

**AUCKLAND CRICKET ASSOCIATION INCORPORATED**

**PLAYING CONDITIONS FOR THE 2011/12 SEASON**

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## SECTION 2

### ADMINISTRATIVE MATTERS

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#### 1. COMPETITION MATCHES

- 1.1 **Times and duration of matches:** The ACA shall, before the commencement of each season, establish the times of commencement, and the duration, of matches in each competition, and shall advise clubs of those times and durations before the commencement of each competition.

#### 2. DRAW

- 2.1 **Determination of draw:** The draw in respect of each competition shall be determined by the Club Cricket Manager and shall be notified to each club at least three days prior to the commencement of the relevant competition.

#### 3. MATCH RESULTS

- 3.1 Each club shall furnish to ACA the result of each match no later than 5:00 PM on the Monday following the completion of the match.
- 3.2 **Telephoning results:** Men's and Women's Premier grade captains shall appoint someone to telephone results to the ACA within 15 minutes of the conclusion of the match. The ACA results number is 021-240-8519.

#### 4. GROUND OFFICIALS AND GROUNDSPERSONS

- 4.1 **Appointment of ground official:** Many ACA matches are played on grounds controlled by the various City Councils in the Greater Auckland Area. Each home team must, in respect of all grounds, appoint a ground official for each playing day. The ground official shall:
- (a) arrange ongoing consultation with the local groundsman or official at the ground;
  - (b) ascertain whether the wicket allocated for play will be available and will be handed over for play by the ground authority on the day of play;

- (c) in the event of delays, ascertain when play can start or alternatively, whether play is to be held on an alternative pitch or ground; and
- (d) where no groundsman is present, consult with the official umpires before making any decision in respect of play on that ground.

It is recommended that the ground official be appointed by each home team well before the start of a new season and that his name be prominently displayed in clubrooms.

4.2 **Sole responsibility:** The duties specified in clause 4.1 of this section are the sole responsibility of the appointed ground official and are not the responsibility of team captains, players or the umpires. No one other than the appointed ground official shall approach groundsmen or other club officials on these matters.

4.3 **Ground official not to be player:** Wherever possible, the ground official shall not be a playing member of a team participating in play on the day concerned.

4.4 **Conference with umpires:** Wherever the ground official has control of the ground, he shall confer with the official umpire or umpires, with regard to the fitness or otherwise of the pitches concerned, from the scheduled or agreed time for start of play.

4.5 **Vacation of ground:** Umpires, players and captains must vacate (and not return to) the playing field if so instructed by the relevant ground official or by the groundsman of the relevant council-controlled playing field.

4.6 **Turf wickets:** Captains and umpires in matches played on turf wickets must ensure that play does not proceed in adverse conditions so as to cause damage to the wicket itself or the block. Serious damage could cause the closure of the block for the remainder of the season.

## 5. COMPLAINTS REGARDING PLAYING CONDITIONS

5.1 **Serious complaints:** In the case of serious complaints, particularly regarding pitches, the complainant shall inform the office of the ACA as early as possible, during or after the match (Saturday night or Sunday) so that an inspection of the pitch may be made during the same weekend.

## 6. CANCELLATION OF MATCHES

ACA has a policy of not cancelling Men's Premier and Premier Reserve grade, Men's Senior A, B and C grades and Women's Premier grade matches unless the relevant Council close the grounds or unless ground or weather conditions are such that it would be unreasonable for play to be scheduled.

6.1 **Cancellations:** Cancellations shall only be made by the ground authority or the ACA and will be communicated by the ACA as soon as possible after the decision is made.

6.2 **Communication:** Cancellations for all morning grades will be advised via the ACA website no later than 7.30am on the day of play. Cancellations for all afternoon grades will be advised via the ACA website, as a first port of call, and on the ACA Info Line no later than 10.00am on the day of play. The ACA Info Line telephone number is 815 4869. **Please DO NOT telephone Radio New Zealand for information.**

n.b. To remove any doubt over (i) the availability of a ground for play on any day or (ii) the cancellation of any match, team captains should not take into account hearsay evidence, grounds closed signs or any other medium of communication other than the ACA website and Information Line (09 815 4869) or the Club Cricket Manager (021 240 8519).

## 7. DEFAULTS AND FAILURE TO FULFIL FIXTURES

7.1 Any proposed default must be advised to the Club Cricket Manager at ACA before 12:00 PM on the Friday preceding the scheduled match.

7.2 It is the responsibility of all teams to contact their Club Manager or Secretary prior to the default deadline. Clubs may be able to assist in the recruitment of extra players to avoid a default, or may be able to use that teams players to prevent another team from defaulting. Teams should make contact with clubs as early as possible to give them the best possible chance of finding players, this also allows the possible arrangement of alternative/friendly games for those teams defaulted to.

7.3 A teams' first contact to discuss defaults should be their Club Manager or Secretary. If they are unable to contact them they should phone or e-mail Daniel Farrow at Auckland Cricket – dfarrow@aucklandcricket.co.nz, 8457742 or 021 240 8519.

