

SECTION 14

CANTERBURY CRICKET REGIONAL TOURNAMENTS

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.

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 umpires concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

Fair and unfair play

According to the laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

The umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action they consider to be unfair

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - to appeal knowing that the batsman is not out
 - to advance towards an umpire in an aggressive manner when appealing
 - to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

Violence

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

Players

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

STANDARD PLAYING CONDITIONS

These Playing Conditions apply to ALL Canterbury Regional Tournaments

Laws of Cricket

Except as specifically provided for hereunder, The Laws of Cricket (2008 Code) and any subsequent amendments shall apply to all matches.

Players Conduct

All players shall be bound by the New Zealand Cricket Code of Conduct.

Penalty Runs

The 5 run penalty clauses as per Laws 2, 18, 41 and 42 will not apply to Regional Tournaments.

Helmets

At all tournaments the wearing of helmets when batting, and when fielding in close (within 5 metres of the bat in front of the wicket) is compulsory.

Associations should make sufficient helmets available to their teams to ensure compliance.

Players who wish to be exempt from wearing a helmet when batting **MUST** bring a letter from their parent or guardian stipulating this request.

Nomination of Players

For each match, teams may be composed of 12 players.

Prior to the toss for each match captains must provide opposing captains and umpires with a list of their Batting XI and Fielding XI (NB. Fielding XI lists must clearly identify players who are deemed to be pace bowlers).

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

The 12th man may be rotated on and off the field acting as a substitute fielder bearing in mind the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field still apply.

Hours of Play

The hours of play shall be confined to the period between 10.00am and 7.30pm. There shall be one interval, not less than 10 minutes nor exceeding 45 minutes, between innings.

The hours of play may be varied by the Tournament Manager to suit local conditions. The hours may also be varied to compensate for late commencement or interruption on account of weather but under no circumstances shall play continue beyond 7.30pm. Any variation in the hours of play shall be notified to all team managers prior to the commencement of the tournament or, in the case of variation because of weather, the commencement of the day's play.

If the commencement of play is delayed by weather, or if play is interrupted by bad weather, the decision on the starting time or recommencement following an interruption shall be in the hands of the Tournament Manager in consultation with the umpires.

The Tournament Manager may direct a change of venue because of weather or ground conditions. This includes the use of all-weather pitches of suitable quality only when grass pitches are not available.

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

A maximum of two drinks breaks are permitted in each session. The Tournament Manager has the ultimate discretion as to the number of drinks breaks.

Field Restrictions

At the instance of delivery there may be no more than five fieldsmen on the on-side nor more than two fieldsmen behind square leg. In the event of an infringement of this Playing Condition either umpire shall call and signal 'No Ball'.

Mode of Delivery

No bowler may bowl the ball underarm.

If any delivery bounces two or more times before it reaches the batting crease the ball shall be called "No-Ball" and treated according to normal No-Ball rules. The umpire at square leg may make this call.

Drinks

The team must remain on the field of play during the interval.

The team coach is permitted to accompany the 12th man onto the field of play during the drinks interval.

Over Rates

There shall be no over rate penalties applied to Regional Tournaments. However, it is expected that a rate of a minimum of 15 overs per hour will be maintained for all limited over matches. Coaches and captains should take responsibility for this.

Umpires should fully take into account in limited over matches any deliberate slowing down of the tempo by either batsmen or fielders where it may be seen to be to the disadvantage of an opposition team eg. In the case of a team fielding second slowing down the game knowing they might win a shortened match on run rate

Equipment

The Host Association shall provide full sets of stumps and bails for all matches. Each team will be responsible for providing its own full set of equipment other than stumps and bails.

Balls

The Host Association shall provide all cricket balls for the tournament. (Canterbury Cricket may supply up to half the tournament requirements.) The type and size of ball for each tournament will be listed in the relevant playing conditions.

Dress

In all matches, teams may either wear white cricket attire or coloured clothing which has been approved by Canterbury Cricket.

Length of Pitch

All pitches shall be of standard length ie 20.12m

Substitutes

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

Scoring/Scorebooks

Teams are responsible for their own scoring. The Host Association is responsible for providing sufficient scoreboards for all matches. Teams should bring their own scorebook to tournaments.

Umpires

Umpires for the tournament shall be provided by the Host Association.

Covers

Host Associations must ensure that adequate covers are available for all matches.

