

ICC UNDER 19 CRICKET WORLD CUP 2002

PLAYING CONDITIONS

Except as varied hereunder and by the ICC Standard Playing Conditions the Laws of Cricket (2000 Code) shall apply and these variations must be read in conjunction with the Laws, the current ICC Standard Playing Conditions for One Day International matches and the current ICC Code of Conduct.

COMPETITION FORMAT

Sixteen Teams, details of which are given below, will be in four separate groups consisting of four teams each. Teams in each group will play each other once. At the end of the Preliminary rounds, the top two teams in each group will advance to the Super League and the bottom two teams in each group will play in the Plate Championship.

GROUP A	GROUP B	GROUP C	GROUP D
India	Sri Lanka	Pakistan	Australia
South Africa	New Zealand	England	West Indies
Bangladesh	Zimbabwe	Nepal	Scotland
Canada	Namibia	Papua New Guinea	Kenya

1. DURATION OF MATCHES

In place of Clause 1 the following shall apply:

ICC Under 19 Cricket World Cup Matches shall be of one day's duration. There are reserve days for each of the semi-finals and the final of both the Super League and Plate Championship competitions, on which an incomplete Match may be continued from the scheduled day.

The Matches will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 25 overs per team shall constitute a Match.

2. HOURS OF PLAY AND INTERVALS.

In place of Clause 2 the following shall apply:

2.1 Start and Cessation Times:

There will be two sessions of 3.5 hours each separated by a 45 minute break.

10.30am – 2.00pm	First Session
2.00pm – 2.45pm	Interval
2.45pm – 6.15pm	Second session

2.2 Interval Between Innings:

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 will occur as scheduled.

Where play is delayed or interrupted the Umpires will reduce the length of the interval as follows:

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

Note: Refer also to the provisions of Clause 4.2

2.3 Intervals for Drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that 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 wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

2.4 Extra Time

In a Match where the start is delayed or play is suspended the scheduled hours of play shall be extended up to 8.00pm.

3. APPOINTMENT OF UMPIRES AND REFEREES

In place of Clause 3 the following shall apply:

The Event Technical Committee, in conjunction with IDI, will appoint Umpires and Match Referees for all ICC Under 19 Cricket World Cup 2002 Matches. The umpires will be selected from those umpires who are members of New Zealand Cricket's umpiring panels and invited overseas umpires. A reserve umpire will be appointed for the Preliminary rounds as well as the Super League and Plate Championship. The Referees will be selected from available current or past members of the ICC Referees Panel. For the semi finals and the final the Event Technical Committee, in conjunction with IDI, will appoint a third umpire who shall act as the emergency umpire and officiate in regard to TV replays. No competing teams will have the right of objection to an umpires appointment. All on-field appointed umpires will be of International or First Class standard.

Note:

Please also refer to **ICC Regulation 2.2:** Third Umpire/TV Replays.

The Toss: The Captains, dressed in on-field Match clothing, 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 will accompany the Captains and supervise the toss.

4. LENGTH OF INNINGS

4.1 Uninterrupted Matches

Clause 4.1 will apply with the exceptions described in the Code of Conduct variations (attached.)

7. NO BALL

In the first line insert the word 'fast' before 'short pitched delivery'.

9. THE BALL

In place of clause 9 the following shall apply:

White Kookaburra 156gram four piece balls will be used for all ICC Under 19 Cricket World Cup 2002 Matches. Each fielding team shall have one new ball for its innings.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by IDI. The Reserve or Third Umpire, or their nominee, shall take a box containing at least six new balls to the dressing room and supervise the selection of the ball.

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 and irregularly inspect the condition of the ball and shall retain

possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

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

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

10.3 APPLICATION OF DUCKWORTH LEWIS SYSTEM

Clause 10.3 shall apply with the following addition:

After any hold up in play, the Umpires will notify the designated personnel (see below) of the number of overs lost and the appointed official will perform the Duckworth Lewis calculations required. The Umpires will both satisfy themselves as to the correctness of such calculations before allowing play to take place and will then notify the Captains and Match Manager of such decisions.

Designated Personnel:

Dunedin, Christchurch and Lincoln: Designated Match Scorers
Auckland: Designated NZC Personnel

Practice Matches

Please note that the Duckworth Lewis System will not apply for the practice matches. In its place will be the following:

Delayed Or Interrupted Matches – Calculation Of The Target Score

- (a) A result can be achieved only if both teams have batted for at least 25 overs, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.
- (b) All other matches in which one or both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared 'No result' matches.
- (c) In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each 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.