7.4 A default is a situation where:

(i) a team does not show up at the appropriate ground within half an hour of the stated starting time for that grade (refer to clause 1.1 of Section 13)  
OR

(ii) a team turns up on the day with insufficient players required to play a game (refer to clause 1.1 of Section 13), OR

(iii) a team does not comply with clause 7.1

7.5 In the case of a default the appropriate points will be awarded to the team defaulted to in accordance with the Playing Conditions. Additionally, for men's two day and one day grades, a fine will also be levied against the club to which the defaulting team belongs unless either the team or the club has complied with clause 7.1 and the defaulting team offers to play the appointed game at another date or time but the opposition refuses

## **8.0 PLAYER REPLACEMENT RULE**

8.1 **Selection of player:** If a player in a Men's Premier Grade Two Day Competition is unable to play one day of a match, he may not play the other day of that match, unless:

(a) his inability to play arises as a result of:

(i) his selection in a Representative Match; or

(ii) him being one of a maximum of two players in that Team who is unable to play for reasons other than representative selection; and

(b) such player's Team captain has, prior to the commencement of the first day of the match and at the same time as team lists are exchanged in

accordance with any regulations made pursuant to bylaw 9.1, notified the opposing Team's captain of:

- (i) any such situation;
- (ii) the name of such player; and
- (iii) the name of any replacement player pursuant to clause 8.2 of this section.

**8.2 Replacement of player:** If, in accordance with clause 8.1 of this section, a player in a Two Day Competition is to play only one day of a match of a Two Day Competition, his/her Club may use a replacement player in his/her stead for the other day of such match, subject to such replacement player obtaining a regrade in accordance with the bylaws, if required. Such replacement player may participate fully in such match. If such replacement player, for any reason, does not play in such match, he/she shall not play in any other match on the relevant day except as provided in clause 8.4 of this section.

**8.3 Replacement of player in lower Teams:** If a Club uses a replacement player or replacement players from another Team pursuant to clause 8.2 of this section, another player or players from that Club may play for that Team, subject to that other player or players obtaining a regrade in accordance with the bylaws, if required. If a player is used as a substitute for another player in accordance with clause 8 of this section, any other player from that Club may play for the Team for which that player normally plays, subject to that other player obtaining a regrade in accordance with the bylaws, if required.

**8.4 Original player's availability:** Should the player to be replaced pursuant to clause 8.2 of this section become available to play in the relevant match, he/she shall play in that match and the replacement player shall play in the match in which he/she was originally to have played. If the replacement player was not scheduled to play in any other match on the relevant day, he/she shall not play in any match on that day.

**8.5 Maximum number of replacement players:** For the avoidance of doubt, in any situation where player replacements are being used for other than representative selection purposes, the maximum number of players that can be replaced in any Team shall be two.

## 9. TRANSFERS

9.1 **Transfer of players:** Subject to bylaw 8.2, during a Season, a player may transfer from one Club to another Club by:

- (a) applying, on a form prescribed by the Chief Executive from time to time and signed by either the secretary or chairman of both Clubs, to the Board of Directors or its authorised official; and
- (b) obtaining a regrade in accordance with the ACA bylaws, if required.

9.2 The Club from which the player is transferring shall not refuse to sign the form specified in subclause 9.1(a) above if the player is a financial member of that Club at the time of the proposed transfer. The Board of Directors or its authorised official may, in its sole discretion, accept the form specified in subclause (a) without the signature of both Clubs affixed to it.

9.3 **Application for transfer:** Upon receipt of an application made in accordance with clause 10.1(a), the Board of Directors or its authorised official shall, after a period of no less than 14 days, notify the player and the Clubs of its decision in respect of the application.

9.4 **Refusal of transfer:** The Board of Directors or its authorised official may, in its sole discretion, decline any application for transfer by a player made in accordance with clause 10.1 of this section.

9.5 **Effect of transfer:** A player who has transferred Clubs in accordance with this section or who has transferred to a Club from a club which is not a Member shall not play in a final match or semi-final match for the Club to which he transferred unless he has, since the date of his transfer, played for that Club in at least two Association matches.

## 10. CLUB CRICKETER OF THE YEAR AWARDS

10.1 **Awards:** Two awards shall be presented at the ACA Cricketer of the Year Awards at the end of each season. These awards are:

- (i) Cricket Express Men's Premier Grade Club Cricketer of the Year.
- (ii) Women's Premier Grade Club Cricketer of the Year.

10.2 The Club Cricketer of the Year Awards shall be determined by points accumulated by players in Premier Grade Twenty20, Limited Over and Two Day competition matches in their respective grades. Points shall be awarded on the following basis:

- (a) 1 point per run;
- (b) 20 points per wicket;
- (c) 10 points per catch;
- (d) 25 points per stumping;
- (e) 10 points per run out (assisted) \*
- (f) 20 points per run out (direct hit) \*
- (g) 50 bonus points for 6 or more wickets in an innings; and
- (h) 50 bonus points for 100 or more runs in an innings.
- (i) 50 bonus points for 6 or more catches and / or stumpings in an innings.

\* = Run outs effected by a "direct hit" will gain the thrower 20 points, while run outs where two players are instrumental in effecting the dismissal will gain those two players 10 points each. In any instance where more than two fielders are involved in the effecting of the dismissal, the last two fielders to be in contact with the ball will gain 10 points each.

