



National Primary School Cup and Shield Playing Conditions

CANTERBURY FINALS

The MCC Laws of Cricket (6th Edition 2015) shall apply except as follows:

1. The Competition

The Cup competition shall be open to every male student, and the Shield competition every female student, in New Zealand attending the participating primary school on a full-time basis who is year eight or under at the 1st January in the year of the competition.

Canterbury Finals Rules

The Canterbury major Association Finals event will be held at the Polo Grounds, Hagley Park, Christchurch

- Girls & Boys 20 & 21 October 2021 (22th Reserve Day)

2. Nomination of players

Teams may have a squad of TEN (NEW FROM 2018) players who will participate in the tournament. Additional players can be included in the squad but will act only as injury replacement. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. Cost for additional players will be the school's responsibility.

For each match, teams may be composed of TEN players (as stated above).

(a) Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their batting NINE and the Fielding NINE.

(b) The player left out of the Fielding NINE will act as 10th man for the fielding portions of the match. (i.e. the player may bat in the Batting NINE but may not bowl).

(c) The wicketkeeper cannot be designated as the non-bowler, as effectively doing so would nominate him as 10th man, and the Laws of Cricket do not allow substitutes to act as wicketkeeper.

(d) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

National Finals Rules (CCA the same)

3. The ball

Two piece, 142g RED Kookaburra balls will be used for the Cup competition and two piece, 142g RED Kookaburra balls will be used for the Shield competition.

Each team will be issued with a new ball for Day 1 use and Day 2 use meaning a used ball must be used for the 2nd game

Canterbury Finals Rules

4. Hours of play and intervals

The normal match times shall be the following:

All days matches start at 9.30am and 1.30pm

Should matches be abandoned then the tournament draw will shift to the next available starting window

- Match Window 1 – Wednesday 9.30am-1pm – match abandoned at 12.10pm match transferred to match Window 2 (and subsequent matches)
- Match Window 2 – Wednesday 1.30pm-5pm – match abandoned at 4.10pm match transferred to match Window 3 (and subsequent matches)
- Match Window 3 – Thursday 9.30am-1pm – match abandoned at 12.10pm match transferred to match Window 4 (and subsequent match)
- Match Window 4 – Thursday 1.30pm-5pm – match abandoned at 4.10pm match abandoned
- Match Window 5 – Friday 9.30am-1pm – match abandoned at 12.10pm match abandoned
- Match Window 6 – Friday 1.30pm-5pm – match abandoned at 4.10pm match abandoned

Lunch shall be taken after the first match is completed – if teams agree the 2nd match each day may start earlier.

(b) Close of play for calculation purposes will be 1.00pm and 5.00pm.

(c) In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires (if appointed) and the Tournament Manager but shall be not less than 10 minutes.

(d) 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.

(e) Should matches be reduced the number of available overs (4 minutes per over) shall be calculated to the "Close of Play" (b) above from the time at which play can safely recommence.

5. Number of overs per bowler

(a) No bowler shall bowl more than four overs in an innings.

(b) In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 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 five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.

(c) 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.

Canterbury Finals Rules

Points/Tournament placing

- a) Win 2 points No result 1 point Loss 0 points
- b) If no play is possible during round robin play, the tournament will be abandoned and no award will be made.
- c) In the event of a game being a tie, the Bowl Out Rules, as listed below, will apply.
- d) If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result and both teams receive a minimum one point. (refer to 4 Hours and Play & Intervals above)
- e) If rain interrupts a game where both teams have completed five overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.
- f) To calculate the target score for team two in a weather affected match the target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
- g) If a match is abandoned when team two has batted for five overs or more the target score to determine a winner will be number of whole overs completed multiplied by average run rate of team one plus one run.
- h) In the event of teams finishing on equal points, the tournament placings will be determined as follows:
 - i. The team with most number of wins
 - ii. The team with the highest Net Run Rate per over

7. 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 a 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.

8. No-ball

No Balls – Height or two Bounces

- (1) Any delivery which passes, or would have passed above shoulder height when the striker is standing in his or her normal position shall be called a “No Ball”.
- (2) Any delivery that passes on the full above waist height of a striker standing in his or her normal position shall be called a “No Ball”.
- (3) Any delivery that bounces more than once, before the batter in their normal stance at the crease.
- (4) A no ball or wide will be scored as one run to the opposition team. Note that if a batter hits any runs off a no ball they get credit for those runs.

No Balls – Dangerous Bowling

Should a No Ball Delivery as described above be delivered that could have hit the batter a No Ball should be called and the bowler given a warning for dangerous bowling – should the same bowler deliver another such delivery during the game the bowler should then receive a 2nd warning and be not permitted to bowl again in that match.

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal No ball, and the ball is to be re-bowled overarm.

(b) Free Hit

In addition to the above, the delivery following a No ball called **(all modes of no ball)** shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

i) There is a change of striker (the provisions of clause 41.2 shall apply)

or

ii) The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

(c) If the ball passes, or would have passed, over the shoulder height of the striker standing in his normal stance at the crease, the Umpire shall call and signal No ball.

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

Canterbury Finals Rules

9. Wide Bowling

Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.

As a guide on the leg side, a ball landing **HALFWAY BETWEEN THE STUMPS AND THE RETURN CREASE** stump going further away shall be called a wide. As a guide on the off side, a ball passing outside **THE RETURN CREASE** shall be called wide. The above provisions do not apply if the striker makes contact with the ball.

Canterbury Finals Rules (should independent umpires be appointed)

LBW – Full LBW

Canterbury Finals Rules (should matches be self-umpired)

LBW

LBWs may only be given when the bowling team appeals and if the ball is pitched in line with the stumps

- AND (2) the player **has gone onto the back foot and stayed on the back foot**
- AND (3) hits the batter on the pads in front of the stumps, before hitting the bat
- AND (4) the ball was definitely going to hit the stumps. This means the player cannot be given out if the ball is **pitched outside the line of the stumps** (leg or offside) OR has played forward - even if the player is hit on the back pad or foot. Whilst an LBW can be given under these rules, the intention for it only to be awarded when there is no doubt whatsoever in the umpire's mind that the above conditions apply:
- ANY doubt – not out.

9. Number of Balls per Over

A maximum 8 balls are to be bowled per over – this is to ensure matches do not go excessively overtime. **The last over must consist of 6 legitimate balls.**

10. Clothing

Teams may wear coloured clothing at the discretion of New Zealand Cricket OR THE CONTROLLING BODY OF THE EVENT i.e. CCA.

Coloured clothing such as School Sport uniforms are permitted – traditional white cricket clothing is fully acceptable