UNDER 19 MEN'S REGIONAL TOURNAMENT RULES

The Canterbury Under 19 Men's Regional Tournament will consist of one Two-Day match and three One-Day matches. There is no provision for a rest day.

Red Kookaburra Club Match (156g 4-piece balls) or equivalent, as approved by Canterbury Cricket, will be used at this tournament.

Tournament Winners. The winner of the Under 19 Regional Tournament shall be the team which has the most number of points at the end of the tournament. Should two or more teams have the same number of points at the end of the four matches the tournament title shall be shared.

TWO-DAY MATCHES

Hours of play and Intervals

The scheduled hours of play on each day shall be:

First session	10.00am - 12.20pm
Luncheon Interval	12.20 pm - 1.00pm
Second session	1.00pm - 3.10pm
Tea Interval	3.10pm - 3.30pm
Third session	3.30pm - 5.30pm

Play shall continue on each day until the completion of 100 overs or until the scheduled cessation time, whichever is the latter.

If time is lost in a day's play because of light, weather or any other unavoidable circumstance, then the above hours of play will be varied or extended where possible on that day or the next day to make up time lost and confined to the period 10.00am to 7.30pm.

Limitations of Overs for Pace Bowlers

Note: This restriction does not apply to spin bowlers

All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings throughout Australasia. Coaches are asked to apply the rule strictly and not to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results. In the event of any dispute at the tournament, the matter should be referred to Richard Hayward, Canterbury Cricket Director of Coaching, or, in his absence, the Tournament Manager, whose ruling will be final.

Pace Bowlers - Under 19 - Maximum of 8 overs per spell
Maximum of 20 overs per day

At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.

In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is at least of one hour duration.

A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.

In the instance where an innings is concluded and a team is asked to follow-on, the bowler's normal break between spells will apply.

In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler. Any part over completed will count as a full over in so far as each bowler's limits is concerned.

Points – Two-Day matches

Match Points:

First innings lead	4
First innings loss	0
First innings tie	2 each
First innings draw	1 each
Outright win – if leading on first innings	2
Outright win – if behind on first innings	4
Tied match (after completion of two innings each)	1 each

There are no bonus points.

ONE-DAY MATCHES

Hours of Play and Intervals

In those matches where the start of play is not delayed or play is not interrupted, then:

First session:	10.00am – 1.30pm
Lunch interval:	1.30pm – 2.10pm
Second session:	2.10pm – 5.40pm

Session times may be varied by the tournament manager.

In a match which is delayed or interrupted by light, weather or ground conditions, the umpires shall be empowered to reschedule the interval and reduce its duration. If no play is possible before 1.00pm, lunch shall be taken at that time.

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is lost.

Length of innings

In an uninterrupted match, which includes a match where the start of play is delayed or when play is suspended, but where it is possible for both sides to bat 50 overs by 7.30pm:

Each team shall bat for 50 overs unless all out earlier.

- In the possible event of the team fielding first failing to bowl 50 overs by the expiration of 3 hours 30 minutes from the commencement of its opponent's innings it shall bowl out the 50 overs but its batting innings shall

be limited to the same number of overs as it bowled to the opponents in the 3 hours 30 minutes from the commencement of its opponent's innings. An over in progress at the expiration of the 3 hours 30 minutes from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of 3 hours 30 minutes.

- If the team batting first is all out and the last wicket falls within 2 minutes of the expiration of the 3 hours 30 minutes from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).
- If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in ii. or iii. above.
- In the event of the team fielding second failing to bowl, if necessary, 50 overs or the numbers of overs as provided in 1a.ii., iii or iv by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
- In matches where the start is delayed or where play is suspended and it is NOT possible to complete a 50 over match:
- 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 (minimum 20 overs per team). The calculation of the number of overs shall be based on an average rate of 15 overs per hour in the time remaining before the close of play at 7.30pm.
- If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.30pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- If, owing to a 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 on the basis of 4 minutes per over.

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

A minimum of 20 overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.

The result

A result can be achieved only if both teams have had the opportunity of batting 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.

All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared 'No result' matches.

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

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than originally allocated (minimum of 20 overs unless the provisions of 4a. apply), then the target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs, the calculation of the run rate shall be based on the full number of overs to which it was entitled.

If the team batting second has not had the opportunity to complete the agreed number of overs, and neither has been all out, nor has it passed its opponents score, a 'No Result' will be declared.

