

# **AUCKLAND SECONDARY SCHOOLS' CRICKET ASSOCIATION**



## **Rules & Regulations**

**Conduct of Games and Playing Conditions  
as advised and adopted**

**Current for the 2010 Season  
(Updated 29 January 2010)**

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# Conduct of Games

All matches shall be played under the 2000 code of the Laws of Cricket unless modified by this Association and they shall be played in accordance with the best traditions and spirit of the game.

The highest standards of sportsmanship and courtesy must be observed by players and coaches at all times, both on and off the field. Players will make every effort to win but 'gamesmanship' and 'sledging' must be actively discouraged and will not be tolerated by this Association.

1. Players must be properly dressed in **white** shorts or longs, a **white** collared shirt, **white** socks and **white** footwear. Coloured trim on shirts is permitted. The wearing of coloured headgear other than helmets or representative/club/school caps or wide brimmed sunhats is discouraged. Sun block protection is strongly advised.
2. Teams must be punctual and ready to start at the stated time.
3. Time wasting is unacceptable. Every effort must be made to maintain an over-rate of 20 overs per hour in all grades.
4. Excessive appealing, emotive and dramatic gestures are to be discouraged.
5. Every courtesy must be shown to the umpire with a ready acceptance of his or her decisions at all times. Abuse of the umpire and/or the questioning of his or her decisions is unacceptable behaviour.
6. Coaches must be familiar with the playing conditions listed in this handbook and ensure that the scorebooks are kept accurately.
7. In Premier matches with ACUA umpires appointed, both captains must complete a Captain's Report and submit to College Sport no later than 5.00pm on the Tuesday following the match. Failure to do so may result in the loss of points by the school, or some other appropriate penalty.

It is the responsibility of all team captains and coaches to ensure the good conduct of their players at all times. Breaches of the laws and spirit of the game may be referred to the Executive which reserves the right to act as it sees fit.

# The Spirit of Cricket

## The Laws of Cricket, 2000 Code - The Preamble, 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.*

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

### **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.

### **Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or 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.

### **2. 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.

### **3. 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

### **4. 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

### **5. 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

### **6. Violence**

There is no place for any act of violence on the field of play.

### **7. 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.

*The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.*

# Grade Summary

Over the 2009 winter a review of secondary school cricket was conducted and recommendations were made to bring North Harbour Secondary Schools' Cricket Association (NHSSCA) and Auckland Secondary Schools' Cricket Association (ASSCA) together into one body in charge of school cricket across the greater Auckland region. There was also a recommendation to simplify the grade names. As such, please see below a table for the 2010 grades and the equivalent grade from last season. Also note that there are still two **North Harbour only** grades – Premier Colts and Junior Morning.

2009 GRADE		2010 GRADE	NOTES
<b>Premier</b>			
1A		Premier A	Saturdays 11am – 6pm, one and two day games.
1B1, 1B2		Premier B, Premier C	Saturdays 12.30 – 6.30pm, one and two day games.
Colts		Premier Colts (AKL)	<b>Year 9 &amp; 10 only.</b> Saturdays 8.30am – 12.30pm, two day games. Minimum of 4 Year 9 players in a team.
Premier Colts (Nth Harbour)		Premier Colts (Nth Harbour)	<b>Year 9 &amp; 10 only.</b> Saturdays 12.40 – 6.30pm, one day games.
<b>Competitive</b>			
<b>AKSS</b>	<b>NHSS</b>		
2A, 3A, 4A	Senior Prem	Senior A	<b>Open Grade.</b> Saturday mornings, 9am – 12.30pm, two day games (Term 1) and one day games (Term 4).
4A, 5A	Senior Prem/Colts	Intermediate A	<b>Year 11 and below.</b> Saturday mornings, 9am – 12.30pm, two day games (Term 1) and one day games (Term 4).
6A	-	Junior A	<b>Year 9 only.</b> Saturday mornings, 9am – 12.30pm, two day games.
<b>Social</b>			
3B, 4B	Senior A	Senior B	<b>Open Grade.</b> Saturday mornings, 9am – 12.30pm, one day games.
4B, 5B	Senior A / Junior A	Intermediate B	<b>Year 11 and below.</b> Saturday mornings, 9am – 12.30pm, one day games.
6B	-	Junior B	<b>Year 9 only.</b> Saturday mornings, 9am – 12.30pm, one day games.
Junior Morning (Nth Harbour)		Junior Morning (Nth Harbour)	<b>Year 9 &amp; 10.</b> Saturday mornings, 8.30 – 11.15am. Twenty20 games.
<b>Social Midweek</b>			
3B, 4B		Senior Midweek	<b>Open Grade.</b> Wednesday afternoons, 4 – 6.30pm. 8 a-side, 14 x 8-ball overs per innings. <b><u>Term 1 competition only.</u></b>
-		Intermediate Midweek	<b>Year 11 and below.</b> Wednesday afternoons, 4 – 6.30pm. 8 a-side, 14 x 8-ball overs per innings.

# Playing Conditions

## General

1. The Premier grades will each comprise twelve teams with all other grades having numbers determined by the quality and size of the entries received by College Sport.
2. The most senior team of any school playing in the competitions organised by the Association must play in an A section or the Premier Grade unless it has written dispensation from the ASSCA Executive.
3. Junior Grades shall be composed of Year 9 players only.
4. Intermediate Grades shall be restricted to players at or below Year 11.
5. Senior Grades are open to all players.
6. The Premier Colts Grade (AKL) shall be composed of Year 9 and Year 10 players only. A team must have a minimum of four Year 9 students.
7. The age limit for a player in all grades is under 19 on the first of January of the current school year. All players must be *bone fide* pupils of the school at the start time of any match.
8. No player may play for more than one school team on any one day unless agreement is reached between opposing team captains prior to the second match beginning.
9. Premier Grade matches are two-day games or one-day limited over games as outlined below. In 'A' and 'B' grades, games shall be played on Saturday morning with A sections playing either two-day games or one-day limited over games while B sections shall play one-day limited over games as outlined below. The midweek grades shall be played on a Wednesday afternoon from 4pm in a modified 8 a-side format as outlined below.
10. If for any reason, play does not begin at the appointed time, the team on the ground prepared for play may claim and be granted the right to have the time lost made up on the day(s) allocated for the said match. If the time exceeds thirty minutes, then the team on the field can claim a win by default.
11. Umpires shall be the sole judges of the fairness of the conditions. If any dispute over conditions should arise, then the status quo must be maintained. Should a dispute arise before the start of play, the home school's ground officer shall be charged with authorising the ground for a start in play.
12. Each team shall provide three stumps, two bails, a ball and a scorebook.
13. All scorers in all games should score together. Scorebooks must be checked on the final day of the match and a result agreed upon and signed by each team captain or coach. Points from competition matches may be forfeited unless results are returned to College Sport by the specified deadline.