E.g. Where a throw from the boundary is relayed through a fieldsman standing at cover and then on to the wicket-keeper who effects the dismissal, the cover fieldsman and the wicket-keeper will gain 10 points each.

Should there be any dispute or confusion for the scorers regarding the players to be credited with any dismissal, the decision of the umpire will be final.

Overseas Players (as defined in ACA bylaws) are ineligible to win this award.

## SECTION 3

### MEN'S PREMIER AND PREMIER RESERVE GRADE TWO DAY CHAMPIONSHIP COMPETITION

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All men's Premier and Premier Reserve Grade two day championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13;
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

#### 1. THE COMPETITION

1.1 **Grade Composition:** At the commencement of the season, ACA will allocate 14 Premier and Premier Reserve teams into a separate Major Championship consisting of eight teams and a separate Minor Championship consisting of six teams for each grade.

#### 1.2 Major Championship

- (a) **Preliminary Round:** Eight teams will play a series of seven matches against the other seven teams in the Major Championship. All points gained in the preliminary round shall be carried through to the Championship Round.
- (b) **Championship Round:** At the conclusion of the Preliminary Round teams placed first and second will play each of the teams placed third and

fourth and teams placed fifth and sixth will play each of the teams placed seventh and eighth.

- (c) **The Winner:** At the conclusion of the Championship Round the team with the highest points gained from the Preliminary and Championship Rounds will be the champion.

### 1.3 **Minor Championship**

- (a) Six teams will play a series of nine matches against the other five teams in the Minor Championship.
- (b) **The Winner:** At the conclusion of the nine matches the team with the highest points gained from the nine matches will be the champion.

## 2. **HOURS OF PLAY**

- 2.1 First session: Each day of each match shall commence at 11.00am. Play will adjourn for lunch at 1.10pm.
- 2.2 Second session: Subject to clause 7.1 the second session of each day of each match shall be from 1.50pm to 4.00pm.
- 2.3 Final session: The final session of each day of each match shall be from 4.20pm to 6.30pm.
- n.b. The session closing time shall be observed only if (i) the required number of overs have been completed or (ii) if time is lost, in which case the closing time shall be used to calculate the number of overs remaining in the day. (Refer clause 14 of this section).

## 3. **LIMITATION ON FIRST INNINGS IN TWO DAY MATCH (LAW 12.1)**

- 3.1 The team which bats first shall not be entitled to bat beyond the first day except if playing time is lost on that first day through weather or ground conditions, in which case that team may continue its innings on the second day and may bat for a time equivalent to the longer of:
  - (a) half the time lost on the first day; and

- (b) Subject to clause 6.2, 50 overs, unless the side batting first is dismissed or chooses to declare its innings closed in less than this time.

n.b. The team batting first shall be entitled to bat into the second day for half of all time lost on the first day. For the avoidance of doubt, "the time lost on the first day" shall be the total of all time lost on that day whether due to one stoppage or multiple stoppages.

#### **4. MINIMUM OVERS & OVER RATES**

4.1 On each day of a Premier or Premier Reserve Grade match, a minimum of 98 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.2 **Reduction to minimum:** The minimum number of overs specified in clause 4.1 of this section shall be reduced:

- (a) If play is suspended, which includes a change on innings, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two bases produces the greater number of overs:

Either one over for each full four minutes playing time remaining from the commencement of play to the scheduled time for the close of play;

Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play.

- (b) On the occurrence of adverse weather conditions which reduce the remaining playing time available on the relevant day, by one over for every 4 minutes of playing time lost.

n.b. Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time.

#### **5. THE FOLLOW ON (LAW 13)**

5.1 **Enforcement:** If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain

may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

## **6. DECLARATIONS AND FORFEITURE (LAW 14)**

6.1 **Entitlement to declare:** The team batting first shall be entitled to declare its first innings closed on the first day but such declaration shall not be made before the elapse of one hour of actual playing time.

6.2 **Restrictive declaration:** A team's first innings must last for not less than one hour of playing time, or until the batting team has been dismissed.

6.3 **Mutual declarations:** Where umpires consider there has been an agreement between captains for mutual declarations, they shall report the matter to the judicial committee of the ACA in accordance with the bylaws. Where no official umpires are in attendance, the judicial committee may act on any information received. If the judicial committee finds such an agreement has been made, all points for both sides in that match shall be forfeited.

## **7. INTERVALS (LAW 15)**

7.1 **Intervals:** The umpires shall allow:

(a) A lunch interval of 40 minutes which may occur at a time other than that scheduled in clause 2.1 of this section, if, owing to the weather or state of the ground, an alteration has been agreed upon by the captains or ordered by the umpires. This interval may be reduced to a minimum of 20 minutes to allow for time lost on the same day to be recovered.

(b) A tea interval of 20 minutes at the completion of the second session; and

(c) An interval of 10 minutes between innings.

## **8. ADVANCEMENT OF INTERVAL**

8.1 **Advancement:** If, in any match, adverse weather or ground conditions will or does curtail play, the captains may agree to advance the time for the commencement of a lunch or tea interval but they shall not advance any such time by more than 30 minutes.