Points

Win	4
Tie or No result	2 each
Loss	0

Number of Overs per Bowler

No bowlers shall bowl more than 10 six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 50 overs, no bowler may bowl for more than one-fifth of the total overs allowed

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

e.g. In a 33 over match, three bowlers may bowl a maximum of seven overs and no other bowler may bowl more than six overs.

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. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Field Restrictions: Powerplays

In addition to standard fielding restrictions, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play.

The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43m). The semi-circles shall be linked by two parallel straight lines, drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.73m) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs measuring 7 inches (18cm) in diameter.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside

this fielding restriction area at the instant of delivery. During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius at each of the circles shall be 15 yards (13.72 m). The fielding restriction should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72m) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause a. above.

Subject to the provisions of e. below, the Powerplay overs apply for 20 overs per innings to be taken as follows:

The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

The remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of the batsman at the wicket.

A batsman must nominate his team's Powerplay no later than the moment at which the umpires reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side made the first request.

Once a side has nominated a Powerplay, the decision cannot be reversed.

Should either team choose not to exercise their discretion, the Powerplay Overs will automatically commence at the latest available point in the innings (i.e in an uninterrupted match, one unclaimed Powerplay will begin at the start of the 46th over).

In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of a match.

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20 - 22	4	2	2	8
23 - 24	5	2	2	9
25 - 27	5	3	2	10
28 - 29	6	3	2	11
30 - 32	6	3	3	12
33 - 34	7	3	3	13
35 - 37	7	4	3	14
38 - 39	8	4	3	15
40 - 42	8	4	4	16
43 - 44	9	4	4	17
45 - 47	9	5	4	18
48 - 49	10	5	4	19

Each block of Powerplay Overs must commence at the start of an over.

If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will have been deemed to have been nominated by the fielding captain.

If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Numerical examples of adjustments to Powerplay Overs following an interruption-

A 50 over innings is interrupted after 9.3 overs and on resumption has been reduced to:

38 overs – Powerplay Overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting sides 3 over Powerplay can start anytime after the 12th over.

28 overs – Powerplay Overs are 6+ 3+ 2. Powerplay is in progress with 0.3 out of 2 overs completed.

20 overs – Powerplay overs are 4+2+2. All Powerplay Overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay Overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arms in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

The umpires shall also indicate to the fielding captain that the batting side has chosen its Powerplay before any signal is made.

In the event of any infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No-Ball'.

Limitations of Overs for Pace bowlers

There are no limits on the number of overs per spell for pace bowlers playing in One-Day matches.

Wide Bowling

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

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 legside, a ball landing clearly outside the leg stump going further away shall be called "Wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 750 mm from the outside of the off stump shall be called "Wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

No Ball

A bowler shall be allowed to bowl ONE short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

In the event of a bowler bowling more than one delivery which passes, or would have passed, above shoulder height when the striker is standing upright at the crease, the umpire shall call "No-Ball".

Any delivery which passes on the full above waist height of a striker standing upright at the crease shall be called "No-Ball", irrespective of the pace.

Penalty: A penalty of one run for a No-ball shall be awarded and shall in all cases be scored as No-balls. The penalty shall stand in addition to any other runs that are scored.

In addition for the purpose of this regulation, a ball that passes above the head height of the batsman, that prevents him being able to hit it with his bat by means of a normal cricket stroke shall be called "Wide".

For the avoidance of doubt, any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in the over.

If a bowler delivers a foot fault No-ball a 'Free Hit' will apply to the delivery following this No-ball.

Field changes are not permitted for the 'Free Hit' delivery unless there is a change of striker.

A batsman cannot be dismissed off a 'Free Hit' other than under the circumstances of a No-ball delivery.

If the delivery for a 'Free Hit' is not a legitimate delivery (any kind of No-ball or Wide ball) then the next delivery will become a 'Free Hit' for whichever batsman is facing it.

The Bowler's end Umpire will signal a 'Free Hit' by extending one arm straight upwards and moving it in a circular motion.

Length of boundaries

The minimum length of boundaries shall be 50 metres radius and the maximum length shall be 60 metres when measured from the centre.

Tournament Winners

Should two or more teams have the same number of points at the end of the four matches the tournament title shall be shared.

UNDER 17 BOYS' REGIONAL TOURNAMENT RULES

The Canterbury Under 17 Boys' Regional Tournament will consist of five 60-over matches. There is no provision for a rest day.

Red Kookaburra Senator (156g 4-piece balls) or equivalent, as approved by Canterbury Cricket, will be used at this tournament.

60-OVER MATCHES

Hours of Play and Intervals

In those matches where the start of play is not delayed or play is not interrupted, then:

First session:	10.00am – 12.30pm
Lunch interval:	12.30pm – 1.10pm
Second session:	1.10pm – 4.40 pm
Tea Interval	4.40pm – 5.00pm
Final session:	5.00pm – 7.00pm

Session times may be varied by the tournament manager.

In a match which is delayed or interrupted by light, weather or ground conditions, the umpires shall be empowered to reschedule intervals and reduce their duration, providing that no interval shall be less than 10 minutes.

One drinks break per session shall be permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is lost.

Limitations of Overs for Pace Bowlers

Note: This restriction does not apply to spin bowlers

All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings throughout Australasia. Coaches are asked to apply the rule strictly and not to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results. In the event of any dispute at the tournament, the matter should be referred to Richard Hayward, Canterbury Cricket High Performance Manager, or, in his absence, the Tournament Manager, whose ruling will be final.

Pace Bowlers - Under 17 - Maximum of 6 overs per spell
Maximum of 15 overs per day

Spin Bowlers – Under 17 - Maximum of 20 overs per day

At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.

In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is at least of one hour duration.

In the instance where an innings is concluded and a team is asked to follow-on, the bowler's normal break between spells will apply.

If a match is reduced from 60 overs (for rain etc) the maximum number of overs per bowler will be reduced accordingly.

In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed

legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler. Any part over completed will count as a full over in so far as each bowler's limits is concerned.

Length of innings

In an uninterrupted match, which includes a match where the start of play is delayed or where play is suspended but where it is possible for both sides to bat for 60 overs by 7.30 pm

Each team shall bat for 60 overs unless all out earlier.

- In the possible event of the team fielding first failing to bowl 60 overs by the expiration of 4 hours from the commencement of its opponents innings it shall bowl out the 60 overs but its batting innings shall be limited to the same number of overs as it bowled to its opponents in the 4 hours from the commencement of its opponents innings. An over in progress at the expiration of 4 hours from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of 4 hours.
- If the team batting first is all out and the last wicket falls within 2 minutes of the expiration of 4 hours from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).
- If the team batting first is dismissed in less than 60 overs, the team batting second shall be entitled to bat for 60 overs except as provided for in ii. or iii. above.
- In the event of the team fielding second failing to bowl, if necessary, 60 overs or the numbers of overs as provided in 1a.ii., iii or iv by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
- In matches where the start is delayed or where play is suspended and it is NOT possible to complete a 60 over match:
- 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 (minimum 20 overs per team). The calculation of the number of overs shall be based on an average rate of 15 overs per hour in the time remaining before the close of play at 7.30pm.

- If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.30pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- If, owing to a 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 on the basis of 4 minutes per over.
- The team batting second shall not bat for a greater number of overs as the team batting first unless the latter has been all out in less than the agreed number of overs.

A minimum of 20 overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.

The result

A result can be achieved only if both teams have had the opportunity of batting 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.

All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared 'No result' matches.

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

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

If, due to a suspension of play after the start of a match,

the number of overs in the innings of either team has to be revised to a lesser number than originally allocated (minimum of 20 overs unless the provisions of 4a. apply), then the target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs, the calculation of the run rate shall be based on the full number of overs to which it was entitled.

If the team batting second has not had the opportunity to complete the agreed number of overs, and neither has been all out, nor has it passed its opponents score, a 'No Result' will be declared.

Points

Win	4
Tie or No result	2 each
Loss	0

Wide Bowling

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

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 legside, a ball landing clearly outside the leg stump going further away shall be called "Wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 750 mm from the outside of the off stump shall be called "Wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

No Ball

A bowler shall be allowed to bowl ONE short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

In the event of a bowler bowling more than one delivery which passes, or would have passed, above shoulder height when the striker is standing upright at the crease, the umpire shall call “No-Ball”.

Any delivery which passes on the full above waist height of a striker standing upright at the crease shall be called “No-Ball”, irrespective of the pace.