14. Points in competition matches shall be awarded as follows:

Two-day games		One-day games	
outright win	4	win	2
* first innings win	2	tie or draw	1
draw or tie on first innings	1	loss	0
outright tie	1		
first innings or outright loss	0		

\* retained if match is subsequently lost outright or tied.

15. In the event of a tie at the end of the year in any grade or section, no play-off is permitted. The teams will be classified as joint winners.
16. Cancellations are the responsibility of the Cancellation sub-committee. Any cancellation will be officially broadcast over Newstalk 1ZB (1080 kHz on AM band or 89.4 MHz on the FM band) under the heading of the Association or the College Sport title.
17. In instances where promotion or relegation is applicable, all decisions will be made by the Promotion/Relegation sub-committee after receiving formal written submissions from the schools involved.

## **PREMIER GRADES**

### **Premier A:**

1. (i) In the Premier A Grade, two seeded pools of six will be formed based on the finishing positions from the preceding season's competition.

- Pool A – seeded teams 1, 4, 5, 8, 9 and 12.
- Pool B – seeded teams 2, 3, 6, 7, 10 and 11.

(ii) A round robin series of five one day limited over games to be played within each pool under Gillette Cup rules during term one. The winners of each pool from the Premier A Grade will play off in a final at a venue and time to be decided by the ASSCA Executive. The Premier A one-day winner will be awarded the R H Marryatt Cup.

(iii) Teams finishing in the top three positions in each pool make up the "Championship" section of the Premier A Grade for the remainder of the season with these six teams playing five two day matches during term one and term four.

(iv) Teams finishing in the bottom three positions in each pool are to make up the "Plate" section of the Premier A Grade for the remainder of the season with these six teams playing five two day matches during term one and term four.

(v) The winner(s) of the "Championship" section of the Premier A Grade will be deemed to be the ASSCA Champion(s) for the year.

2. At the conclusion of the Term Four series of matches, the last placed team in Premier A will be relegated to Premier B and the first placed team in Premier B will be promoted to Premier A for the following season on the condition that they meet all of the criteria for the Premier A Grade. If the 2<sup>nd</sup> XI from any school wins the Premier B Competition, they are not eligible for promotion and no team from the Premier A Grade will be relegated.

### **Premier B & Premier C:**

1. (i) In the Premier B & C grades, two seeded pools of six will be formed based on the finishing positions from the preceding season's competition.

- Pool A – seeded teams 1, 4, 5, 8, 9 and 12
- Pool B – seeded teams 2, 3, 6, 7, 10 and 11

(ii) A round robin series of five one day limited over games to be played within each pool under Gillette Cup rules during term one. The winners of each pool from the Premier B & C grades will play off in finals at a venue and time to be decided by the ASSCA Executive.

(iii) Teams finishing in the top three positions in each pool make up the "Championship" section of the Premier B or C Grades for the remainder of the season with the six teams playing five two day matches during term one and term four.

(iv) Teams finishing in the bottom three positions in each pool are to make up the “Plate” section of the Premier B or C Grades for the remainder of the season with these six teams playing five two day matches during term one and term four.

2. At the conclusion of the Term Four series of matches, the bottom two placed teams in Premier B will be relegated to Premier C and the top two placed teams in Premier C will be promoted to Premier B for the following season on the condition that they meet all of the criteria for the Premier B Grade.
3. At the conclusion of the Term Four series of matches, the bottom two placed teams in Premier C may have to play a promotion/relegation match against the top two placed teams in the Senior A competition on the condition that the Senior A teams meet all of the criteria for the Premier C Grade and are willing to play in the grade. The bottom placed team in Premier C will play the winner of Senior A and the second bottom team in Premier C will play the second top team in Senior A. These matches must be played before the end of Term 4.

### General:

1. In the event of the **placings in the Premier grades at the conclusion of the competitions** being in doubt (only for the purpose of deciding pools for the following season and teams up for promotion/relegation), then they will be decided on the following ordered basis. Firstly, the victor in the game between the tied teams. Secondly, the difference in averages of the aggregate of runs scored per the aggregate of wickets taken for and against in all completed games played up to that point. This process is not used to differentiate joint winners of a competition so is not intended to conflict with general playing condition 15.

<b>Example:</b> WBHS	Runs for	1152 divide by 37 wickets lost	= 31.14
	Runs against	1059 divide by 33 wickets taken	= 32.09
	Therefore:	31.14 - 32.09 =	-0.95
KBHS	Runs for	780 divide by 42 wickets lost	= 18.57
	Runs against	843 divide by 44 wickets taken	= 19.16
	Therefore:	18.57 - 19.16 =	-0.59

### Calculations show that KBHS difference is better than WBHS.

2. All competition matches are to be played on Saturday or weekday afternoons as specified in the official draw. When dates and/or hours are to be altered, the team requesting the change must inform College Sport in writing by the Wednesday prior to the published normal playing date unless, for extraordinary reasons relating to playing conditions beyond control of the players or management of that team, such a request was not able to be made by that Wednesday. The validity of such a request would be assessed by the ASSCA Executive and dealt with as a matter of urgency. Such changes must be adhered to unless the ASSCA Executive deems otherwise. For two-day games, only one of the set days may be changed. Venues may also be changed but formal notification must be given to College Sport.
3. Abandonment of play is the responsibility of the umpires in each match although all matches on any day may be cancelled on the advice of the Cancellation sub-committee. The ASSCA Executive may, in the event of such a blanket cancellation, make provision for a replay of the cancelled day(s).

4. **Nomination of Players:**  
For each match teams may be composed of 12 players. Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their Batting XI and their Fielding XI. The player left out of the Fielding XI will act as a normal 12<sup>th</sup> man for the fielding portion of the match (i.e. the player may bat in the Batting XI but may not bowl or keep wickets).
5. A four piece ball is to be used at all times with a new four piece ball of an approved quality and brand being used in the first innings of all matches. A new ball may be taken after 80 overs in either innings of a two day match.
6. All matches in the Premier Grade must be played on grass wickets unless allowed for in the playing conditions in use (i.e. Gillette Cup rules being used), however for early matches in term four, the ASSCA Executive may recommend artificial wickets to be used. Matches in the Premier B & C Grades may be played on either grass or artificial wickets.
7. Each team entered in the Premier Grade must have access to a quality grass wicket for all home matches. This wicket does not need to be within the school's perimeter. Each team will also have a wicket cover of suitable quality and size. The use of this cover by the home team is artificial and it must be available for a minimum of two nights and days before the commencement of each scheduled day of a match.
8. The limitation of overs for pace bowlers is to be used in all matches.

