



- (a) If tournament is based on Round-robin format, then overall winner is team with highest points accumulated.
- (b) If tournament is based on Knockout format, or if any teams are on equal points at any stage of the tournament, then team with higher Net Run Rate goes through.  
Net Run Rate is calculated as follows:

Difference between, runs scored divided by the total number of over's available in the innings for the batting team, and; runs conceded divided by the total number of over's available in the innings by the opposing team. (i.e. Run Rate Achieved minus the Run Rate Conceded)

Example 1

Each team in each innings is able to bat for 30 over's. Team "A" has scored 360 runs in 3 innings (total available over's were 90 over's), giving them an average run rate of 4.00 runs achieved (360 divided by 90). But has Conceded 315 runs in 3 innings (total available over's were 90 over's), gives them average run rate of 3.5 runs conceded (315 divided by 90). Hence, the Net Run Rate for Team "A" is 4.00 minus 3.50 = +0.50.

Example 2

Each team in each innings is able to bat for 30 over's. Team "A" has scored 75 runs in 18 over's in 1 innings (total available over's were 30 over's), giving them an average run rate of 2.5 runs achieved (75 divided by 30). But has Conceded 215 runs in 30 over's in 1 innings (total available over's were 30 over's), gives them average run rate of 7.16 conceded (215 divided by 30). Hence, the Net Run Rate for Team "A" is 2.5 minus 7.16 = -4.66.

Example 3

Each team in each innings is able to bat for 30 over's. Team "A" has scored 125 runs in 25 over's in 1 innings (total available over's were 30), giving them an average run rate of 4.16 (125 divided by 30 over's). But has conceded 126 runs in 18 over's by team "B" 1 innings giving them average run rate of 7.00 conceded (126 divided by 18 (even though 30 over's were available, team B only used 18)) Hence the Net Run Rate for Team "A" is minus 2.84, 4.16 – 7.00 = -2.84

- 10. All international rules will apply including the **Code of Conduct** and excluding the **Duckworth Lewis System**.
- 11. Minimum 17 over's to constitute a match.
- 12. Maximum 6 over's per Bowler.
- 13. Fielding Restrictions for 1st 9 over's - only 2 players outside 30-yard circle permitted. If 30-yard circle is not "marked" on the ground available to play, both captains will endeavour to play fairly, adhering to the said rule and co-operate with the umpires.
- 14. After 9 over's, a minimum of 4 players will remain inside the 30-yard circle excluding the Wicket Keeper and the Bowler.
- 15. 2 Catching Fielders are required throughout the innings within 15 yards. If 15 yard circle is not "marked" on the ground available to play, both captains will endeavour to play fairly, adhering to the said rule and co-operate with the umpires.
- 16. For any No-Ball or Wides – one extra run and one extra ball to be given to batting team.
- 17. Any rained off match which is only partially completed is deemed to be a drawn game with No Result - hence 2 points will be awarded to both the teams.
- 18. At least one Neutral Umpire to officiate all matches.
- 19. Where possible host clubs to provide two match scorers
- 20. Other Rules are per latest published NZ Cricket Rules Book.