8.2 **Priority of intervals:** If more than one match involving a tea interval is being played on a ground, the time for each tea interval may be amended by agreement between the umpires and the captains, but priority in respect of the time for a tea interval shall be given to matches according to the seniority of the grade.

## 9. INNINGS CLOSING NEAR INTERVAL

9.1 **Inclusion of interval:** If an innings closes 15 minutes or less before the time fixed for a lunch or tea interval, such lunch or tea interval shall then be taken and shall be deemed to include the 10 minute interval between innings.

## 10. LAST HOUR OF MATCH (LAW 16.6)

10.1 **Number of overs:** Subject to clause 12 of this section, a minimum of 15 overs shall be bowled in the last hour on the final day of all competition matches but both captains may agree to conclude the match at any time during the last hour regardless of whether this minimum has been bowled. On the final day of a match, drinks shall be taken either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

10.2 **Intervals between innings and interruptions of play:** If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour, there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration of any such interval or interruption within the last hour of the match. The minimum number of overs to be bowled after a resumption of play shall be:

- (a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match or, in the case of a first interval or interruption, the deduction shall be made from a minimum of 15 overs, each consisting of six balls.

- (b) In the case of a later interval or interruption, a deduction shall be made from the minimum number of overs which should have been bowled following the resumption of play.
- (c) The deductions shall be based on the following factors:
  - (i) The number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption, in the last session of play;
  - (ii) The number of overs lost as a result of the interval or interruption allowing one six-ball over for every full four minutes of interval or interruption;
  - (iii) Any over left uncompleted at the end of an innings is to be excluded from these calculations;
    - (aa) Any over left uncompleted at the start of an interruption of play is to be completed when play is resumed and shall count as one over bowled;
    - (bb) An interval is to start at the end of an innings and shall end 10 minutes later. The interval is to start on the call of "time" and end on the call of "play".
- (d) If an innings is completed and a new innings has commenced during the last hour of the match, the number of overs to be bowled in the new innings shall be an amount equal to the number of overs consisting of six balls for every four minutes or part thereof remaining for play or alternatively a number of overs which is equal to the minimum quota of overs to be completed under the circumstances specified in (a), (b) and (c) above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed.

## **11. LOSS OF TIME DUE TO WET WEATHER ON THE FIRST DAY**

- 11.1 **Loss of time:** If playing time is lost on the first day due to adverse weather conditions and only one team has batted and that team has not completed its innings by the scheduled time for completion for that day, that team may

continue its innings on the second day for a time equivalent to half that lost on the first day.

n.b. For definition of time lost refer to clause 3.1 of this section.

## **12. CLAIMING TIME**

12.1 **Claiming time:** The following rules shall apply to the claiming of time:

- (a) Time may be claimed only at the beginning of any session of play or at the resumption of a session after play has been suspended because of weather or light.
- (b) Time may be claimed only by a team that is able to commence play when the opposing team is not able or willing to commence play.
- (c) The time at which a team is deemed able to commence play is defined as follows:
  - (i) Batting team: Both batsmen at the wicket are able and willing to commence.
  - (ii) Fielding team: Team in position and the bowler able and willing to commence.
- (d) Time claimed commences from the time the claim is made, not from the scheduled starting time.
- (e) Where time has been claimed, then the total claimable time is the period between the time of lodging of the claim and the time when the offending team is ready to commence as defined in sub clause (c) above.

**Example:** In a match with a scheduled 11.00am start, the fielding captain, seeing that the batsmen are not at the wicket by 11.05am, lodges a claim with the umpires, then the time allowed in such a claim shall be the time from 11.05am until the time at which the batting team is ready to commence.

- (f) Time claimed on the first day may be taken at the end of either the first or second day, at the option of the claiming captain.

- (g) Where a captain exercises his right to use claimed time, then this time shall be taken at the end of play on the day chosen by the claiming captain.
- (h) When claimed time is taken at the end of the second day's play, then it shall be taken at the point of time when play would ordinarily cease. If it has taken more than one hour to bowl the minimum of 15 overs which must be played from the commencement of the scheduled last hour of the match, then the claimed time shall be taken after the completion of the 15th over.
- (i) When the actual period of claimed time expires part way through an over, then the over in progress shall be completed.

**Example:** A captain has successfully claimed two minutes at the beginning of the first day's play. He elects to take his claimed time at the end of the first day on which play is scheduled to end at 6.00pm. A new over commences at one minute to 6.00pm and is completed at 6.02pm when, ordinarily, play would cease. As the claiming captain has exercised his claim however, a further over is then commenced. In this example, play would continue until the end of the over in which the captain's claimed time is played out.

- (j) Once a captain has exercised his right to have the claimed time played, he shall not abandon that right part way through the playing out of the claim.
- (k) If both sides have separately claimed periods of time then the claimed periods, if taken at the end of the same day, are played cumulatively, not concurrently. For example, if team A has claimed four minutes and team B three minutes and both sides wish to exercise their claims on the same day, then the total claimed time to be played is seven minutes.
- (l) If, while playing out claimed time, the players are forced to leave the field due to adverse light or weather, play for the day shall end and any part of the claimed time not played shall not be claimed on any subsequent day of the match.

