

## ROSS TAYLOR T15 BAT FESTIVAL DAY – RULES

PREPARE TO PLAY	
<b>Team Composition</b>	<p><b><u>11 players on field - Boys Only</u></b></p> <p>NOMINATION OF PLAYERS - For each match, teams may be composed of twelve players.</p> <p>(a) 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.</p> <p>(b) 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).</p> <p>(c) The wicketkeeper cannot be designated as the non-bowler, as effectively doing so would nominate him as 12th man, and the Laws of Cricket do not allow substitutes to act as wicketkeeper.</p> <p>(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</p>
<b>School Year Level</b>	<p>The Secondary School Boys' competition is a secondary school competition for year nine to thirteen boys. The Ross Taylor shall be open to every male student who are attending secondary school in New Zealand on a full-time basis, who are 19 years of age or under as of 1st January in the year of the competition. <b>NOTE: TEAMS ENTERED IN THE GILLETTE SECONDARY SCHOOL BOYS FIRST XI CUP ARE NOT ELIGIBLE TO ENTER.</b></p>
<b>Tournament Structure</b>	<ul style="list-style-type: none"> <li>Participating teams enter the Ross Taylor T20 Boys competition in term one of the school year within their region and play against nearby schools.</li> <li>The top seeds will go automatically through to the semi-final dependent on numbers entered into the competition. ie If 6 teams enter then the top 2 will need to advance to the semi-finals with the other 4 playing and winners advancing. If 5 teams enter then only the top seed goes straight through.</li> <li>The winning team then advance through to the Central Districts finals held in Term 1 at Palmerston North, the winner wins the Ross Taylor Trophy.</li> </ul>
<b>Hours of Play</b>	<p><b>ROSS TAYLOR BOYS T15 CUP FESTIVAL DAY</b></p> <p><b>Games duration - 120 minutes (Game can be completed in 2 hours)</b></p> <p>The normal session times shall be the following:</p> <p><b>SEMI FINALS (if needed)</b></p> <p>The normal session times shall be the following:</p> <p>Session 1: 9:00am – 10:20am Interval: 10:20am – 10:30am Session 2: 10:30am – 11:50pm</p> <p><b>LUNCH</b></p> <p>Session 1: 12:20pm - 1:40pm Interval: 1:40pm - 1:50pm Session 2: 1:50pm - 3:10pm</p> <ul style="list-style-type: none"> <li>In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 10 minutes.</li> </ul>

	<ul style="list-style-type: none"> <li>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 Manager shall notify all competing teams before the commencement of the day's play.</li> </ul>
<b>The Toss</b>	Made 15 minutes prior to the game start time
<b>Length of Innings</b>	<b>15 Overs</b> - Maximum of 10 minutes between innings. No drinks break.
<b>Pitch Type Length</b>	20.11 meters pitch length (stumps to stumps) - Grass or artificial surface can be used.
<b>Boundaries</b>	A maximum of 45 metres, taking the measurement from the middle of the pitch.
<b>Declarations</b>	Not allowed.
<b>Weather affected matches</b>	<ul style="list-style-type: none"> <li>If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result.</li> <li>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.</li> <li>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. E.g. The average run rate per over of team one was 6, and there are 15 overs available for team two to bat. The calculation would be <math>6 \times 15 + 1 =</math> target score for team two of 91 runs.</li> <li>If a match is abandoned when team two has batted for five overs or more (or a quarter of their overs for matches less than Twenty20 cricket), 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. E.g. Team two has its innings abandoned after 7 overs and is on 40 runs and team one had an average run rate per over of 6. The calculation would be <math>7 \times 6 + 1 = 43</math> runs. Team one would win this match due to having the higher total</li> </ul>
<b>Coach/Manager input during play</b>	Some guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. <b>Coaches refer to the Code of Conduct.</b>
<b>EQUIPMENT</b>	
<b>Ball</b>	Kookaburra Crown 4 piece, 156gms ball. The match ball does not have to be new, however <b>umpires</b> must agree it is fit for play. A new ball can only be taken at the start of an innings.
<b>Helmets for batting/wicket keeping</b>	Batting: Helmets with a faceguard are <b>mandatory</b> for junior cricketers (under 19). Wicket Keeping: Optional (but promoted as best practice) when the keeper is standing back from the stumps. <b>Compulsory</b> when the keeper is standing up to the stumps.
<b>Equipment Guide</b>	<ul style="list-style-type: none"> <li>Ipad &amp; score book</li> <li>2 set of stumps with bails (one from each team)</li> <li>Cones - to mark boundary</li> </ul> <p><b>Players must wear protective equipment as follows:</b>  Batting: Closed in shoes, 2x pads, 2x gloves, box (boys only)  Wicket keeping: Closed in shoes, 2x pads, 2x gloves, box (boys only) &amp; keeping gloves.  Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding.</p>