Age	Matches played		Weekly practices	
	Overs per spell	Overs per day	Sessions per week	Balls per session
Under 15	6	14	2	36
Under 17	6	16	3	36
Under 19	8	20	3	42

(ii) Pace bowlers are defined as bowlers where the wicket keeper would normally stand back. Coaches and managers are asked to apply the rule strictly and not to try to get around it by bringing the wicket keeper up artificially.

(iii) If a pace bowler is allowed a maximum of, say, 6 overs in a spell and he bowls only four overs until being removed from the bowling crease, he must be rested for a **minimum** of four overs – **from his end** – before he can resume bowling again (i.e. a minimum of eight overs must have been bowled in the match following the conclusion of his four over spell).

9. In addition to any other runs that result from the delivery, one run shall be credited to the batting side for any wide or no ball that is bowled. An extra ball will also need to be bowled in the over for every wide or no ball bowled unless the match is completed earlier.

#### **One day Competition Matches:**

1. With the exception of the following modifications, the most recent set of Gillette Cup rules (as circulated by New Zealand Cricket) will be used for all such matches. The Auckland Cricket Association shall be responsible for circulating these rules once they have been forwarded by NZC.

2. Play is to commence at 11.00am for all Premier A games and 12.30pm for all Premier B & C games with a 20 minute tea interval being taken at the completion of the first teams' innings. A drinks break of no more than five minutes may be taken at the 25 overs mark of each innings.

**Two day Competition Matches:**

1. Hours of play for Premier A games shall be:
 

11.00am- 1.00pm	Morning Session
1.00pm- 1.40pm	Lunch time
1.40pm- 3.40pm	Afternoon Session
3.40pm- 4.00pm	Afternoon tea
4.00pm- 6.00pm	Evening Session
2. Hours of play for Premier B & C games shall be:
 

12.30pm – 3.20pm	First Session
3.20pm – 3.40pm	Afternoon tea
3.40pm – 6.30pm	Second Session

**NB** Premier B & C teams may agree to start earlier, however the six hour maximum time (less afternoon tea) for play still applies. College Sport must also be notified.

3. If a team completes its innings within 20 minutes of the afternoon tea break, then tea shall be taken at that time.
4. A drinks break of no more than five minutes may be taken in each of the two sessions.
5. The follow on may be enforced by the side leading by 100 runs on the first innings.
6. Minimum Overs.  
 On each day of a Premier A two-day match, a minimum of 96 overs shall be bowled, based on an average of 16 overs per hour.  
 On each day of a Premier B & C two-day match, a minimum of 90 overs shall be bowled, based on an average of 15 overs per hour.  
 The minimum number of overs specified above shall be reduced by three overs on a change of innings during the relevant day.
7. There shall be a compulsory declaration at the end of the first day if, by that time, only one team has batted. However, if playing time has been lost on the first day due to conditions, the batting side may continue its innings on the second day for a time equivalent to half that lost on the first day.
8. If, for the second and subsequent time in one over, the ball passes, or would have passed over the shoulder height of the striker standing upright at the crease, the umpire shall call and signal "no ball".
9. Unless both team captains agree otherwise, a minimum of 18 overs must be bowled in the last hour on the second day. The over in progress at the start of the last hour shall not count as the first over. Any over left uncompleted at the end of an innings shall not count as one over. If time is lost in the last hour for a change in conditions, change of innings etc. then the number of overs that need to be bowled shall be reduced at the rate of one over for every full three minutes lost. (i.e. 10 minutes = 3 overs)

10. In the event of the first day's play, being totally abandoned **or** cancelled **or** having less than 25 overs being bowled during it, the match shall start afresh as a one day game on the second scheduled day as per the rules and adjustments listed above.
11. Replacement of Players:  
If a player in a Premier grade competition is unable to play one day of a two-day match, he may not play the other day of the match, unless:
- (a) his inability to play arises as a result of:
    - (i) his selection in a representative match; or
    - (ii) him being the player in that team who is unable to play for reasons other than representative selection; **and**
  - (b) such player's team captain has, prior to the commencement of the first day of the match and at the same time as team lists are exchanged, notified the opposing team's captain of:
    - (i) any such situation;
    - (ii) the name of such player; and
    - (iii) the name of any replacement player.
- NB** If there is a bereavement or equivalent exceptional circumstances, it is expected that coaches/managers and Principals of both schools come to an amicable agreement.
12. Maximum number of replacement players:  
For the avoidance of doubt, in any situation where player replacements are being used for other than representative selection purposes, a maximum of **one player** can be replaced.

## **PREMIER COLTS GRADE (AKL):**

1. (i) In the Premier Colts Grade (AKL), two pools of five will be formed based on the finishing positions from the preceding season's competition.  
  
(ii) A round robin series of four two day games to be played within each pool in terms one and four. The teams in each pool with a bye will play each other in a friendly two day match.  
  
(iii) At the conclusion of the round robin competition teams will be split into a top 4/bottom 6. The top two teams from each pool will qualify for the top 4. The remaining teams will make up the bottom 6. In the event that teams are tied on the same number of points at the conclusion of the round robin, the process for deciding the top two teams in each pool shall be the same as that used in the Premier grades (General playing condition 1 of Premier grades).  
  
(iv) Top 4: The top placed teams in each pool will play the runner up from the opposite pool. The winner of each of these games will then play off in a final and the losers will play off for 3<sup>rd</sup>/4<sup>th</sup>.  
  
(v) Bottom 6: Given the lack of playing days available it is impossible to structure a bottom 6 competition where all teams will get an opportunity to play against one another. As such, teams from each pool will play against two of the three teams from the opposite pool (randomly selected) and will also carry through the points gained from round robin games against the other two teams that were in their own pool.
2. Teams must have a minimum of four Year 9 students.

### **Two day Competition Matches:**

1. These matches will be played over two days from 8.30am to 12.30pm each Saturday morning.
2. The playing conditions are the same as the 'A' grades as outlined below except for the following:
  - (i) A minimum of 10 overs of spin must be bowled.
  - (ii) With longer playing hours than the 'A' grades, it is recommended that two drinks breaks of no more than 5 minutes are taken throughout the morning. If there is no change of innings during the morning then the drinks breaks should be taken at 9.50am and 11.10am. If there is a change of innings or weather interruption then coaches should agree to the timing of drinks breaks on the basis that players should not go more than 1hr 20min without the opportunity for drinks.
3. In the event of play being totally abandoned or cancelled on the first day, the game shall proceed as a one day game under the rules outlined below for Senior, Intermediate and Junior 'B' grades (with the exception of rule (e) regarding the number of balls in an over). However, given the extra half hour of playing time available to this grade, matches shall be 32 overs per side rather than 30. Bowlers are limited to a maximum of 6 overs, except two bowlers may bowl a maximum of 7 overs. A minimum of 6 overs of spin must be bowled.