Penalty: A penalty of one run for a No-ball shall be awarded and shall in all cases be scored as No-balls. The penalty shall stand in addition to any other runs that are scored.

In addition for the purpose of this regulation, a ball that passes above the head height of the batsman, that prevents him being able to hit it with his bat by means of a normal cricket stroke shall be called “Wide”.

For the avoidance of doubt, any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in the over.

If a bowler delivers a foot fault No-ball a ‘Free Hit’ will apply to the delivery following this No-ball.

Field changes are not permitted for the ‘Free Hit’ delivery unless there is a change of striker.

A batsman cannot be dismissed off a ‘Free Hit’ other than under the circumstances of a No-ball delivery.

If the delivery for a ‘Free Hit’ is not a legitimate delivery (any kind of No-ball or Wide ball) then the next delivery will become a ‘Free Hit’ for whichever batsman is facing it.

The Bowler’s end Umpire will signal a ‘Free Hit’ by extending one arm straight upwards and moving it in a circular motion.

Length of boundaries

The minimum length of boundaries shall be 50 metres radius and the maximum length shall be 60 metres when measured from the centre.

Tournament Winners

Should two or more teams have the same number of points at the end of the five matches the tournament title shall be shared.

UNDER 15 BOYS' REGIONAL TOURNAMENT RULES

The Canterbury Under 15 Boys' Regional Tournament will consist of four One-Day (50-over) matches. There will be two pools of four teams who will play round robin matches within their pool, with cross-pool fixtures on the final day. I.e. 1 v 1, 2 v 2, etc.

This tournament format may be changed in the event of poor weather and cancelled matches with the permission of either the Canterbury Cricket High Performance Manager or the Canterbury Cricket Operations Manager.

There is no provision for a rest day.

Red Kookaburra Senator (156g 4-piece balls) or equivalent, as approved by Canterbury Cricket, will be used at this tournament.

ONE-DAY MATCHES

Hours of Play and Intervals

In those matches where the start of play is not delayed or play is not interrupted, then:

First session:	10.00am – 1.30pm
Lunch interval:	1.30pm – 2.10pm
Second session:	2.10pm – 5.40pm

Session times may be varied by the tournament manager.

In a match which is delayed or interrupted by light, weather or ground conditions, the umpires shall be empowered to reschedule the interval and reduce its duration. If no play is possible before 1.00pm, lunch shall be taken at that time.

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is lost.

Length of innings

In an uninterrupted match, which includes a match where the start of play is delayed or when play is suspended, but where it is possible for both sides to bat 50 overs by 7.30pm:

Each team shall bat for 50 overs unless all out earlier.

- In the possible event of the team fielding first failing to bowl 50 overs by the expiration of 3 hours 30 minutes from the commencement of its opponent's innings it shall bowl out the 50 overs but its batting innings shall be limited to the same number of overs as it bowled to the opponents in the 3 hours 30 minutes from the commencement of its opponent's innings. An over in progress at the expiration of the 3 hours 30 minutes from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of 3 hours 30 minutes.
- If the team batting first is all out and the last wicket falls within 2 minutes of the expiration of the 3 hours 30 minutes from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).
- If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in ii. or iii. above.
- In the event of the team fielding second failing to bowl, if necessary, 50 overs or the numbers of overs as provided in 1a.ii., iii or iv by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
- In matches where the start is delayed or where play is suspended and it is NOT possible to complete a 50 over match:
 - 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 (minimum 20 overs per team). The calculation of the number of overs shall be based on an average rate of 15 overs per hour in the time remaining before the close of play at 7.30pm.
 - If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.30pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

- If, owing to a 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 on the basis of 4 minutes per over.
- The team batting second shall not bat for a greater number of overs as the team batting first unless the latter has been all out in less than the agreed number of overs.

A minimum of 20 overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.

The result

A result can be achieved only if both teams have had the opportunity of batting 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.

All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared 'No result' matches.

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

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than originally allocated (minimum of 20 overs unless the provisions of 4a. apply), then the target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs, the calculation of the run rate shall be based on the full number of overs to which it was entitled.

If the team batting second has not had the opportunity to complete the agreed number of overs, and neither has

been all out, nor has it passed its opponents score, a 'No Result' will be declared.

Points

Win	4
Tie or No result	2 each
Loss	0

Number of Overs per Bowler

No bowlers shall bowl more than 10 six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 50 overs, no bowler may bowl for more than one-fifth of the total overs allowed

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

e.g. In a 33 over match, three bowlers may bowl a maximum of seven overs and no other bowler may bowl more than six overs.

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. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Limitations of Overs for Pace bowlers

There are no limits on the number of overs per spell for pace bowlers playing in One-Day matches.

Wide Bowling

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

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 legside, a ball landing clearly outside the leg stump going further away shall be called "Wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 750 mm from the outside of the off stump shall be called "Wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

No Ball

A bowler shall be allowed to bowl ONE short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

In the event of a bowler bowling more than one delivery which passes, or would have passed, above shoulder height when the striker is standing upright at the crease, the umpire shall call “No-Ball”.

Any delivery which passes on the full above waist height of a striker standing upright at the crease shall be called “No-Ball”, irrespective of the pace.

Penalty: A penalty of one run for a No-ball shall be awarded and shall in all cases be scored as No-balls. The penalty shall stand in addition to any other runs that are scored.

In addition, for the purpose of this regulation, a ball that passes above the head height of the batsman, that prevents him being able to hit it with his bat by means of a normal cricket stroke shall be called “Wide”.

For the avoidance of doubt, any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in the over.

If a bowler delivers a foot fault No-ball a ‘Free Hit’ will apply to the delivery following this No-ball.

Field changes are not permitted for the ‘Free Hit’ delivery unless there is a change of striker.

A batsman cannot be dismissed off a ‘Free Hit’ other than under the circumstances of a No-ball delivery.

If the delivery for a ‘Free Hit’ is not a legitimate delivery (any kind of No-ball or Wide ball) then the next delivery will become a ‘Free Hit’ for whichever batsman is facing it.

The Bowler’s end Umpire will signal a ‘Free Hit’ by extending one arm straight upwards and moving it in a circular motion.

Length of boundaries

The minimum length of boundaries shall be 50 metres radius and the maximum length shall be 60 metres when measured from the centre.

Placings for Finals Day

If teams finish level on points after round robin pool play, the order of final placing will be decided by the teams with the higher net run rates.

A teams net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In a match declared 'No Result' the run rate is not applicable.

In a match where a team is all out in less than their full quota of overs, the calculation of its average run rate and of the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.

Tournament Winners

The tournament winners will be the team that wins the final between the two pool winners.

If the final cannot be played, due to weather conditions, the tournament title will be shared.

UNDER 17/SECONDARY GIRLS' REGIONAL TOURNAMENT RULES

The Canterbury Under 17 Girls' Regional Tournament will consist of three One-Day (50-over) matches with a finals day on the last day of the tournament. There is no provision for a rest day.

This tournament format may be changed in the event of poor weather and cancelled matches with the permission of either the Canterbury Cricket High Performance Manager or the Canterbury Cricket Operations Manager. Red Kookaburra Crown (142g 2-piece balls) or equivalent, as approved by Canterbury Cricket, will be used at this tournament.

ONE-DAY MATCHES

Hours of Play and Intervals

In those matches where the start of play is not delayed or play is not interrupted, then:

First session:	10.00am – 1.30pm
Lunch interval:	1.30pm – 2.10pm
Second session:	2.10pm – 5.40pm

Session times may be varied by the tournament manager. In a match which is delayed or interrupted by light, weather or ground conditions, the umpires shall be empowered to reschedule the interval and reduce its duration. If no play is possible before 1.00pm, lunch shall be taken at that time.

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is lost.

Length of innings

In an uninterrupted match, which includes a match where the start of play is delayed or when play is suspended, but where it is possible for both sides to bat 50 overs by 7.30pm:

Each team shall bat for 50 overs unless all out earlier.

- In the possible event of the team fielding first failing to bowl 50 overs by the expiration of 3 hours 30 minutes from the commencement of its opponent's innings it shall bowl out the 50 overs but its batting innings shall be limited to the same number of overs as it bowled to the opponents in the 3 hours 30 minutes from the commencement of its opponent's innings. An over in progress at the expiration of the 3 hours 30 minutes from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of 3 hours 30 minutes.
- If the team batting first is all out and the last wicket falls within 2 minutes of the expiration of the 3 hours 30 minutes from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team

batting first (the over in which the last wicket falls to count as a complete over).

