

## Oblate Cricket Tour 2018 (Dec 3-7, 2017)

<b>Flight Details</b>		
<b>School Team</b>	<b>Arrival</b>	<b>Departure</b>
Mazenod College VIC	Sunday 3 <sup>rd</sup> December Flight QF 612 Arrival at 11.20am	Friday 8 <sup>th</sup> December Flight QF 613 Depart at 8.55am
Whitefriars College VIC	Sunday 3 <sup>rd</sup> December Flight VA 327 Arrival at 1.10pm	Thursday 7 <sup>th</sup> December Flight VA 346 Depart at 5.55pm
Mazenod College WA	Sunday 3 <sup>rd</sup> December Flight QF 596 Arrival at 3.20pm	Friday 8 <sup>th</sup> December Flight QF 573 Depart at 3.30pm

<b>Tour Itinerary</b>							
<b>Day/Date</b>	<b>Daily Activities/Matches</b>						
<b>Sunday 3<sup>rd</sup> December</b>	<ul style="list-style-type: none"> <li>Mazenod College VIC, Whitefriars College VIC and Mazenod College WA arrive in Brisbane.</li> <li>The Iona bus will pick up Mazenod College VIC at 11.30am from airport and bring back to Iona.</li> <li>The Iona bus will pick up Mazenod College WA at 3:30pm from airport and bring back to Iona.</li> <li>The Iona bus will pick up Whitefriars College VIC at 1:30pm from airport and bring back to Iona.</li> <li>Students are picked up by billeting families.</li> <li>Welcome Mass and dinner at Iona College (mass starts at 5.00pm – Sports Supporters will cook dinner as Mass starts).</li> </ul>						
<b>Monday 4<sup>th</sup> December</b>	<ul style="list-style-type: none"> <li>Set up Davine and McCarthy Oval fields (boundary cones, 6 stumps and 4 bails, scoreboard, water container and cups).</li> <li>Matches start at 9:00am and go until 4:40pm. Lunch to be picked up from Subway.</li> </ul> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Iona vs. Mazenod WA</td> <td style="width: 50%;">Davine Oval (Iona)</td> </tr> <tr> <td>Padua vs. Whitefriars VIC</td> <td>McCarthy Oval (Iona)</td> </tr> <tr> <td>Villanova vs. Mazenod VIC</td> <td>Andrew Slack Oval (Villanova)</td> </tr> </table>	Iona vs. Mazenod WA	Davine Oval (Iona)	Padua vs. Whitefriars VIC	McCarthy Oval (Iona)	Villanova vs. Mazenod VIC	Andrew Slack Oval (Villanova)
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<b>Tuesday 5<sup>th</sup> December</b>	<ul style="list-style-type: none"> <li>Set up Davine and McCarthy Oval fields (boundary cones, 6 stumps and 4 bails, scoreboard, water container and cups).</li> <li>Matches start at 9:00am and go until 4:40pm. Lunch to be picked up from Subway.</li> </ul> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Mazenod VIC vs. Mazenod WA</td> <td style="width: 50%;">Davine Oval (Iona)</td> </tr> <tr> <td>Iona vs. Whitefriars VIC</td> <td>McCarthy Oval (Iona)</td> </tr> <tr> <td>Villanova vs. Padua</td> <td>Andrew Slack Oval (Villanova)</td> </tr> </table> <ul style="list-style-type: none"> <li>Coaches Dinner (commencing at 6:30pm at the Plough Inn).</li> </ul>	Mazenod VIC vs. Mazenod WA	Davine Oval (Iona)	Iona vs. Whitefriars VIC	McCarthy Oval (Iona)	Villanova vs. Padua	Andrew Slack Oval (Villanova)
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<b>Wednesday 6<sup>th</sup> December</b>	<p style="text-align: center;">REST DAY</p> <ul style="list-style-type: none"> <li>All touring schools are heading down to Dream World (ordered coach will pick up all teams at 9:00am from Iona and at 4:00pm from Dream World – arrive home approx. 5:00pm).</li> </ul>						
<b>Thursday 7<sup>th</sup> December</b>	<ul style="list-style-type: none"> <li>Set up Davine and McCarthy Oval fields (boundary cones, 6 stumps and 4 bails, scoreboard, water container and cups).</li> <li>Matches start at 7:45am and go until 3:30pm. Lunch to be picked up from Subway.</li> </ul> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Iona vs. Mazenod VIC</td> <td style="width: 50%;">Davine Oval (Iona)</td> </tr> <tr> <td>Padua vs. Mazenod WA</td> <td>McCarthy Oval (Iona)</td> </tr> <tr> <td>Villanova vs. Whitefriars VIC</td> <td>Andrew Slack Oval (Villanova)</td> </tr> </table> <ul style="list-style-type: none"> <li>Presentation Ceremony at Iona College (commencing at 4:00pm).</li> <li>Whitefriars VIC depart for airport via a coach (pick up at 4pm).</li> </ul>	Iona vs. Mazenod VIC	Davine Oval (Iona)	Padua vs. Mazenod WA	McCarthy Oval (Iona)	Villanova vs. Whitefriars VIC	Andrew Slack Oval (Villanova)
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<b>Friday 8<sup>th</sup> December</b>	<ul style="list-style-type: none"> <li>• Mazenod VIC leave for airport via school bus from Iona (depart at 7:00am).</li> <li>• Mazenod WA leave for airport via school bus from Iona (depart at 11:00am).</li> </ul>
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## **Code of Conduct**