- (d) 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.
- (e) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the result shall be decided as follows:
 - (i) The runs scored by the team batting second shall be compared with the runs scored by the team batting first in the same number of overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total of the number of overs bowled to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.
 - (ii) If due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs as are available to the side batting second, counted back from the end of the innings of the side batting first, or more than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.
 - (iii) In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed.
 - (iv) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- (f) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score, which in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target. The game concludes when the target is reached, or when the side batting second is bowled out, within the nominated number of overs, or when the nominated number of overs is completed.
- (g) The scorers shall maintain a record, during the innings of the team batting first, of the total at the end of the first over to the end of over number twenty five.

11. POINTS

In place of Clause 11 the following shall apply:

11.1 Preliminary and League matches:

The points awarded per match in the case of the Preliminary rounds, the Plate Championship and the Super League will be as follows:

Win.....	4 points
Tie or No Result.....	2 points
Loss.....	0 points
Bonus Point	1 point

11.2 Bonus Points:

The Team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer ICC Playing Conditions (Appendix 3).

11.3 Preliminary Round:

The sixteen participating countries are divided into four separate groups consisting of four teams each, with each team playing one Match against the other team. On completion of the preliminary round, the top two teams from each group shall progress to the Super-League. The bottom two teams from each group shall compete in the Plate Championship.

Points accumulated in the Preliminary Round are not carried forward to the Super League or Plate Championship.

In the event of teams finishing on equal points within their respective group, the right to proceed to the Super League or Plate Championship will be decided as follows :

1. The team(s) with the greater number of wins will be placed in the higher position(s).
2. When teams have both equal wins and equal points, the Team which was the winner of the group Match played between them will be placed in the higher position.
3. If still equal, the team with the higher net-run rate in the Preliminary Group Matches will be placed in the higher position.

Note – In a Match declared 'No Result' run rate is not applicable.

11.4 Super League and Plate Championship

The eight participating countries in the Super League and Plate Championship are divided into two separate groups consisting of four teams each, with each team playing one Match against the other team .

The Groups will be determined as follows :

	<u>SUPER LEAGUE 1</u>	<u>SUPER LEAGUE 2</u>
Super League	Team 1A Team 2B Team 1C Team 2D	Team 2A Team 1B Team 2C Team 1D
Plate Championship	<u>PLATE LEAGUE 1</u>	<u>PLATE LEAGUE 2</u>
	Team 3A Team 4B Team 3C Team 4D	Team 4A Team 3B Team 4C Team 3D

In the event of two or more teams finishing on equal points within their respective groups, the right to proceed to the Semi-Finals will be decided as follows :

1. The team(s) with the greater number of wins will proceed to the Semi-Final.
2. When teams have both equal wins and equal points, the team which was the winner of the Super League or Plate Championship Match played between them will proceed to the Semi-Final.
3. If still equal, the team with the higher net-run rate in the Super League or Plate Championship Matches will proceed to the Semi-Final.
4. If still equal, the Team with the most number of points scored in the Preliminary Round Matches will proceed to the Semi-Finals.
5. In the unlikely event that Teams are still equal, the Team with higher net run rate in the Preliminary Round Matches will proceed to the Semi-Finals.
6. If all of the Super League or Plate Championship Matches are 'No Result', the four teams which finished top of each of the four groups in the Preliminary Round will proceed to the Semi-Finals of the Super League qualifiers. The four Teams that finished in the third place in each of the four groups in the Preliminary Round will proceed to the Semi-Finals of the Plate Championship qualifiers.

Note – In a Match declared 'No Result' run rate is not applicable.

11.5 Semi-Final

If a Semi-Final is tied or there is no result, the team that finished higher in the Super League or Plate Championship Matches as decided by Clause 11.4 shall proceed to the Final.

11.6 Final

If no result is achieved in a final on the scheduled day of play, the Match shall be replayed on the scheduled reserve day. If no result is achieved in the replay on the reserve day, the Match shall be declared drawn.

In the event of a tied Final or there is no result, the teams will be declared joint winners.

11.7 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team in each of the separate phases of the Event.

The net run rate calculation for each team shall not be carried forward from the Preliminary Round Matches to the Super League or Plate Championship Matches. At the commencement of the Super League or Plate Championship series of Matches a new net run rate calculation shall be commenced. It is this new net run rate calculation, if required, which will determine semi-finalists in the Super League and Plate Championship.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those Matches where results are achieved and where the Duckworth/Lewis method for recalculating the target score was not utilised will count for the purposes of net run rate calculations.

In addition to the ICC Playing Conditions the following will apply:

1. REPLACEMENT PLAYERS

Any application by a Competing Team for a Replacement Player must be approved by the Event Technical Committee before any change to the initial squad is made. Teams must be aware that Replacement Players will only be considered if any player in the original squad is unfit at any time to take further part in the Competition.