## **PREMIER COLTS GRADE (NORTH HARBOUR):**

### 1. HOURS OF PLAY

**All players must be at the ground for the toss by 12.20PM.** Play must commence promptly at 12.40PM.

**1<sup>st</sup> Innings:** 12.40PM to 3.30PM

**2<sup>nd</sup> Innings:** 3.40PM to 6.30PM (extend finish if required)

If there is a morning game still in play at your ground at 12.40PM please delay the start of your game until the other game has concluded and extend the finish time of both innings accordingly.

***Unless extended following a Late Start, the 1<sup>st</sup> Innings MUST finish at 3.30PM, regardless of whether or not 50 overs have been bowled.***

### 2. DRINKS BREAK

A drinks break should be taken after 1 hour 30 minutes of each innings. In extremely hot weather umpires should allow further short drink breaks at the fall of a wicket or at the end of an over. **Drinks breaks are to be kept to a maximum 2 minutes.**

### 3. LATE START & DEFAULTS

The team (minimum of 7 players present) arriving late (after 12.20PM) forfeits the toss.

If a team is unable or unwilling to commence play more than 30 minutes after the time scheduled for commencement of play the match shall be declared lost by that team.

Persistent defaulters may be withdrawn from the competition.

### 4. INNINGS LIMIT

(a) 50 over maximum innings (subject to Late Start conditions above).

(b) The number of overs in the first innings should be noted and if less than the maximum allotted (50) to be completed by the scheduled time, that innings shall be deemed completed.

In this scenario, the team batting second shall only face the same number of overs that it has bowled. If this is not achievable by the scheduled close of play the winner is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

(c) There shall be a 10-minute break between innings, when the 1<sup>st</sup> innings closes 15 minutes or less before the time fixed for the innings interval such interval shall be then be taken.

(d) Where the team batting first is dismissed before the maximum number of overs have been bowled, the team batting second shall be entitled to receive the maximum number of overs in its innings.

### 5. RAIN DELAYS

When the start of play is delayed by rain, calculate the time between the actual start of play and 6.30PM. Take off 10 minutes for the innings break, and allow the team batting first a maximum of 50% of the time available. Follow the formula in Innings Limit above.

If less than 25 overs have been faced by the side batting second when play is abandoned, a "No Result" shall be declared (1 point awarded to both sides).

If more than 25 overs have been faced by the side batting second when play is abandoned, the winner of the match is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

## 6. BOUNDARIES

If the boundaries are not marked, it is the responsibility of the team coaches to agree on them before play commences. Boundaries should be approximately 50 meters from the wicket.

## 7. TYPE OF BALL

A 156GM red 2-piece leather cricket ball ("Red King" or similar quality) is to be used. The balls used for each innings should be new or of comparable quality and wear (umpires please check before the start of the game).

## 8. TEAM LIMITS

A team must have a minimum of 7 players in order to start the game. The maximum team size is 12 players, however there must only be a maximum of 11 players fielding at any time. Where a team has 12 players, one player must be nominated from that team who will bat and not bowl, another must be nominated who will bowl and not bat.

## 9. TEAMS SHORT OF PLAYERS

The short team shall field with their players and by mutual consent, the opposition team could lend players (rotating to ensure no player is overused) to help field.

## 10. CLOSE FIELDING RULES

If close fielders (fielders standing closer than 10 meters from the batsman) are used they must wear full protective equipment including a helmet with a visor.

## 11. BALLS PER OVER

Only six balls per over are to be bowled (plus the normal laws of Cricket in regard to "Extra" deliveries apply).

## 12. BOWLERS RESTRICTIONS

Bowlers shall bowl a maximum of 10 overs each; however pace bowlers spells are to be separated by a spell equal to 5 overs from the same end as that from which the bowler(s) have bowled.

A bowler who bowls genuine spin may bowl his 10 overs in one consecutive spell.

It is a requirement that 9 overs of traditional spin bowling (finger or wrist) must be bowled in each innings (genuine spin attempt, allowing for the odd 'arm' ball variations), unless the batting side is dismissed before their innings is completed.

Where the number of overs in the match is reduced no bowler shall bowl more than one fifth of the maximum of any reduced number of overs.

A bowler wanting to change bowling ends but who has bowled a spell of less than the maximum set out above may resume bowling prior to the completion of the necessary break as defined above, but this will be considered an extension of the same spell, and the limit of overs in total for the spell will still apply. Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded.

## 13. NO BALLS

Any ball, *which would have reached* the batsman (standing in their normal batting stance at the crease) above shoulder height on the bounce, should be called a "No Ball".

Any ball, *which would have reached* the batsman above waist height (standing in their normal batting stance at the crease) on the full (i.e. without bouncing off the pitch), should also be called a “No Ball”.

A bowler who bowls short-pitched deliveries at the batsman (i.e. head high full toss or off the pitch *aimed at the head*) shall be removed from further bowling in the match:

- IF CLEARLY DELIBERATE: Off immediately
- IF NOT DELIBERATE: Off after being given two formal warnings by either umpire.

A “No Ball” should also be called for balls that bounce more than twice before reaching the popping crease. (i.e. 2 bounces is ok, 3 or more = No Ball). A batsman cannot be out off a “No Ball” except for:

- (a) Handled ball;
- (b) Hit ball twice;
- (c) Obstructing the field;
- (d) Run out.

#### 14. WIDES

A wide delivery is defined as being so wide of the wicket that in the opinion of the umpire it passes out of reach of the striker and would not have been within his reach when taking guard in the normal position. If the ball touches the striker’s bat or person it shall not be called a Wide.

It is recommended that umpires agree the width of wides before the game starts and mark both leg & offside with chalk on the crease line.

A penalty of one run shall be awarded for a Wide ball and shall be in addition to any other runs scored, and any boundary allowance. All runs scored (including the wide ball penalty) are to be debited to the bowler.

#### 15. LBW RULE

The MCC Laws of Cricket apply.

#### 16. BATSMAN RETIRING

There are no compulsory batting retirements; this is left to the discretion of the captain who must advise the opposition captain and umpires if a batsman retires for reasons other than injury or illness.

If, after retiring, a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

#### 17. CAPTAINCY AND ON FIELD COACHING

All aspects of player captaincy should be encouraged with only minimum assistance from coaches or the boundary (for the good of the game and players).

To ensure the desired over rate of 18 per hour is maintained coaches and captains should avoid constant resetting of fielders.

#### 18. SAFETY EQUIPMENT

It is the personal responsibility of players to wear appropriate cricket safety equipment when batting, wicket keeping or fielding in close:

- (a) Leg Guards;
- (b) “Box”;
- (c) Batting or wicket keeping gloves;
- (d) Batting helmet with a face visor.

