must advise New Zealand Cricket as early as possible and no later than 1 November. Accommodation costs are the teams responsibility.

3. New Zealand Cricket will meet all travel costs for teams (comprising one Coach, one Manager and twelve players)

participating in the finals tournament up to the amount allocated in its annual budget. The cost of additional personnel travelling to the finals will be the team's responsibility. All accommodation and meal costs will be the team's responsibility.

4. **Travel to the finals tournament:**

As a general rule teams will be funded to travel by land transport where the journey from the school to the tournament venue is less than six hours by standard public transport.

In practice this means that as long as the finals tournament continues to be held in Palmerston North, New Zealand Cricket will make travel arrangements for North Island schools (ex Northland) and Marlborough schools either by

(a) arranging suitable hire vehicles which will also be available for team use throughout the tournament

(b) reimbursing mileage costs for two vehicles at the current rate applicable

(c) paying standard public land transport fares

whichever it deems the most appropriate and cost effective. If a school from within this category decides to fly to and from the tournament venue, the difference in cost will be their responsibility.

New Zealand Cricket will also arrange and fund air travel for teams from Northland and the South Island (ex Marlborough) attending the finals.

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.

Responsibility for Conduct
There are two Laws which place the responsibility for the team's conduct firmly on the captain

a) 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

b) Players Conduct
In the event of a player failing to comply with instructions by an umpire, criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

Fair and unfair play
According to the Laws, the umpires are the sole judges of fair and unfair play.
The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

The umpires are authorised to intervene in cases of:
Time wasting
Damaging the pitch
Dangerous or unfair bowling
Tampering with the ball
Any other action that they consider to be unfair

The Spirit of the Game involves RESPECT for:
Your opponents
Your own captain and team
The role of the umpires
The game's traditional values

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 the field of play

Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

New Zealand Cricket's Code of Conduct for Team Managers and Coaches

All players and officials shall agree to take positive steps to maintain the high reputation of the game of cricket.

1. It is the responsibility of officials to ensure that all matches are conducted within the spirit as well as the Laws of Cricket.
2. Team officials shall do everything possible to abide by directions and decisions of the tournament manager and his committee. They shall supply him with all necessary correct information to enable him to come to the best decisions for the good of all.
3. Where there is conflict between advantage for his own team and the good of the game, team managers shall place the good of the game above all else.
4. No team official shall attempt to communicate with any player or players on the field of play.
5. Team Officials shall take positive steps to ensure that hosts are in no way embarrassed by the actions of visitors. Team officials shall set and maintain a high standard of team discipline both on and off the field.
6. Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.
7. Team officials wishing to question, as distinct from disputing an umpire's decision shall do so privately and well after the close of play. Under no circumstances shall team officials remonstrate with umpires on or adjacent to the field of play.
8. Team officials shall ensure that all players are aware of the *Players' Code of Conduct* and all Laws, Regulations and Playing Conditions pertaining to the conduct of players.

New Zealand Cricket's Code of Conduct for Players

All players and officials shall agree to take positive steps to maintain the high reputation of the game of cricket.

1. Everyone on the field shall ensure that the match is conducted within the spirit as well as the Laws of Cricket. On the field the captain is responsible for ensuring this.

2. No player shall fail to comply with the instructions of an umpire, criticise his decision by word or action, show dissent, or generally behave in a manner on or off the field which might bring an umpire into disrepute.

3. Every player selected to represent his School will obey the instructions of the team manager and coach, and while at the tournament will follow the directions of the tournament manager.

4. If the tournament sponsor supplies any clothing players should extend the sponsor the courtesy of wearing it on appropriate occasions at the tournament.

5. Regardless of age no team or player will be permitted by either a tournament or team official to drink alcoholic liquor in a cricket clubroom or any building serving for the time being as the tournament headquarters.

6. If, in the opinion of the Committee (the composition of which is set out in Playing Condition 28(b)), a participating player is guilty of alcoholic abuse, that player may be suspended for the remainder of the tournament.

7. Players at regional or national tournaments under the control of New Zealand Cricket are bound by on field dress regulations as set out in the First Class Playing Conditions established by the Board of New Zealand Cricket.

8. Examples of unacceptable behaviour:
   a. A player assaulting or attempting to assault an umpire, another player, a spectator, or tournament official;

b. A player abusing an umpire or disputing (as distinct from questioning) an umpire's decision, or reacting in an obviously provocative or disapproving manner by word or action—either towards an umpire, his decision, or generally following an umpiring decision;

c. A player using crude and/or abusive language, or engaging in conduct detrimental to the spirit of the game;

d. A player using "well known" crude or abusive hand signals;

e. Players employing dramatic actions accompanying appeals, or any actions or words which may be construed as "pressuring" umpires;

f. Players abusing or engaging in audible remarks about players of the opposing teams ("sledging"), which is deemed to be contrary to paragraph 1 of this code, is not condoned by New Zealand Cricket.