- (m) Time shall not be claimed if a team has not supplied its required set of stumps or does not have a scorer ready.

### **13. CANCELLATION OF PLAY ON THE FIRST DAY**

- 13.1 **Cancellation of first day:** If the first day of a match is cancelled for any reason, play on the second day shall commence at the appointed time (refer to clause 3 of this section of Playing Conditions).

### **14. NO BALL (LAW 24)**

- 14.1 A bowler shall be allowed to bowl two short pitched deliveries per over. For a definition of fast short pitched deliveries and procedure see "Dangerous and Unfair Bowling", p83 of the Club Cricket Handbook.
- 14.2 In the event of the bowler bowling more than two fast short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in Law 42.7 (a), (b) and (c). The above regulation is not a substitute for Law 42.6 which umpires may apply at any time.

### **15. THE BALL (LAW 5)**

- 15.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 13 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

### **16. SCOREBOARD AND GROSVENOR CUP POINTS**

- 16.1 **Scoreboard:** The batting team shall keep a scoreboard up to date at all times.
- 16.2 **Grosvenor Cup:** The Umpires Association shall take into account the operation of the scoreboard in respect of the award of the Grosvenor Cup.

### **17. CLUB COMPETITIONS**

- 17.1 **Points:** All points gained in a men's two day competition shall count towards regular club competitions and the Club Championship.

## SECTION 4

### MEN'S PREMIER AND PREMIER RESERVE GRADE LIMITED OVER CHAMPIONSHIP COMPETITION

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All men's Premier and Premier Reserve Grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13;
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

#### 1. THE COMPETITION

1.1 **Grade Composition:** At the commencement of the season, ACA will allocate 14 Premier and Premier Reserve grade teams to one of two seven-team sections of the Premier and Premier Reserve limited over competition.

#### 1.2 Competition Structure:

- (a) **Preliminary Round:** Once the 14 teams are allocated to one of two sections (White or Blue) they will play a series of seven matches against the seven teams in the opposing section.
- (b) **Semi-Final & Final:** At the conclusion of the preliminary round the top two finishing teams in each section shall advance to a knockout semi-final with the winners of the two semi-finals advancing to the final.

The draw for the semi-final is as follows:

### **13 February 2011**

Game 1: 1<sup>st</sup> White Section v 2<sup>nd</sup> White Section

Game 2: 1<sup>st</sup> Blue Section v 2<sup>nd</sup> Blue Section

## **2. THE FINAL**

2.1 **Date:** The Men's Premier and Premier Reserve Grade limited over final will be played on Sunday 19 February 2012 at grounds to be specified by the ACA.

2.2 **Reserve days:** Should the semi final or final be cancelled or abandoned, the match shall be played on the next available reserve day specified in clause 3.1. Should any of these days conflict with the availability of the original venue, the captains of the teams playing in the final will toss a coin with the winner taking the home advantage, provided that its ground is both available and of the required standard for play in the opinion of the ACA.

2.3 **Tied final match on last available reserve day:** In the event of the last available reserve day being required to play the final and the result of that match being a tie, the match shall be replayed on a date to be determined by the ACA.

## **3. RESERVE DAYS**

3.1 **Dates:** Reserve days are scheduled for the semi finals and finals of the limited over competition only. They are; for the semi-finals 19 February and for the final, 4 March. Should there be a need for additional reserve days, ACA will allocate them.

## **4. HOURS OF PLAY**

4.1 First session: 11.00am – 2.30pm  
Interval: 2.30pm – 3.10pm  
Second Session: 3.10pm – 6.40pm

- 4.2 Where the start of play is delayed or interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time lost	Interval between innings
Up to 20 minutes	40 minutes
Between 20 and 80 minutes	35 minutes
Between 80 and 110 minutes	30 minutes
Between 110 and 140 minutes	20 minutes
More than 140 minutes	10 minutes

- 4.3 **Completion:** There shall be a five minute interval at the completion of 25 overs in each innings, but if a wicket falls in the 25th over this five minute interval shall be taken immediately. The closing time for each match shall be 6.40pm.

## 5. LIMITATION OF INNINGS (LAW 12.1)

- 5.1 **Number of innings:** Each match will consist of two innings on one day.
- 5.2 **Number of overs:** Each team shall bat for one innings which shall consist of a maximum of 50 overs.
- 5.3 **Completion of innings:** If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3½ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled in the 3½ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.
- 5.4 **Limitation on overs in second innings:** If the last wicket in the first innings falls within two minutes of the expiration of the 3½ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).

5.5 **Dismissal:** Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

5.6 **Extension of innings:** If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 5.3, 5.4, or 5.5 of this section, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

## 6. LATE START

6.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game.

6.2 **Bowling restrictions:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs.

6.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall be 6.40pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

## 7. INTERRUPTIONS DUE TO WEATHER

7.1 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.

7.2 **Second Innings Target:** Subject to clauses 7.4 and 7.5, if, with no further play possible, the team batting second has not had the opportunity to complete the agreed number of overs, after the minimum number of overs required to constitute a match have been bowled, and has neither been all out, nor has passed its opponents score, the result shall be decided as follows: 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.

7.3 Subject to clauses 7.4 and 7.5, 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 team 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.