The Iona College community is justifiably proud of the place sport has in their daily lives. However, what are equally important to all of us involved in cricket is the way the game is played and the manner in which all participants conduct themselves.

The Colleges expect that as a College representative, you play within the Laws and uphold the Spirit of the Game. The spirit of the game is fostered by the values that you bring to your team and the game. They include:

### **Fair Play**

According to the Laws of Cricket, 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 or coach to take action.

### **Captains' and Coaches' Responsibility**

The captain and coach are responsible at all times for ensuring that play is conducted within the spirit of the game and within the Laws.

### **Players**

Captains, coaches and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to play the game in good spirit and fairness.

### **Respect**

The spirit of the game involves respect for:

- your opponents;
- your captain, coach and team;
- the role of the umpires;
- the traditional values of cricket.

### **Umpire's Authority**

The umpire's are authorised to intervene in cases of:

- time wasting;
- damaging the pitch;
- dangerous or unfair bowling;
- tampering with the ball;
- any other action that they may consider unfair.

### **Against the Spirit**

It is against the spirit of the game to:

- dispute an umpire's decision by word, act or gesture;
- direct abusive language towards an umpire or opponent;
- indulge in cheating or unsportsmanlike behaviour.
- Such instance may include:
  - appealing when knowing the batter is not out;
  - advancing towards an umpire in an aggressive manner when appealing;
  - seeking 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.

# **Oblate Cricket Carnival**

## **Rules**

### **RULES OF THE CARNIVAL - 2018**

The matches in Oblate Tournament will be two innings of 50 x 6 ball overs, played according to the Laws of Cricket (1980 code).

#### **1. TEAM COMPOSITION**

- a) Thirteen players may be used in the fielding side, but only eleven of those may bat. The 12<sup>th</sup> batsmen must be declared prior to the toss.
- b) No player can turn 19 or above in the year of the carnival. Each player must still have one year of education at their College to be eligible for selection.
- c) All players nominated for the carnival must be enrolled at their respective College for the current year.

#### **2. DURATION OF MATCHES**

100 overs may be bowled in the day unless weather intervenes, in which case points will be awarded as per the bonus point system (4.1):

- a) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs unless the innings is interrupted by weather.
- b) In matches where play is delayed or interrupted the object should always be to rearrange the number of overs so that both teams have the opportunity of batting the same number of overs (minimum 15 overs per team). Play may not be extended beyond 6.00p.m. In the event of rain, the game will be declared a draw if fewer than 15 overs are bowled in the second innings. The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour (1 every 3.75 minutes).
- c) Play commences at 9.00am with 3hrs 30mins play for each innings. If the side bowling first does not bowl 50 overs in 3 hours 30mins, it must bowl out the 50 overs but only faces that number of overs which it had bowled in 3hours 30mins. Extra time (for injuries etc.) to be at the umpires' discretion.
- d) Fielding restrictions are at the coach's discretion, however, all should bear in mind the spirit of the game and players' safety are top priority.

#### **3. HOURS OF PLAY.**

Session 1	9.00am - 12.30pm
Interval	12.30pm – 1.10pm
Session 2	1.10pm – 4.40pm

- a) If the team batting first is dismissed after 11.50am, the lunch interval of 40minutes will then be taken. If the innings concludes before 11.50am, the team batting second will commence its innings after a 10 minute break.

#### **4. POINTS.**

WIN	7 POINTS
DRAW	5 POINTS
LOSS	2 POINTS

#### **4.1 BONUS POINTS**

- Bonus points are as follows:
  - 0.01 points added on for each run scored by your team
  - 0.25 points added on for each wicket taken by your team
- *Example* – Iona 8/235 defeated Kent St 10/55
  - Iona = (7 pts. for win, 2.35 pts. for runs, 2.5 pts. for wickets taken = 11.85 pts.)
  - Kent St = (2 pts. for loss, 0.55 pts. for runs, 2 pts. for wickets taken = 4.55 pts.)