- If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in ii. or iii. above.
- In the event of the team fielding second failing to bowl, if necessary, 50 overs or the numbers of overs as provided in 1a.ii., iii or iv by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
- In matches where the start is delayed or where play is suspended and it is NOT possible to complete a 50 over match:
 - 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 (minimum 20 overs per team). The calculation of the number of overs shall be based on an average rate of 15 overs per hour in the time remaining before the close of play at 7.30pm.
 - If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.30pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
 - If, owing to a 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 on the basis of 4 minutes per over.
 - The team batting second shall not bat for a greater number of overs as the team batting first unless the latter has been all out in less than the agreed number of overs.

A minimum of 20 overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.

The result

A result can be achieved only if both teams have had the opportunity of batting 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.

All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared 'No result' matches.

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

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than originally allocated (minimum of 20 overs unless the provisions of 4a. apply), then the target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs, the calculation of the run rate shall be based on the full number of overs to which it was entitled.

If the team batting second has not had the opportunity to complete the agreed number of overs, and neither has been all out, nor has it passed its opponents score, a 'No Result' will be declared.

Points

Win	4
Tie or No result	2 each
Loss	0

Number of Overs per Bowler

No bowlers shall bowl more than 10 six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 50 overs, no bowler may bowl for more than one-fifth of the total overs allowed

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

e.g. In a 33 over match, three bowlers may bowl a maximum of seven overs and no other bowler may bowl more than six overs.

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. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Limitations of Overs for Pace bowlers

There are no limits on the number of overs per spell for pace bowlers playing in One-Day matches.

Wide Bowling

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

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 legside, a ball landing clearly outside the leg stump going further away shall be called "Wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 750 mm from the outside of the off stump shall be called "Wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

No Ball

A bowler shall be allowed to bowl ONE short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

In the event of a bowler bowling more than one delivery which passes, or would have passed, above shoulder height when the striker is standing upright at the crease, the umpire shall call "No-Ball".

Any delivery which passes on the full above waist height of a striker standing upright at the crease shall be called “No-Ball”, irrespective of the pace.

Penalty: A penalty of one run for a No-ball shall be awarded and shall in all cases be scored as No-balls. The penalty shall stand in addition to any other runs that are scored.

In addition for the purpose of this regulation, a ball that passes above the head height of the batsman, that prevents him being able to hit it with his bat by means of a normal cricket stroke shall be called “Wide”.

For the avoidance of doubt, any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in the over.

If a bowler delivers a foot fault No-ball a ‘Free Hit’ will apply to the delivery following this No-ball.

Field changes are not permitted for the ‘Free Hit’ delivery unless there is a change of striker.

A batsman cannot be dismissed off a ‘Free Hit’ other than under the circumstances of a No-ball delivery.

If the delivery for a ‘Free Hit’ is not a legitimate delivery (any kind of No-ball or Wide ball) then the next delivery will become a ‘Free Hit’ for whichever batsman is facing it.

The Bowler’s end Umpire will signal a ‘Free Hit’ by extending one arm straight upwards and moving it in a circular motion.

Length of boundaries

The minimum length of boundaries shall be 50 metres radius and the maximum length shall be 60 metres when measured from the centre.

Placings for Finals Day

If teams finish level on points after round robin pool play, the order of final placing will be decided by the teams with the higher net run rates.

A teams net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In a match declared ‘No Result’ the run rate is not applicable.

In a match where a team is all out in less than their full quota of overs, the calculation of its average run rate and of the average runs per over scored against the bowling

team shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.

Tournament Winners

The tournament winners will be the team that wins the final between the two pool winners.

If the final cannot be played, due to weather conditions, the tournament title will be shared.

UNDER 15 GIRLS' REGIONAL TOURNAMENT RULES

The Canterbury Under 15 Girls' Regional Tournament will consist of 40-over matches. There is no provision for a rest day. This tournament format may be changed in the event of poor weather and cancelled matches with the permission of either the Canterbury Cricket High Performance Manager or the Canterbury Cricket Operations Manager.

Red Kookaburra Crown (142g 2-piece balls) or equivalent, as approved by Canterbury Cricket, will be used at this tournament.

ONE-DAY MATCHES

Hours of Play and Intervals

In those matches where the start of play is not delayed or play is not interrupted, then:

First session:	10.30am – 12.50pm
Lunch interval:	12.50pm – 1.30pm
Second session:	1.30pm – 3.50pm

Session times may be varied by the tournament manager.