**Examples of Application of Rules 7.2 and 7.3:**

(a) Side batting first scores 215 in 50 overs (50 in the first 20 overs, 165 in the remaining 30 overs.) Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 166, being one more run than the runs scored by the side batting first) over its last 30 overs (at an average of 5.5 runs per over)

(b) Side batting first scores 215 in 50 overs (110 in the first 20 overs, 105 in the remaining 30 overs). Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 130 being one more run than the average runs per over achieved by the side batting first throughout the duration of its innings multiplied by number of overs bowled, or available, to side batting second ( $4.3 \times 30 = 129$ ). This is higher than runs scored by the side batting first in its last 30 overs.

7.4 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.

- 7.5 If the target score of the team batting second involves a fraction of a run, the target score becomes the next highest whole number (ie if the target score is 125.32 the winning score becomes 126) and there cannot be a tie.
- 7.6 During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

## **8. THE RESULT (LAW 21)**

- 8.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.
- 8.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, a “no result” shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where there is no reserve day allocated for the abandoned match, or a “no result” also occurs on the reserve day, both teams shall be awarded 1.5 points. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 7.3.
- 8.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides. Where the match is a knockout fixture (such as a semi-final or final of a competition) the match shall be replayed on the next date set down for play in that competition. Where no date is set down (e.g. When a final is tied on the last advertised reserve day for the competition, a date will be set for the replay by the ACA.)
- 8.4 **Net run rate calculations:** If a net run rate is required to assess a team's placing in a competition, or for any other reason, the net run rate shall be calculated as follows:

- (a) the aggregate number of runs scored shall be divided by the aggregate number of overs received;
- (a) the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- (b) the sum calculated pursuant to sub-clause (b) shall be deducted from the sum calculated pursuant to sub-clause (a) and the sum remaining shall be the net run rate.

In any match where a target score is applied (due to a reduction in the available number of overs) the run rate of the side that batted first shall be calculated by dividing the sum of one run less than the target score by the total number of overs available to the side batting second.

E.g. Side A scores 250 from 50 overs at an average run rate of 5 runs per over. After a rain interruption, Side B must achieve a target score (calculated in accordance with Clause 4 of this section) of 224 from 42 overs at an average run rate of 5.33 to win the match. The run rate for Side A will be adjusted from 5.00 to 5.31 per over (being the sum of 223 divided by 42 overs). This recalculation ensures that if Side A win the game then they will have a better net run rate from the match than the side that they beat. Should they lose the match, the net run rate gained will indicate the difference between the two teams based on the adjusted target achieved by Side B.

For the purposes of the calculation in (a), (b) and (c) above:

- (a) an over which has been commenced but, for any reason, not completed shall be counted as follows:

xx.1 overs = xx.167 overs

xx.2 overs = xx.333 overs

xx.3 overs = xx.500 overs

xx.4 overs = xx.667 overs

xx.5 overs = xx.833 overs

and

- (b) if a team is dismissed before the total available overs have been bowled in the relevant innings, the total available overs in that innings shall be deemed to be the number of overs received in order to calculate the net run rate for that innings.

## **9. BOWLING RESTRICTIONS**

- 9.1 **Number of overs per bowler:** No bowler shall bowl more than 10 overs.

## **10. NO BALL (LAW 24)**

- 10.1 A bowler shall be allowed to bowl one short pitched delivery per over. For a definition of fast short pitched deliveries and procedure see “Dangerous and Unfair Bowling”, p 83 of the Club Cricket Handbook.

In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in Law 42.7 (a), (b) and (c). The above regulation is not a substitute for Law 42.6 which umpires may apply at any time.

- 10.2 **For Men’s Premier Grade Only:** The delivery following a no-ball called for a foot fault (Law 24.5) shall be a ‘free hit’ for whichever batsman is facing it. If the delivery of the ‘free hit’ is not a legitimate delivery (any kind of no-ball or a wide ball), then the next delivery will become a ‘free hit’ for whichever batsman is facing it. For any ‘free hit’ delivery, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the ‘free hit’ is called a wide ball. Field changes are not permitted for ‘free hit’ deliveries unless there is a change of striker.

## **11. FIELDING RESTRICTIONS**

- 11.1 **Fielding restrictions:** The following fielding restrictions shall apply:

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. In addition to the restriction above, 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 Fielding Restriction Overs) are set out in the following paragraphs.

The following fielding restrictions shall apply:

- a) 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 (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction area should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

During the first block of Fielding Restriction Overs (FRO) (as set out below), only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery. During the second and third blocks of FRO's only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- b) If possible, two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepiece of the popping crease at either end of the pitch. The radius at each of the circles shall be 15 yards (13.72 metres).

This further fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. During the initial block of FRO (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this further 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 (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- c) During the non FRO, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause a) above.
- d) Subject to the provisions of e) below, the FRO shall apply for 20 overs per innings to be taken as follows:
  - (i) The initial block of FRO shall be the first 10 overs of the innings.

- (ii) The remaining second and third blocks of FRO shall consist of 5 overs each. One block shall be taken at the discretion of the fielding captain and the other at the discretion of the batsmen at the wicket.
  - (iii) A batsman must nominate his team's FRO no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's FRO at any time prior to the commencement of the over. The umpire standing at the bowler's end shall determine which side made the first request.
  - (iv) Once a side has nominated an FRO the decision cannot be reversed.
  - (v) Should either team choose not to exercise their discretion, the FRO's will automatically commence at the latest available point in the innings
- e) In circumstances when the number of overs of the batting team is reduced, the number of FRO 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 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

<b>Innings duration</b>	<b>Number of FROs</b>	<b>Sequence taken</b>
<b>20 – 21</b>	<b>8</b>	<b>8</b>
<b>22 - 23</b>	<b>9</b>	<b>9</b>
<b>24 - 26</b>	<b>10</b>	<b>10</b>
<b>27 - 28</b>	<b>11</b>	<b>10 + 1</b>
<b>29 - 31</b>	<b>12</b>	<b>10 + 2</b>
<b>32 – 33</b>	<b>13</b>	<b>10 + 3</b>
<b>34 – 36</b>	<b>14</b>	<b>10 + 4</b>
<b>37 – 38</b>	<b>15</b>	<b>10 + 5</b>
<b>39 – 41</b>	<b>16</b>	<b>10 + 5 + 1</b>
<b>42 – 43</b>	<b>17</b>	<b>10 + 5 + 2</b>
<b>44 – 46</b>	<b>18</b>	<b>10 + 5 + 3</b>
<b>47 – 48</b>	<b>19</b>	<b>10 + 5 + 4</b>
<b>49 – 50</b>	<b>20</b>	<b>10 + 5 + 5</b>

- (f) Where, in an interrupted innings, on resumption the recalculated number of FRO (as set out above) is no longer achievable, the actual number of

FRO for that innings will be the closest achievable whole number (subject to observing (g) below).

- (g) Each block of FRO must commence at the start of an over.
- (h) If an innings is interrupted during an over, the status of that over (that is whether it is a FRO or not) must be retained when the over is completed.
- (i) At the commencement of each discretionary block of FRO, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (j) In the event of an infringement of the requirement that at the instant of delivery there may not be more than five fieldsmen on the leg side or of sub clauses (a), (b), (c) or (d) of this clause, either umpire shall call and signal "No Ball".
- (k) Fractions are to be ignored in all calculations regarding the number of overs in respect of field restrictions.

## **12. THE BALL (LAW 5)**

- 12.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 13 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

## **13. SCOREBOARD AND GROSVENOR CUP POINTS**

- 13.1 **Scoreboard:** The batting team shall keep a scoreboard up to date at all times.
- 13.2 **Grosvenor Cup:** The Umpires Association shall take into account the operation of the scoreboard in respect of the award of the Grosvenor Cup.

## **14. CLUB COMPETITIONS**

- 14.1 **Points:** All points gained in limited over competitions shall be applied towards the Club Championship.

## **SECTION 5**

### **MEN'S SENIOR A, B AND C GRADE**

### **LIMITED OVERS CHAMPIONSHIP MATCHES**

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All men's Senior A, B and C grade limited over competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) as adopted by the Marylebone Cricket Club,

and to the extent that there is a conflict between playing conditions and/or laws, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) shall take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

#### **1. THE COMPETITION**

- 1.1 Each team shall play each other team once. Match and bonus points gained from these matches shall be added to the match and bonus points gained in the Two Day Competition.

#### **2. BONUS POINTS**

- 2.1 Bonus points as detailed in clause 14.2 of Section 13 of these playing conditions will apply in addition to match points. These points will apply only to the overall championship points tables. Finishing positions at the end of the round robin series of matches will be decided by match points only.

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

3.1 The first innings of each limited over match shall commence at 12.00pm. The second innings in each such match shall commence at such time as shall be agreed between the captains (and failing agreement, by the umpires) but in any event no later than 3.15pm and shall continue until its completion.

3.2 **Completion times:** For the purpose of determining the numbers of overs remaining to be bowled in a match which has been interrupted by the weather, games shall finish at 6:30pm

#### 4. **LIMITATION OF INNINGS (LAW 12.1)**

4.1 **Number of innings:** Each match will consist of two innings on one day.

4.2 **Number of Overs:** Each limited over match shall consist of a maximum of 45 overs in each innings.

#### 5. **LATE START**

5.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game.

5.2 **Bowling restrictions:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs.

5.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 7.1 and 7.2), the closing time for each match shall be 6.40pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

#### 6. **INTERRUPTIONS DUE TO WEATHER**

6.1 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the numbers of overs

to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.

6.2 **Second Innings Target:** Subject to clauses 6.4 and 6.5, if, with no further play possible, the team batting second has not had the opportunity to complete the agreed number of overs, after the minimum number of overs required to constitute a match have been bowled, and has neither been all out, nor has passed its opponents score, the result shall be decided as follows: **Senior A Grade only:** 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. **Senior B & C Grade:** The match shall be deemed abandoned and points allocated according to Clause 14.2 of Section 13 of these Playing Conditions.

6.3 Subject to clauses 6.4 and 6.5, 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 team 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.