#### 4.2 **MATCHES FINISHING EARLY**

- Scenario 1
  - Team 1 scores 250 runs in their allotted 50 overs. Team 2 in reply scores 125 all out. The match is finished and no more points are allocated.
- Scenario 2
  - Team 1 scores 45 runs all out. Team 2 can bat for their allocated 50 overs. Bonus points will be awarded up until Team 2 is either dismissed, or has reached their allotted 50 overs. The match is finished after Team 2 bats and no more bonus points are awarded following this.
- If matches finish early and no more points can be awarded (see above scenarios), it is recommended that both coaches organise a reduced over game (friendly and not for points) until the 4:40pm completion time is reached.

#### 5. **FORFEITS.**

In the case of a forfeit the non defaulting team shall receive the same maximum number of points received on that day.

#### 6. **WEATHER / WASH OUTS.**

- a) The fairness of the ground for play shall be in the hands of the groundsman and the umpires.
- b) If two or more of the first three playing days are washed out, the rest day may be used. The draw to be played on the rest day will be decided by the organising committee, subject to availability of facilities.
- c) A game may not be called off before 4.30pm without the mutual consent of the coaches, umpires and ground staff.

#### 7. **DRINKS BREAKS.**

- a) In the case of hot weather, the following format will be used - after 12 overs: Three minute break for drinks; 25 overs: Ten minute break for drinks; 37 overs: Three minute break for drinks; after 50 overs or 10 wickets: Forty [40] minutes for lunch. Similar breaks after 12, 25 and 37 overs will be employed in the following innings.
- b) Drinks may be taken more or less regularly by mutual agreement of both coaches and in consultation with the umpires.

#### 8. **CARNIVAL AWARDS.**

##### **WINNER of the Oblate Cup**

##### **WINNER of the Oblate Invitational Cup**

Each team will award their own MVP for the Carnival.

Players who achieve 5 wickets in an innings or score a century will receive a medal.

#### 9. **TARGET SCORES.**

In a game reduced due to weather, the target score for the team batting second will be determined by the Duckworth-Lewis method of calculation.

You can download the application on your mobile phone (most expensive one is around the \$1.30 mark) and/or find an online Duckworth-Lewis calculator on your laptop.

This method is used internationally, and is quick to figure out by putting the data into the application or online website.

It takes into account both time lost and wickets taken/lost. It is a fair and easy way of figuring out target scores.

#### 10. **DETERMINATION OF WINNER**

- a) A result can be achieved only if both teams have batted for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs shall be declared drawn.

**11. NUMBER OF OVERS PER BOWLER.**

- a) No bowler shall bowl more than (10) six ball overs in an innings with a maximum 6 per spell for all bowlers other than spin bowlers.
  - i. Finger spin or wrist spin bowler is allowed to bowl 10 overs in a spell.
  - ii. If a spinner changes to medium pace mid-spell, he is restricted to 6 overs.
  - iii. In accordance with ACB Under 17 bowling regulations for one day games, fast or medium bowlers may bowl one, two, three, four, five, or six overs in a spell and bowl their remaining overs up to six at any time. A minimum rest period of thirty minutes must follow the spell before more overs are allowed to be bowled.
  - iv. Spinners may bowl their full allocation in one spell if desired. The thirty minute rest period will commence after the last ball of the spell is completed.
  - v. Lunch breaks and any time off is to be included for the calculation of the rest period. It is pertinent to note that the welfare of bowlers is in the hands of the coaching staff.
- b) 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 overs allowed.
  - i. Where the total overs are not divisible by 5, the “remainder” determines how many bowlers may bowl an additional over. For example, for 37 overs, two bowlers may bowl a maximum of 8 overs with all other bowlers allowed a maximum of 7 overs.
  - ii. 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 for both bowler’s concerned.

**12. NO BALL**

- a) No ball shall be bowled under arm.
- b) If more than one ball in any over passes, or would have passed above the shoulder height of the striker at the crease (standing upright) that ball and any like balls in that over shall be called a No Ball.
- c) A ball which passes (or would have passed) above waist height to the striker in his batting stance on the full shall be called a No ball.
- d) The penalty for any kind of No Ball shall be 1 run plus any runs scored from the delivery.

**13. WIDE BALLS**

- a) Umpires are instructed to apply consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket.
- b) Any off side or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity shall be called a wide. As a guide on the leg side a ball landing clearly outside the leg stump going further away should be called a wide.
- c) The above provisions do not apply if the striker makes contact with the ball.
- d) The rules governing wide balls in one day international cricket DO NOT apply to this carnival.
- e) The penalty for a wide delivery shall be 1 run plus any runs scored from the delivery.

**14. CHANGE OF BALL**

Should the ball need replacing, the batsmen at the wicket shall choose the replacement ball.

**15. FIELDING INTERCHANGE**

Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted.