



NEW ZEALAND CRICKET CUP

PLAYING CONDITIONS

The ICC Laws of Cricket (as amended) shall apply except as follows:

- Each game shall be played between two teams of 12 players, but only 11 players may bat, and only 11 players may bowl and field. Prior to the toss for each game, teams must provide their opponents with a list of their batting XI and their bowling/fielding XI. The player left out of the bowling/fielding XI may bat and can field as 12th man, but cannot bowl or keep wickets.
NB. In instances where there is a shortage of male players, teams may include female players to complete playing numbers.
- A game consists of a maximum of 20 six-ball over's bowled by each side. Note: An over may extend to 8 balls if wides and/or no-balls are bowled. In this instance there is to be a maximum of 8 balls per over.
- The hours of play are to be determined by the participating schools.
- A team shall not be permitted to declare its innings closed.
- No bowler shall bowl more than 4 over's in an innings.
- A 142 gram cricket ball shall be used. Each team should provide their own ball for their bowling.
- Underarm bowling is prohibited.
- The game shall be won by the team having the highest score at the completion of the game.
- In the event of a tie, the team losing the least amount of wickets will be declared the winner.
- If the two teams are still tied, the Bowl out Rules, as listed below, will apply.
- The game concludes when the target is reached, or when the number of overs is completed, or when the team batting second is dismissed within the nominated number of over's.
- If the team batting second has not had the opportunity to complete the agreed number of over's (minimum of 12) and has neither been all out nor has passed its opponents score, the result shall be decided by the team with the better average of total runs scored against total wickets lost.
- If rain intervenes and prevents each team from completing a minimum of 20 over's, and if time and the schools schedules allow, the game can be rescheduled.

- If this is not possible, a “bowl out” should take place. The winner of the “bowl out” is deemed to be the winner of the game (refer “bowl out” rules).
- Wide – If the ball passes either side of the wicket, sufficiently wide to make it impossible for the striker to make a ‘normal’ cricket stroke where he should normally be standing at the crease, the umpire should call and signal wide.
- 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. (NB. Maximum of 8 balls per over).
 - *The above provisions do not apply if the batter makes contact with the ball.
- No-Ball
 - *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.
 - *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.
- 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. (NB. Maximum of 8 balls per over).

Bowl Out Rules

- 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.
- The team with the highest number of hits will be deemed to be the winner.
- In the event of a tie, a further five bowlers will each bowl one delivery.
- 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.
- If a bowler bowls a “no-ball” it will count as their delivery but will not count towards the score of the team.

Results

- Progress results can be found on the New Zealand Cricket web site www.blackcaps.co.nz under Results/Development Tournaments

Appendix

Organisation of Preliminary Round Matches

1. All matches in the preliminary rounds shall be under the control of the overseer for the zone who shall prepare the draw, notify all competing schools and maintain a record of the results of the games.
2. The competition shall commence in Term One of each school year with a Finals Tournament held in December that same year.
3. The competition shall be organized on a zonal basis (there are six zones) with geographically adjoining zones playing one another to determine who shall play in the Finals Tournament. In the case of the zone with the largest number of entries, the winning team will automatically qualify for the Finals Tournament while the zone runner-up will play the inter-zone match. In total, four teams from throughout the country will attend the Finals Tournament.
4. All zone and inter-zone games should be completed by the end of Term One in any school year.
5. All costs associated with preliminary round games and zone finals will be the responsibility of competing schools. Some assistance with travel and accommodation costs, where necessary, will be provided for inter-zone games.

Arrangements for the Cup Finals Tournament

1. Finalists will be notified of the venue for the finals tournament immediately upon completion of their inter-zone final or, in the case of the team receiving automatic qualification, upon completion of their zone final.
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.
3. New Zealand Cricket will meet all travel, accommodation and meal costs for the four teams participating in the finals up to the amount allocated in its annual budget. A team will comprise 2 Adults and 12 students. The cost of additional personnel travelling to the finals will be the teams responsibility.

Travel to the Cup Finals Tournament

1. 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.
2. In practice this means that if the finals tournament continues to be held in Palmerston North, all South Island schools other than those situated in Blenheim, and all schools located to the north of the Greater Auckland urban area will fly to the finals tournament. All other schools will be reimbursed for their travel costs to the finals tournament on the basis of standard public transport fares. Any school falling within the second category may, of course, fly to and from the venue of the finals tournament provided it meets the difference in cost.