Coaches and umpires are to remind players of the importance of wearing appropriate cricket safety equipment during games.

## SENIOR, INTERMEDIATE, JUNIOR 'A' GRADES

1. Hours of play shall be 9.00am - 12.30pm. No time is allowed between innings.
2. A drinks break of no more than five minutes may be taken by either side at 10.45am unless (a) there has been a change of innings since 10.15am, or (b) the batting side are nine wickets down in their innings.
3. The follow on may be enforced by the side leading by 75 runs on the first innings.
4. Up to two players may be replaced on the second day with these players having full playing rights. If the player to be replaced was 'not out', his innings may be continued by his replacement but a fall of wicket must be registered. Teams may be composed of 12 players.
5. There shall be a compulsory declaration at the end of the first day if, by that time, only one team has batted. However, if playing time has been lost on the first day due to conditions, the batting side may continue its innings on the second day for a time equivalent to half that lost on the first day.
6. If, for the second and subsequent time in one over, the ball passes, or would have passed over the shoulder height of the striker standing upright at the crease, the umpire shall call and signal "no ball".
7. No player in any Junior Grade match may field within ten metres of the batsman on strike unless the fieldsman is behind the popping crease on the off side.
8. The limitation of overs for pace bowlers is to be used in all games.

Age	Matches played		Weekly practices	
	Overs per spell	Overs per day	Sessions per week	Balls per session
Under 15	6	14	2	36
Under 17	6	16	3	36
Under 19	8	20	3	42

- (i) Pace bowlers are defined as bowlers where the wicket keeper would normally stand back. Coaches and managers are asked to apply the rule strictly and not to try to get around it by bringing the wicket keeper up artificially.
  - (ii) Some players play for club and school teams on the same day. Please take this into account when assessing the pace bowling workloads.
  - (iii) If a pace bowler is allowed a maximum of, say, 6 overs in a spell and he bowls only four overs until being removed from the bowling crease, he must be rested for a **minimum** of four overs - **from his end** - before he can resume bowling again (i.e. a minimum of eight overs must have been bowled in the match following the conclusion of his four over spell).
9. In addition to any other runs that result from the delivery, one run shall be credited to the batting side for any wide or no ball that is bowled. An extra ball will also need to be bowled in the over for every wide or no ball bowled unless the match is completed earlier.

10. In the event of play being totally abandoned or cancelled on the first day, the game shall proceed as a one day game under the rules outlined below for Senior, Intermediate and Junior 'B' grades (with the exception of rule (5) regarding the number of balls in an over).
11. In the event of play being totally abandoned or cancelled on the second day, the match result at the end of day one will stand.
12. In Term 4 the Senior and Intermediate 'A' grades will play one-day matches as per the rules outlined below for Senior, Intermediate and Junior 'B' grades (with the exception of rule (5) regarding the number of balls in an over).

## **SENIOR, INTERMEDIATE, JUNIOR 'B' GRADES**

1. Hours of play shall be 9.00am through until the appropriate conclusion of the innings of the team batting second. No time is allowed between innings.
2. Matches are limited to thirty overs per side.
3. (i) If no time is lost during the match, then
  - I. The team batting first must complete its innings by 10.40am.
  - II. The innings of the team batting second to consist of no more overs than the number of overs received by the first team unless the first team was dismissed in less than thirty overs.(ii) If a total of 90 minutes of play is lost during the day, the game will be a draw.  
(iii) Should play be delayed at any stage before or during the innings of the team batting first, then the time lost shall be divided by two and added to the 10.40am standard normally in place.
4. If a total of 45 minutes is lost in the innings of the team batting second, the game shall be deemed a draw.
5. Only six balls per over are to be bowled with the exception of the last over of any innings when all wides and no balls are to be called and rebowled. In addition to any other runs that result from the delivery, all wides and no balls are worth two runs except for the last over as they are only one run due to the extra being rebowled.
6. No bowler may bowl more than six overs. There are no other restrictions on length of bowlers spells etc.
7. Play will continue until the team batting second has (i) passed the total of the team batting first, **or** (ii) been dismissed, **or** (iii) received its allotted overs.
8. The team scoring the most runs shall be deemed the winner. If the scores are tied after the allotted number of overs then the result shall be deemed a tie. If the team batting second are prevented from receiving its allotted number of overs, the game shall be deemed a draw.
9. Any ball passing above shoulder height of the batsman who is standing in his normal and upright guard position, shall be called 'no-ball'.
- 10.. No player in any Junior Grade match may field within ten metres of the batsman on strike unless the fieldsman is behind the popping crease on the off side.
11. In matches where the start is delayed or where play is suspended:
  - (a) 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 17.5 overs per hour in the time remaining before close of play at 12.30pm.
  - (b) 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 rule 1 above.

- (c) 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.
- (d) The Result:
- (aa) 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.
- (bb) 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.
- (cc) If the team batting second has batted for at least 20 overs but 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:
- (i) 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,
- (ii) 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.
- (iii) There shall be no additional restriction placed on the number of overs that can be bowled by any one bowler.

*As an example, if Team A scores 150 from 30 overs and weather interrupts play so that Team B can only bat for 20 overs, Team B would then be chasing a target score as calculated by the following:*

*Base Score: 20 overs for Team B to bat x 5 runs per over = 100 runs*

*Reduced Overs Adjustment: 10 overs lost x 0.01 x 100 runs = 10 runs*

***Target Score = 110 runs***

## **JUNIOR MORNING (NORTH HARBOUR) GRADE**

### 1. HOURS OF PLAY

All players must be at the ground for the toss by 8.15AM. Play must commence promptly at 8.30AM at the latest, but may commence earlier (as soon as both teams are ready).

**1<sup>st</sup> Innings:** 8.30AM to 9.45AM (1hr 15 mins)

**2<sup>nd</sup> Innings:** 10.00AM to 11.15AM (1 hr 15 mins)

***The 1<sup>st</sup> Innings MUST finish after 1hr 15 mins, regardless of whether or not 20 overs have been bowled.***

### 2. DRINKS BREAKS

There are no designated drinks breaks allowed however in extremely hot weather umpires may allow one short drinks break at the fall of a wicket or at the end of an over.

### 3. LATE START & DEFAULTS

The team (minimum of 7 players present) arriving late (after 8.30AM) forfeits the toss. The punctual team chooses whether to bat or bowl first. If a team is unable or unwilling to commence play more than 30 minutes after the time scheduled for commencement of play the match shall be declared lost by that team. Persistent defaulters may be withdrawn from the competition.

### 4. INNINGS LIMIT

(e) 20 over maximum innings. Declarations are not permitted.

(f) The number of overs in the first innings should be noted and if less than the maximum allotted (20) to be completed by the scheduled time, that innings shall be deemed completed. In this scenario, the team batting second shall only face the same number of overs that it has bowled. If this is not achievable by the scheduled close of play the winner is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

(g) There shall be a 15-minute break between innings, when the 1<sup>st</sup> innings closes 15 minutes or less before the time fixed for the innings interval such interval shall be then be taken.

(h) Where the team batting first is dismissed before the maximum number of overs have been bowled, the team batting second shall be entitled to receive the maximum number of overs in its innings.

### 5. RAIN DELAYS

When the start of play is delayed by rain, calculate the time between the actual start of play and 8.30AM. Take off 5 minutes for the innings break, and allow the team batting first a maximum of 50% of the time available. Follow the formula in Innings Limit above. If less than 10 overs have been faced by the side batting second when play is abandoned, a "No Result" shall be declared (1.5 points awarded to both sides).

If more than 10 overs have been faced by the side batting second when play is abandoned, the winner of the match is to be decided by the highest runs per over rate (using the total numbers of overs actually faced by each team).

### 6. BOUNDARIES

If the boundaries are not marked, it is the responsibility of the team coaches to agree on them before play commences. Boundaries should be approximately 45 meters from the wicket.

### 7. TYPE OF BALL

A (156 GM) red 2-piece leather cricket ball is used. The recommended ball is Kookaburra Crown (or higher quality). If not new, the balls used for each innings should be of comparable quality and wear (umpires please check before the start of the game).

#### 8. TEAM LIMITS

A team must have a minimum of 7 players in order to start the game. The maximum team size is 11 players.

#### 9. TEAMS SHORT OF PLAYERS

If one team is short of players the following procedure is to followed:

**Batting:** The short team shall bat all players and then (after all retired players are “out”) further batters (up to the same number of players in the opposition team) may bat again (if time permits). The player(s) who score the lowest in the team innings shall bat first for the second time. Where 2 or more players have the same lowest score the player who batted the lowest in the order shall bat first for the second time.

If one team has 11 players and the opposition team has less than 10 players then 10 wickets must fall in both innings before either team is “all out”.

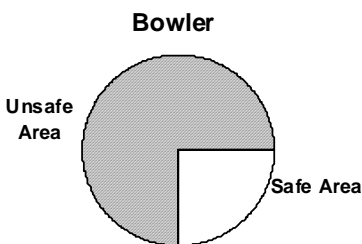
**Fielding & Bowling:** The short team shall field with their players and by mutual consent, the opposition team could lend players (rotating to ensure no player is overused) to help field.

#### 10. PLAYER RESTRICTIONS

This grade is intended as a participation grade and all players must be given fair opportunity to be involved in the game. A team short of players may include a Year 9 player(s) from a higher ranked grade however that player must not bat or bowl in a way where their involvement would dominate this grade’s game unfairly.

#### 11. FIELDING RULES

The “**10 Meter Rule**” applies. When the ball is bowled, no fielder may stand any closer than 10 meters from the striker’s wicket on the leg side or in front of point on the offside (see 10-meter circle diagram for RH Batsman).



- a) For the first 6 overs of a match, only 2 fieldsmen are permitted to be outside of an “inner fielding circle” at the instant of delivery. For the remaining overs only 5 fieldsmen are permitted to be outside the “inner fielding circle”.
- b) The “inner fielding circle” is unlikely to be marked on the ground. On fields where it is not marked, the guideline is that such an imaginary circle should be approximately 20-25 meters from the bat, or no greater than half the distance to the boundary. In the case of coach/parent umpires, please use a reasonable discretion to monitor this fielding restriction (on larger grounds, the fielding circle might be judged at between 25-30 meters).

#### 12. BALLS PER OVER

Only six balls per over are to be bowled with a maximum of two extra deliveries for Wides and No Balls i.e. 8 ball maximum overs.

### 13. BOWLERS LIMIT

All players shall bowl a minimum of 1 over and a maximum of 4 overs each. No bowler may bowl more than 1 over until all bowlers have bowled 1 over. Unless a genuine fast bowler, it is recommended that the bowler's run up be restricted to around 8 paces. The wicketkeeper does not have to bowl.

### 14. NO BALLS

A **two run penalty** shall be awarded to the batting side for all "No Balls" (in addition to any runs scored).

Any ball, *that would have reached* the batsman (standing in their normal batting stance at the crease) above shoulder height on the bounce, should be called a "No Ball".

Any ball *that would have reached* the batsmen above waist height (standing in their normal batting stance at the crease) on the full (i.e. without bouncing off the pitch) should also be called a "No Ball".

A bowler who bowls short-pitched deliveries at the batsman (i.e. head high full toss or off the pitch *aimed at the head*) shall be removed from further bowling in the match:

- IF CLEARLY DELIBERATE: Off Immediately
- IF NOT DELIBERATE: Off after being given two formal warnings by either umpire.

A "No Ball" should also be called for balls that bounce *more than twice* before reaching the popping crease. (i.e. 2 bounces is ok, 3 or more = No Ball).

(e) Handled ball;                      (f) Hit ball twice;  
(g) Obstructing                      the                      (h) Run out.  
field;

### 15. WIDES

A wide delivery is defined as being so wide of the wicket that in the opinion of the umpire it passes out of reach of the striker and would not have been within his reach when taking guard in the normal position.

If the ball touches the striker's bat or person it shall not be called a Wide. It is recommended that umpires agree the width of wides before the game starts and mark both leg & offside with chalk on the crease line.

A **two run penalty** shall be awarded for a Wide ball and shall be in addition to any other runs scored, and any boundary allowance. All runs scored (including the wide ball penalty) are to be debited to the bowler.

### 16. LBW RULE

If, before the game commences, both teams agree to play LBW then the LBW law shall apply.

If LBW is not being played but it is considered by the bowlers end umpire that a batsman is deliberately standing in front of his stumps to avoid being bowled he should be given one warning, then on each further offence shall be required to change ends (the strike passed over to his batting partner).

#### 17. BATSMAN'S LIMIT

A batsman must retire after scoring 50 runs if there are batsmen to follow. They are to retire at the end of the over in which they reached 50.

Retired batters may return to resume their innings in the order they retired only after the remainder of the team have batted and are out or have been retired.

No batsman who has retired on 50 can resume his innings until all other batsmen have batted, are out or have been retired or reached 50.

#### 18. CAPTAINCY AND ON FIELD COACHING

All aspects of player captaincy should be encouraged with only minimum assistance from coaches or the boundary (for the good of the game and players).

To ensure the desired over rate is maintained captains should avoid constant resetting of fielders.

#### 19. TIMED OUT

The incoming batsman must be in position to take guard or for his partner to receive the next delivery within one minute 30 seconds of the fall of the previous wicket.

