



# Under 15 TUANKU JA'AFAR CUP 2001

## TITLE

The Tournament shall be known as Under 15 **TUANKU JA'AFAR CUP 2001**, shall be organised by **Hong Kong Cricket Association** and shall take place between 12<sup>th</sup> – 15<sup>th</sup> December 2001 in Hong Kong

## QUALIFICATION RULES

- a) At least 9 of the playing eleven must either qualify by birth or citizenship for that country. The balance of the playing eleven must have been resident in the country they are representing since 11<sup>th</sup> December 1996. For the avoidance of doubt ICC Qualification rules will apply.

## COMPOSITION OF TEAMS

1. Each team will be limited to 14 players from which their teams will be selected throughout the Competition. Nomination of the players must reach the Organising Committee one week before the scheduled start of the tournament.
2. Each nominated player registered must be in accordance with the qualification rules.
3. Only players registered with the Organising Committee will be eligible to play.
4. Unless otherwise stated, the Laws of Cricket shall prevail throughout this tournament.

## REGISTRATION OF PLAYERS FOR A MATCH

1. Law 1.2 - 'Before the toss for innings, the Captains shall nominate their players in writing who may not thereafter be changed without the consent of the opposite Captain.' In addition, the full names of the nominated players and the reserves shall be submitted to the Umpire(s) and opposing Captain or his deputy, before the toss for the innings.
2. If a player nominated to play in a match does not turn up within an hour of the actual commencement of play, it shall be the nominated substitute, who shall immediately thereafter replace the absent nominated player.

## PARTICIPATING TEAMS

<b>HONG KONG</b>	<b>MALAYSIA</b>
<b>SINGAPORE</b>	<b>HONG KONG 'A'</b>

## RULES OF THE TOURNAMENT

### 1. LAWS OF CRICKET

Except as varied hereunder the Laws of Cricket (2000 Code) and subsequent amendments, ICC Code of Conduct and ICC Regulations shall apply.

### 2. DURATION OF MATCHES

The matches will consist of one innings per side and each innings will be limited to 40 six ball overs. A minimum of 20 overs per team shall constitute a match.

### 3. COMPETITION FORMAT

Each team will play one match against the other three competing teams. The top two teams will play in the final after determining positions as per 14.1 All matches will be played at Hong Kong Cricket Club, Kowloon Cricket Clubgrounds as per the following schedule:

#### MATCH SCHEDULE

##### VENUE

#### Wednesday 12<sup>th</sup> December

Hong Kong vs Malaysia KCC

Hong Kong 'A' vs Singapore HKCC

#### Thursday 13<sup>th</sup> December

Hong Kong vs Singapore KCC

Hong Kong 'A' vs Malaysia HKCC

#### Friday 14<sup>th</sup> December

Singapore vs Malaysia HKCC

Hong Kong vs Hong Kong 'A' KCC

#### Saturday 15<sup>th</sup> December

FINAL KCC

### 4. HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE DAY

#### 4.1 START AND CESSATION TIMES:

<u>SESSION 1</u>	<u>LUNCH</u>	<u>SESSION 2</u>
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1030 – 1310	1310 – 14.00	1400 – 16.40
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#### 4.2 INTERVAL BETWEEN INNINGS



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The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval occur as scheduled. Where play is delayed or interrupted the umpires will reduce the timing of the interval : -

<u>Time lost</u>	<u>Interval</u>
Up to 60 minutes	30 Minutes
Between 60 and 120 minutes	20 Minutes
More than 120 minutes	10 Minutes

Note : Refer also the provisions in Clause 7.2

### **4.3 INTERVALS FOR DRINKS**

Drinks breaks shall be taken after the 15<sup>th</sup> and 30<sup>th</sup> over of each innings.

Any player may receive a drink either on the boundary edge or, at the fall of a wicket on the field, provided that no playing time is lost. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be appropriately dressed in cricket attire.

## **5. APPOINTMENT OF UMPIRES & SCORERS**

### **5.1 UMPIRES**

A Panel of Umpires from Hong Kong will officiate throughout the competition. Appointment of umpires will be at the discretion of the Organising committee.

### **5.2 SCORERS**

The Organising Committee will provide an official scorer for each match. Individual teams may also have their own scorers for their matches. The scores maintained by the Official Scorer shall prevail.

## **6. THE TOSS**

The Captains, dressed in cricket attire, shall toss for the choice of innings on the field of play 30 minutes before the scheduled or rescheduled time for the match to start. The Referee/Umpires will accompany the Captains and supervise the Toss.

## **7. LENGTH OF INNINGS**

### **7.1 UNINTERRUPTED MATCHES**

(a) Each team shall bat for 40 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs have been bowled. Unless otherwise determined by the Referee, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time. The Umpires may increase the number of overs to be bowled by the team bowling second if, after consultation he/they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

(c) If the team batting first is all out and the last wicket falls at or after the scheduled time of interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the wicket falls to count as a complete over).

(d) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

(e) If the team fielding second fails to bowl the required number of overs as provided by 16.30 hrs the hours of play shall be extended until the required number of overs are bowled or a result is achieved or until bad light stops play.

### **7.2 DELAYED OR INTERRUPTED MATCHES**



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The Laws of Cricket shall prevail: i.e. reduce the overs to be faced by one over for each complete span of 3 minutes lost. If for example 3 overs are lost by rain or bad light in the first innings, the number of overs to be faced in the 2<sup>nd</sup> innings shall be reduced by the like amount. At least 20 overs per side must be played to constitute a result.

### **8. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stumps at either end of the pitch. The radius of each semi circle is 30 yards (27.5m) and the ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

The field restriction area should be marked by continuous painted white lines, markers or 'dots' at 5 yard (4.5m) intervals, each 'dot' to be covered if possible by white plastic or rubber disc measuring approx 7 inches (18cm) in diameter.

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

**For the first 12 overs**, 9 fieldsmen shall be inside the field restriction marking at the instant of delivery. For the remaining overs 4 fieldsmen shall be inside the field restriction marking at the instant of delivery. If the fielding side has less than 11 players on the field the above restrictions shall still apply.

Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circle reserved for the slip positions shall not be demarcated. (Refer Appendix 1).

**In the first 12 overs** there must be a minimum of 2 **stationary** fieldsmen within this 15 - yard field restriction at the instant of delivery. The two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in orthodox slip positions and not in short third -man positions.

Where play is delayed or interrupted affecting the innings of the team batting first in the first 12 overs of the game and the total number of overs available is thereby reduced, the number of overs in regard to the above 12-over field restrictions shall be reduced proportionately for both teams.(i.e. if the team batting first loses 2 overs because of rain, the fielding restriction of 9 men in the circles shall be reduced to 11 overs.) Where the innings of the team batting second is delayed or interrupted, the number of overs in regard to field restrictions shall be the same as the first innings. (i.e 11 overs in the above scenario)

In the event of an infringement of the above, either Umpire shall call and signal 'No Ball'.

### **9. NUMBER OF OVERS PER BOWLER**

No bowler shall bowl more than 8 (six ball) overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total allowed. This will not apply if a bowler has completed his quota of overs before the interruption to play.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will 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.

The scoreboard shall if possible show the total number of overs bowled and the number of overs bowled by each bowler.

### **10. NO BALL**

**Short Pitched Bowling** - If a ball passes or would have passed above shoulder height of the striker standing in his normal batting stance at the crease, either Umpire shall call and signal No Ball.

The Laws of cricket shall apply in relation to the bowling of full pitched balls which pass or would have passed the striker above waist high.

### **11. WIDE BOWLING - JUDGING A WIDE**

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



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Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to play a cricket shot shall be called and signalled "Wide".

### **12. THE BALL**

Each fielding team shall have one new ball for its innings. Organisers shall provide a Platypus 'Match' red four piece cricket ball which will be used in all matches. Each fielding team shall have one new ball for its innings.

The Umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play Umpires shall periodically inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.

#### **Ball Lost or becoming unfit for play.**

In the event of a ball during the play being lost or, in the opinion of the umpire, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in the opinion has had a similar amount of wear. If the ball is to be replaced, the umpires shall inform the batsman.

### **13. THE RESULT**

**13.1** 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 matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared 'No Result'.

#### **13.2 TIE**

In matches in which both teams have had the opportunity of batting for the agreed number of overs, 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.

#### **13.3 DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE**

If the innings of the team batting second is delayed or interrupted and it is not able to receive its full quota of overs, the target score shall be calculated according to the Duckworth-Lewis method.

### **14. POINTS**

#### **14.1 PRELIMINARY MATCHES**

The points system shall be as follows :

Win	2,
Tie or No Result	1,
Loss	0.

In the event of the teams finishing on equal points, the right to play in the Final match will be decided by the most wins in the preliminary matches or, when teams have both equal wins and equal points, the team which was the winner of the preliminary match (played between them) will be placed in the higher position or, if still equal, the higher net run rate. Run rate shall be total runs scored in the previous games divided by total number of wickets lost.

**Results and scores of matches involving Hong Kong 'A' will not count in any calculations.**

#### **14.2 FINAL**

If no result is achieved in a final then the winner shall be :

- The team with higher points in the preliminary round or if finishing equal,
- The team with most number of wins in the preliminary round matches or if still equal,
- The team which was the winner of the preliminary match ( if played between them) or if still equal,
- team with better run rate (run over wickets as above) or if still equal,
- Decided by spin of the coin.

### **15. SUBSTITUTES**

The Laws of Cricket apply

### **16. LAW 3.8 - FITNESS OF GROUND, WEATHER AND LIGHT**

The Laws of Cricket apply.



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### 17. THE BAT

The Laws of Cricket apply.

### 18. LAW 7 - THE PITCH

The Laws of Cricket apply.

In the event of any dispute, the Referee/Umpires in consultation with Organising Committee, will rule and this ruling will be final.

### 19. THE PITCH Surface

ALL MATCHES AT HKCC AND KCC SHALL BE PLAYED ON NATURAL TURF PITCHES unless weather conditions dictate otherwise. Matches played at Sandy Bay shall be played on a synthetic wicket. Players should have suitable footwear for both types of surface. No metal spiked footwear shall be allowed in games on synthetic pitches.

#### 19.1 Law 10.1 - Rolling of Pitch.

The Laws of Cricket apply.

### 20. LAW 11 - COVERING OF THE PITCH BEFORE AND DURING A MATCH

Where possible ground authorities shall have covers available to protect the pitch overnight and from rainstorms during the game.

### 21. PRACTICE ON THE FIELD

At no time on any day of the match shall there be any bowling or batting practice on the pitch or the square except in official netted practice pitch areas. In addition there shall be no bowling or batting practice on any part of the square or the area immediately parallel to the match pitch after the commencement of play on any day.

### 22. BOUNDARIES

The Laws of Cricket apply.

### 23. THE BALL - MODE OF DELIVERY

Law 24.1 Will apply except that the bowler may not deliver the ball underarm.

### 24. LAW 30 - BOWLED

The Laws of Cricket apply.

### 25. LAW 42.6 - THE BOWLING OF HIGH FULL PITCHED BALLS

The bowling of High Full Pitched balls is unfair.

A **Fast, High full Pitched Ball** shall be defined as a ball that passes, or would have passed, on the full above waist height of a Batsman standing upright at the crease. Should a Bowler bowl a fast high pitched ball, either Umpire shall call and signal No Ball. In the event such unfair bowling the Umpire at the Bowler's end shall adopt the procedure of caution, final warning, and action against the Bowler and reporting as set out in Law 42.6.

#### Law 42.6(b) – The Bowling High Full Pitched Balls

Law 42.6 (b) shall apply as modified:

(a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at a the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker.

(b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be **deemed** dangerous and unfair, whether or not it is likely to inflict physical injury on the strike.

(c) In the event of a bowler bowling a high full pitched ball as defined in (a) and (b) above (i.e. a beamer) the umpire at the bowler's end shall adopt the procedure:

(d) In the first instance the umpire shall call and signal no ball and when the ball is dead, caution the Bowler and issue a first and final warning. The umpire shall inform the other umpire, caption of the fielding side and the Batsman of what has occurred.

(e) At the first repetition call and signal no ball and when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively.



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(f) Not allow the Bowler, thus taken off, to bowl again in the same innings.

(g) At the first opportunity report the occurrence, with the other umpire, to the captain of the batting side and the match referee responsible for the match who shall take any further action which is considered to be appropriate against the Captain and the Bowler concerned (Refer also to Law 42.1 Fair and Unfair Play-Responsibility of the Captains)