In a match which is delayed or interrupted by light, weather or ground conditions, the umpires shall be empowered to reschedule the interval and reduce its duration. If no play is possible before 1.00pm, lunch shall be taken at that time.

One drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is lost.

Length of innings

In an uninterrupted match, which includes a match where the start of play is delayed or when play is suspended, but where it is possible for both sides to bat 50 overs by 7.30pm:

Each team shall bat for 50 overs unless all out earlier.

- In the possible event of the team fielding first failing to bowl 50 overs by the expiration of 3 hours 30 minutes from the commencement of its opponent's innings it shall bowl out the 50 overs but its batting innings shall be limited to the same number of overs as it bowled to the opponents in the 3 hours 30 minutes from the commencement of its opponent's innings. An over in progress at the expiration of the 3 hours 30 minutes from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of 3 hours 30 minutes.
- If the team batting first is all out and the last wicket falls within 2 minutes of the expiration of the 3 hours 30 minutes from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).
- If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in ii. or iii. above.
- In the event of the team fielding second failing to bowl, if necessary, 50 overs or the numbers of overs as provided in 1a.ii., iii or iv by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
- In matches where the start is delayed or where play is suspended and it is NOT possible to complete a 50 over match:
- 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 (minimum 20 overs per team). The calculation of the number of overs shall be based on an average rate of 15 overs per hour in the time remaining before the close of play at 7.30pm.

- If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.30pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- If, owing to a 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 on the basis of 4 minutes per over.
- The team batting second shall not bat for a greater number of overs as the team batting first unless the latter has been all out in less than the agreed number of overs.

A minimum of 20 overs bowled to each team shall constitute a match unless a team is dismissed in fewer overs.

The result

A result can be achieved only if both teams have had the opportunity of batting 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.

All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared 'No result' matches.

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

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than originally allocated (minimum of 20 overs unless the provisions of 4a. apply), then the target score to be passed to win the match shall

be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first. If the team batting first was dismissed in less than its full entitlement of overs, the calculation of the run rate shall be based on the full number of overs to which it was entitled.

If the team batting second has not had the opportunity to complete the agreed number of overs, and neither has been all out, nor has it passed its opponents score, a 'No Result' will be declared.

Points

Win	4
Tie or No result	2 each
Loss	0

Number of Overs per Bowler

No bowlers shall bowl more than 8 six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 40 overs, no bowler may bowl for more than one-fifth of the total overs allowed

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

e.g. In a 33 over match, three bowlers may bowl a maximum of seven overs and no other bowler may bowl more than six overs.

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. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Limitations of Overs for Pace bowlers

Note: This restriction does not apply to spin bowlers

All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings throughout Australasia. Coaches are asked to apply the rule strictly and not to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results. In the event of any

dispute at the tournament, the matter should be referred to Richard Hayward, Canterbury Cricket High Performance Manager, or, in his absence, the Tournament Manager, whose ruling will be final.

Pace Bowlers - Under 15 Girls - Maximum of 5 overs per spell

At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.

Wide Bowling

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

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 legside, a ball landing clearly outside the leg stump going further away shall be called "Wide". As a guide on the offside, a ball passing outside a line drawn between the bowling and popping creases, measured 750 mm from the outside of the off stump shall be called "Wide". The above provisions do not apply if the striker makes contact with the ball.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No-ball shall be scored as Wides.

No Ball

A bowler shall be allowed to bowl ONE short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

In the event of a bowler bowling more than one delivery which passes, or would have passed, above shoulder height when the striker is standing upright at the crease, the umpire shall call "No-Ball".

Any delivery which passes on the full above waist height of a striker standing upright at the crease shall be called "No-Ball", irrespective of the pace.

Penalty: A penalty of one run for a No-ball shall be awarded and shall in all cases be scored as No-balls. The penalty shall stand in addition to any other runs that are scored.

In addition for the purpose of this regulation, a ball that passes above the head height of the batsman, that prevents him being able to hit it with his bat by means of a normal cricket stroke shall be called "Wide".

For the avoidance of doubt, any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in the over.

Length of boundaries

The minimum length of boundaries shall be 50 metres radius and the maximum length shall be 60 metres when measured from the centre.

Tournament Winners

Should two or more teams have the same number of points at the end of the tournament matches the tournament title shall be shared.