THE GAME	
Batting	<ul style="list-style-type: none"> <li>All balls, including wides and no balls will be added into the batters ball count.</li> <li>NO compulsory retirements, but voluntary retirements shall not count as wickets and can return to bat in their batting order.</li> </ul>
Dismissals	<p>All dismissals apply.</p> <p>Normal LBW. <b>Umpires to clarify before the commencement of play.</b></p>
Bowling	<p>(a) No bowler shall bowl more than three six-ball overs in an innings or one fifth of the total overs in a match.</p> <p>(b) In a match where the start is delayed and the innings of both teams is restricted from the start to less than 15 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 (eg. in a 13 over match three bowlers may have a maximum of three overs and no other bowler may have more than two overs).</p> <p>(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.</p> <p><b>BOWL OFF</b></p> <p>In the event of a tie, the Super Over procedure (as referred to in Super Smash Playing Conditions) will apply to achieve a result. If due to weather interruption the Super Over cannot be carried out a bowl out will apply. See below for bowl out procedure.</p> <p>(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.</p> <p>(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.</p> <p>(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.</p> <p>(e) If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team</p>
No balls and wides	<p>NO BALL Law 24 of the MCC Laws of Cricket (6th Edition 2015) will apply as normal.</p> <p><b>FREE HIT</b> - 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:</p> <p>a) There is a change of striker (the provisions of clause 41.2 shall apply),</p> <p>or b) 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.</p> <p><b>WIDE BOWLING</b> - 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 clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping crease, measured 432mm (17 inches) from the return crease shall be called 'Wide.' The above provisions do not apply if the striker makes contact with the ball.</p> <p><b>DANGEROUS &amp; UNFAIR BOWLING</b></p> <p>(a) Bowling of fast Short pitched balls A bowler shall be allowed to bowl one short pitched deliveries per over. In the event of the bowler bowling more than one fast short pitched delivery in an over, the Umpire shall call and signal No ball and invoke</p>

	the procedures of cautioning as described in Law 42.7(a), (b) and (c). The above regulation is not a substitute for Law 42.6 which Umpires may apply at any time. (b) Bowling of High Full pitched balls If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batsman standing in her normal stance at the crease, the Umpire shall call and signal No ball.										
<b>Double bounce rule</b>	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, <b>bounces twice</b> , or rolls along the ground, before reaching the popping crease.										
<b>Fielding</b>	<p>(a) For the first five overs of each innings, no more than two fielders are permitted outside of the inner circle.</p> <p>(b) For the remaining overs of each innings, no more than five fielders are permitted outside of the inner circle.</p> <p>(c) In a match where the number of overs is reduced, refer to the table below for boundary fielder restrictions.</p> <table border="1"> <thead> <tr> <th>Total overs in innings</th><th>No. of overs Boundary Fielder restrictions apply</th></tr> </thead> <tbody> <tr> <td>5 - 8 overs</td><td>2</td></tr> <tr> <td>9 - 11 overs</td><td>3</td></tr> <tr> <td>12 - 14 overs</td><td>4</td></tr> <tr> <td>15 over</td><td>5</td></tr> </tbody> </table> <p>(d) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'no ball.'</p>	Total overs in innings	No. of overs Boundary Fielder restrictions apply	5 - 8 overs	2	9 - 11 overs	3	12 - 14 overs	4	15 over	5
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<b>Ground Preparation at Neutral Venues</b>	Whenever a pool play game/play-off game or final is held at a neutral venue the team designated on the draw as the "home" team is responsible for ground preparation. This includes: - Marking the boundary Each team is responsible for providing their own set of stumps, bails or self-standing wickets.										
<b>RESULTS</b>	<b>Full Scorecard including batting and bowling figures</b> , results should be submitted into PlayHQ while the game is being played. The winning team must submit the result. If this is not done then <b>NO POINTS</b> are allocated.										

## COMPLAINT/PROTEST PROCEDURE

Any complaint or protest for breach of game rules or competition rules must be submitted on the Junior Code of Conduct - Report Form (go to [www.taranakicricket.co.nz](http://www.taranakicricket.co.nz) under 'Junior, Rules') by email to [janita@taranakicricket.co.nz](mailto:janita@taranakicricket.co.nz) within 48 hours of the incident or issue occurring. Where possible the issue will be considered within 48 hours of receiving the complaint and a response provided in writing.

Any queries or issues regarding any matter concerning Taranaki School Cricket Competitions should be directed to:

Janita Carlyon  
Community Development Coordinator - Taranaki Cricket Association  
Mobile: 022 596 5595  
Email: [janita@taranakicricket.co.nz](mailto:janita@taranakicricket.co.nz)