The Event Technical Committee will make the final decision on the replacement of a Player taking the advice of a report on the Player submitted by an Event Technical Committee appointed Doctor independent of the team. If a country requires a Replacement Player, it will need to present its case in writing to the Event Technical Committee via the Tournament Director. The written request will need to provide full details of the injury, when it occurs, what it involves and

the length of time the player may be incapacitated. It will need to be authorised by the Doctor appointed by the Event Technical Committee confirming that the injury will prevent her from playing.

If the Event Technical Committee agrees to the replacement of a player, the country itself will be responsible for making all travel arrangements and meeting the costs of the additional member of the party. Once a Player has been replaced under these provisions, he can take no further part in the tournament at a later stage, even if he recovers from his injury.

The Event Technical Committee will make every effort to deal with any requests from the Team as soon as is practicably possible.

2. CODE OF CONDUCT

The ICC Code of Conduct (as amended by the attachment herewith) will apply during the ICC Under 19 Cricket World Cup 2002. All players and officials from competing teams will be bound by the Code of Conduct.

3. BOUNDARIES

3.1 Minimum Boundary Measurements:

The minimum boundary requirements as contained in the ICC Test Match Playing Conditions (Clause 20) will not apply for this Tournament.

3.2 Rope Boundary Markings:

Where it is not possible to adhere to the minimum boundary requirements referred to in the ICC Test Match Playing Condition (Clause 20) the requirement to designate the boundary by use of a rope or similar object (placed a minimum of 3 yards from the fence or advertising signs) is waived.

Boundaries may be marked by a continuous painted white line where ropes are not available.

Note: If there is any dispute regarding clauses 3.1 and 3.2 the Match Referee will make the final decision.

4. "HITTING UP"

Teams are required to exercise the utmost care and caution when engaging in practice and pre-Match warm-up and "hitting-up" activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing. Areas will be designated where "hitting up" may occur.

ICC CODE OF CONDUCT

The ICC Code of Conduct shall apply for all Official Matches at the ICC U19 World Cup 2002 except as varied hereunder.

1) Penalties to be imposed by the Referee

Refer to Page 26 of the ICC Booklet

As per the ICC Code of Conduct for Players and Officials with the following amendments:

2(b) A fine will not be applied to individual players

(c) The reference to “fine” will not be applied for this event.

Fines

Paragraphs 3-6 inclusive will not be applied in relation to breaches of the Code of Conduct by individual players. The only financial penalties (fines) to be considered to be imposed is in the case of a breach of the ICC Regulations relating to Advertising on Cricket Equipment and Clothing in International Cricket.

A new paragraph is to be applied, which reads:

“Where a player has been found guilty of a breach of the ICC Regulations relating to Advertising on Cricket Equipment and Clothing in International Cricket, the Participating Country shall be fined up to a maximum of NZ\$500, and if a breach has been reported to the Captain or Team Manager of the player(s) in breach, a separate offence shall be deemed to be committed in each session of play in which the player continues to wear the offending advertisement/logo after the session in respect of which the report was made.

In the event of a player(s) or Team Official being fined, such fine must be paid to ICC within 30 days following the conclusion of the Event, and any failure to meet this requirement will render the player(s) ineligible for selection in any fixture under the jurisdiction of ICC or any of its affiliated bodies, and the Team Official ineligible to act as a Team Official for any team playing in any fixture under the jurisdiction of ICC or any of its affiliated bodies, as long as payment remains outstanding.”

Bans

Paragraphs 7-12 will not be applied, and replaced with a new paragraph which reads:

“Bans may be for a number of ICC U19 Cricket World Cup 2002 fixtures or for a defined period commencing on a date to be fixed, and shall take effect immediately following the decision to ban, and shall apply to any fixtures under the jurisdiction of ICC, and for the avoidance of any doubt, shall apply to international cricket fixtures of any kind and at any level played within or outside New Zealand.

In the event of a player being banned, but not having any further ICC U19 Cricket World Cup 2002 fixtures to play in, ICC will notify the player's Home Board of the offence and penalty."

Note

In determining a ban, the future playing commitments of the player should be brought into account.

J Minimum Over Rates

1 Calculation

Reference to Section 10 Financial Sanctions (fines) will not be applied.

4-7 Procedure

Reference to Section 10 Financial Sanctions (fines) will not be applied.

10-11 Sanction

No financial sanctions (fines) will be imposed on individual players or participating countries for over rate penalties.

K Penalties – General

2 The References in Sections 2(b) and 2(d) to a fine will not be applied during this event.

3 No fines will be imposed on individual players.

4-5 No fines will be imposed on individual players.