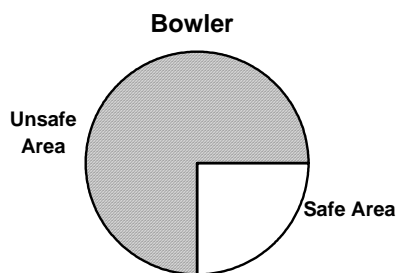
The incoming batsman is required to be ready to bat immediately a wicket falls and is expected to jog to the wicket.

#### 20. COMPETITION POINTS

This is a social/participation grade and no competition points table is maintained by College Sport for the competition. Match results do not need to be advised to College Sport.

## SENIOR & INTERMEDIATE MIDWEEK GRADES

- Hours of play shall be 4.00pm on a Wednesday afternoon through until the appropriate conclusion of the innings of the team batting second. No time is allowed between innings.
- Teams are to be composed of 8 players.
- Matches are limited to fourteen eight-ball overs per side.
- If no time is lost during the match, then the team batting first must complete its innings by 5.10pm.
  - Should play be interrupted, an over is deducted for every 5 minutes lost (eg. If 22 minutes is lost the game shall be reduced to a 12 eight-ball over per innings game)
  - Should play be interrupted due to conditions, there must be at least 10 overs per side completed to constitute a match.
- Every bowler must bowl two overs each, excluding the wicketkeeper.
- Batsmen must retire if they reach 30 runs. A retired batsmen may return to the crease if all other batsmen have been dismissed (ie. If 6 wickets have been lost).
- Play will continue until the team batting second has (a) passed the total of the team batting first, **or** (b) been dismissed, **or** (c) received its allotted overs.
- The team scoring the most runs shall be deemed the winner. If the scores are tied after the allotted number of overs then the result shall be deemed a tie. If the team batting second are prevented from receiving its allotted number of overs, the game shall be deemed a draw.
- The **“10 Metre Rule”** applies. When the ball is bowled, no fielder may stand any closer than 10 metres from the striker’s wicket on the leg side or in front of point on the offside (see 10-metre circle diagram for RH Batsman).



- Any ball passing above shoulder height of the batsman, who is standing in his normal and upright guard position, shall be called 'no-ball'.
- Only eight balls per over are to be bowled with the exception of the last over of any innings when all wides and No Balls are to be called and rebowled. All wides and no balls are worth two runs except for the last over as they are only one run due to the extra being rebowled.
- The Senior Midweek grade is a Term 1 competition only.

# Notes for Umpires

## The No Ball - Law 24

Much confusion exists over clause 3 (b) of this law which states...

The umpire at the bowler's wicket shall call and signal "no ball" if he is not satisfied that in the delivery stride some part of the front foot whether grounded or raised was behind the popping crease.

A no ball should also be signaled whenever the ball passes, or would have passed, the batsman on the full above waist height when the batsman is standing in his normal guard position.

**In all matches played under the "B" grade rules, any ball passing above shoulder height of the batsman who is standing in his normal and upright guard position shall be called 'no-ball'.**

## The Wide Ball - Law 25

Similar confusion exists over clause 1 of this law which states...

If the bowler bowls the ball so high or so wide over the wicket, that, in the opinion of the umpire, it passes out of the reach of the striker, standing in a normal guard position, the umpire shall call and signal "wide ball" as soon as it has passed the line of the striker's wicket.

The umpire shall not adjudge a ball as being a wide if:

- (a) The striker, by moving from his guard position, causes the ball to pass out of his reach.
- (b) The striker moves and thus brings the ball within his reach.

## Umpiring signals

The following code of signals should be used by all umpires.

Boundary four	by waving the arm from side to side
Boundary six	by raising both arms above the head
Byes	by raising an open hand above the head
Leg byes	by touching a raised knee with the hand
Wide	by extending both arms horizontally
No ball	by extending one arm horizontally
Out	by raising the index finger above the head. If not out, the umpire shall call "Not out".
Short run	by bending the arm upwards and touching the nearer shoulder with the tips of the fingers
Dead ball	by crossing and re-crossing the wrists below the waist

N.B. Third umpire NOT OUT!!

# Default/Reschedule Procedures

*Please photocopy and give to team coaches*

Policy for seeking to default fixtures from a published draw:

## 1. Procedure to default:

- 1.1 Midweek teams: Defaults must be registered by 12.00noon on the day of play.  
Weekend teams: Defaults must be registered by 12.00noon Friday.
- 1.2 Ring the opposition, College Sport, and the Zone Convener (if applicable) by 12noon.  
Ensure you actually speak with the person directly, or if this is not possible, relay the message in person to someone at reception. AVOID LEAVING MESSAGES ON VOICE MAIL. They may not be cleared.

## 2. Procedure if defaulted against:

- 2.1 If you receive notification, late notification (after 12noon) or no notification of default, advise the College Sport office in writing via your result form (LBD = notification; LLD = late notification; ULD = no notification), or if a Zone Convenor collates results, advise them on the day of play and they will record it on their results sheet.

## 3. Consequences:

- 3.1 *If late or no notification is received from a school, and/or a pattern of defaults is noted, this will be brought to the attention of the Principal of the offending school.*
- 3.2 *If non-notification occurs a second time, College Sport will reassess the offending school's place in the competition, in consultation with the sport.*
- 3.3 *Please refer to the Rules & Regulations for your particular sport for any further penalties.*

Policy for seeking to rearrange fixtures from a published draw:

## 1. Reasons for seeking to reschedule a fixture include:

- 1.1 A School affected by hosting a national or regional SS event, whole school epidemic (Principal would need to produce written documentation), Inter School Cultural Festival/Competition, Funeral.
- 1.2 Provincial or National team having an adverse effect upon the number of students available to represent the school.
- 1.3 If you have a school camp, deferment will be allowed, only if you have informed the draw convenor on entry of that team.

## 2. Reasons not to reschedule a game/fixture/match include:

- 2.1 Parent teacher interviews, exams, school social event, school ball, or a school drama production, industrial action.

## 3. Procedure: Deferments must be made at least one week before the date of play, and College Sport must be notified of the rescheduled time and venue before the game is due to be played or the deferment is null-in-void and a no-result entered.

- 3.1 The school wishing to rearrange a fixture should:
  - a. Check with College Sport/the zone convener of the competition, to assess the possibility.
  - b. The school should then contact the other school involved, requesting a change of date from the published draw. (NB. this must be done at least one week before the date of play.
- 3.2 If agreement is reached between both schools, the following must be considered: The date must be set and agreed upon by both schools then notification sent through to College Sport no later than 12pm the original date of scheduled play. If notification is not received by College Sport on the day of scheduled play then a no result will be entered.
  - a. The rescheduled game is to be played within the week of that round of scheduled competition.
  - b. A rescheduled game must take place at least 5 school days before a championship event.
  - c. The rescheduled game will not clash with another code.
  - d. The school seeking to reschedule will contact College Sport to request reschedule.

- 3.3 If this is not agreeable to both parties, or approval is not provided by College Sport the school seeking to reschedule the fixture can either play at the time published on the draw or default.
- 3.4 If the opposition does not respond to the school requesting the rescheduled match by two school days after the original game date to discuss options, please contact College Sport. If College Sport deems the opposition to have made no effort to *at least* consider a rescheduled match with the school wishing to rearrange the fixture, the opposition will receive the loss by default.

**If your school ground is closed:**

1. Before defaulting or rescheduling due to ground closure, ring the College Sport office first.
2. College Sport will try:
  - a. Seeking an alternate venue nearby.
  - b. Asking the 'away' school to host the match.College Sport will then confirm with you what the course of action will be.

# Disputes Resolution Policy

1. Where disputes are over the interpretation of rules, the matter must be lodged with College Sport by 5pm Tuesday of the week following the playing day when the dispute occurred. College Sport will then refer the matter to the ASSCA Chairman who, in conjunction with the executive committee, will make a decision. If the ASSCA Chairman believes the issue to be too difficult or complex for ASSCA to consider, the dispute can be referred to the ACA Rules Interpreter.
2. **In all cases, if there has been a concern or disagreement with the opposition, this should be resolved on a school-to-school basis between the principals of both schools.** If an official umpire would like to lodge a complaint they must first do so with the Auckland Cricket Umpires Association (ACUA), who will contact the principal of the student involved.
3. If a matter cannot be resolved at a principal level, an official complaint can be laid in writing (either on school letterhead or from a school email or by the ACUA) to College Sport. The complaint must be received by 5pm Tuesday of the week following the playing day when the event occurred. Upon receipt of the complaint, College Sport must seek a written response from the other school or party involved in the dispute.
4. If, having received the written report of both parties, the ASSCA Chairman believes the issue to be too difficult or complex for ASSCA to consider, the dispute can be referred to the Auckland Cricket Judicial Committee. Charges that could possibly carry a penalty of more than two playing days suspension must be referred directly to the Auckland Cricket Judicial Committee.
5. Otherwise, the ASSCA Chairman, or a nominated committee member, will hear the dispute. The hearing shall involve the player(s) being charged and the coach, manager or principal from the player(s)' school as well as any official umpires if they were officiating in the match and the coach or manager of the opposition if appropriate. The ASSCA representative hearing the dispute will make a decision in accordance with the ASSHA bylaws.
6. Where deemed appropriate by ASSCA, a judicial hearing may be conducted by telephone conference. However for any issue which, if proven, may incur a penalty of more than two playing days suspension, a full hearing shall be conducted. A full hearing may also be conducted for any other offence at the discretion of ASSCA, regardless of the possible penalty if proven. (e.g. Repeat instance of a minor offence by one alleged offender, multiple alleged offenders, etc.)
7. The decision of the ASSCA can be appealed to the Auckland Cricket Judicial Committee. The appeal must be lodged with College Sport within one week of the initial hearing. The ACA Judicial Committee has the power to confirm, vary, or overrule, the ASSCA decision as it believes appropriate in its unfettered discretion.
8. After the lodging of an appeal (by any party) to the ACA Judicial Committee, any party to the appeal, or one member of the Judicial Committee in his or her sole discretion, may make an interim application either staying any decision already imposed by ASSCA pending the hearing of an appeal, or imposing an interim suspension pending the hearing of an appeal. Any such interim decision should be on a basis that is without prejudice to the merits of the appeal, and shall not amount to a predetermination of the appeal.

# Premier Grade Entry Requirements

*The following entry standards for the Premier grades are minimum expectations that it is suggested that schools participating in these grades meet. They are designed to ensure that premier schools cricket in Auckland continues to be of a high standard played on quality surfaces with appropriate facilities and that schools have sufficient playing strength and depth to sustain a competitive team or teams in these grades. The standards are not in place to exclude – in fact it is hoped they will provide a benchmark which aspiring schools, with the assistance of Auckland Cricket, can work towards achieving. It is also appreciated that in some cases there are exceptional circumstances which prevent a school from meeting one or more of the required criteria and it is for this reason that the ASSCA Executive is willing to consider, on application, providing certain schools with dispensations if necessary.*

## **Premier A Grade**

### Required:

- 1) The school must have access to a quality turf pitch for home games. The quality of the pitch will be monitored by the ACA. Should a pitch be consistently below the required standard it may result in the loss of home games or the forfeiture of competition points, as deemed appropriate by the ASSCA Executive.
- 2) The school must have adequate covers that cover a minimum area of 27x9m, that being the pitch in play at the time and one pitch width on either side. Covers must be available to cover the pitch for a minimum of two nights and days before the commencement of play on the pitch.
- 3) The school must have appropriate practice facilities of a standard acceptable to the ASSCA Executive Committee.
- 4) The school must have changing rooms for at least two teams and for umpires.
- 5) The school must have appropriate toilet facilities.
- 6) The home team must provide drinks and afternoon tea for the opposition team.

### Recommended:

- 7) It is suggested the school have at least five boys' teams that participate in regular competition.
- 8) It is suggested the school have at least two teams, other than its 1<sup>st</sup> XI, that participate in an 'A' grade competition.
- 9) It is suggested the 1<sup>st</sup> XI coach should hold a NZC or equivalent Level Two coaching certificate.

## **Premier B & C Grades**

### Required:

- 1) The school must have access to a quality turf or artificial pitch for home games. The quality of the pitch will be monitored by the ACA.
- 2) The school must have appropriate practice facilities of a standard acceptable to the ASSCA Executive Committee.
- 3) The school must have changing rooms for at least two teams and for umpires.
- 4) The school must have appropriate toilet facilities.
- 5) The home team must provide drinks and afternoon tea for the opposition team.

### Recommended:

- 6) It is suggested the school have at least four boys' teams that participate in regular competition.
- 7) It is suggested the school have at least two teams, other than the team in the Premier B or C grade (and not including any Premier A team from the same school), that participate in an 'A' grade competition.
- 8) A school's 3<sup>rd</sup> XI may only apply for entry into the Premier C grade if the school has a minimum of 12 boys' teams that participate in regular competition.
- 9) It is suggested the coach hold a NZC or equivalent Level One coaching certificate.

*If in the sole opinion of the ASSCA Executive Committee a school fails to comply with one or more of the required criteria outlined above, the ASSCA Executive Committee may give notice to the school by no later than 31 December in any year requiring it to remedy all such failures. If the school has not remedied all such failures within 12 months from the date of the notice given to the satisfaction of the ASSCA Executive, the school forfeits its right to enter a team into the Premier grade.*