**Examples of Application of Rules 6.2 and 6.3:**

- (a) Side batting first scores 215 in 50 overs (50 in the first 20 overs, 165 in the remaining 30 overs.) Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 166, being one more run than the runs scored by the side batting first) over its last 30 overs (at an average of 5.5 runs per over)
- (b) Side batting first scores 215 in 50 overs (110 in the first 20 overs, 105 in the remaining 30 overs). Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 130 being one more run than the average runs per over achieved by the side

batting first throughout the duration of its innings multiplied by number of overs bowled, or available, to side batting second ( $4.3 \times 30 = 129$ ). This is higher than runs scored by the side batting first in its last 30 overs.

- 6.4 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.
- 6.5 If the target score of the team batting second involves a fraction of a run, the target score becomes the next highest whole number (i.e. if the target score is 125.32 the winning score becomes 126) and there cannot be a tie.
- 6.6 During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

## 7. THE RESULT (LAW 21)

- 7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, a “no result” shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where there is no reserve day allocated for the abandoned match, or a “no result” also occurs on the reserve day, both teams shall be awarded 1.5 points. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.3.
- 7.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides. Where the match is a knockout fixture (such as a semi-final or final of a competition) the match shall be replayed on the next date set down for play in that competition. Where no date is set down (e.g.

When a final is tied on the last advertised reserve day for the competition, a date will be set for the replay by the ACA.)

7.4 **Net run rate calculations:** If a net run rate is required to assess a team's placing in a competition, or for any other reason, the net run rate shall be calculated as follows:

- (a) the aggregate number of runs scored shall be divided by the aggregate number of overs received;
- (b) the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- (c) the sum calculated pursuant to sub-clause (b) shall be deducted from the sum calculated pursuant to sub-clause (a) and the sum remaining shall be the net run rate.

In any match where a target score is applied (due to a reduction in the available number of overs) the run rate of the side that batted first shall be calculated by dividing the sum of one run less than the target score by the total number of overs available to the side batting second.

E.g. Side A scores 250 from 50 overs at an average run rate of 5 runs per over. After a rain interruption, Side B must achieve a target score (calculated in accordance with Clause 4 of this section) of 224 from 42 overs at an average run rate of 5.33 to win the match. The run rate for Side A will be adjusted from 5.00 to 5.31 per over (being the sum of 223 divided by 42 overs). This recalculation ensures that if Side A win the game then they will have a better net run rate from the match than the side that they beat. Should they lose the match, the net run rate gained will indicate the difference between the two teams based on the adjusted target achieved by Side B.

For the purposes of the calculation in (a), (b) and (c) above:

- (a) an over which has been commenced but, for any reason, not completed shall be counted as follows:

xx.1 overs = xx.167 overs

xx.2 overs = xx.333 overs

xx.3 overs = xx.500 overs

xx.4 overs = xx.667 overs

xx.5 overs = xx.833 overs

and

- (b) if a team is dismissed before the total available overs have been bowled in the relevant innings, the total available overs in that innings shall be deemed to be the number of overs received in order to calculate the net run rate for that innings.

## **8. BOWLING RESTRICTIONS**

- 8.1 **Number of overs per bowler:** No bowler may bowl more than 9 overs in an innings.

## **9. NO BALL (LAW 24)**

- 9.1 A bowler shall be allowed to bowl one short pitched delivery per over. For a definition of fast short pitched deliveries and procedure see “Dangerous and Unfair Bowling”, p83 of the Club Cricket Handbook.

In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in Law 42.7 (a), (b) and (c). The above regulation is not a substitute for Law 42.6 which umpires may apply at any time.

## **10. FIELDING RESTRICTIONS**

- 10.1 **No restrictions:** There shall be no fielding restrictions and the provisions of clause 5.1 of section 4 shall not apply.

## **11. THE BALL (LAW 5)**

- 11.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 13 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

## 12. CLUB COMPETITIONS

- 12.1 **Points:** All points gained in limited over competitions shall be applied towards the Club Championship.

## SECTION 6

### MEN'S SENIOR A, B AND C GRADE TWO DAY MATCHES

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All men's Senior A, B and C grade competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13;
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) shall be of the highest priority and the Laws of Cricket contained in subparagraph (c) shall be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

#### 1. THE COMPETITION

1.1 **Senior A, Senior B and Senior C Grades:** Each team shall play each other team once. Match and bonus points gained from these matches, in accordance with clause 14.2 of Section 13 of these playing conditions, shall be added to the match and bonus points gained from the limited overs fixtures played by each team under clause 1.1 of Section 5 of these playing conditions. The team with the highest aggregate points from the above matches shall be the champion.

n.b. Formats are subject to change due to grade entries received not being compatible with the eight team per grade format shown above.

#### 2. HOURS OF PLAY

2.1 **Senior A Grade:** Each day of each Senior A Grade match shall commence at 12.00pm. The first session of each day shall be completed at 3.00pm. The final session of each day shall be 3.30pm to 6.30pm.

2.2 **Senior B and Senior C Grade:** Each day of each Senior B and Senior C Grade match shall commence at 12.00pm and shall finish at 6.00pm, with a tea interval taken from 2.50pm to 3.10pm.

n.b. In all cases, the finishing time shown is provided to allow the calculation of the number of overs lost where play is interrupted. The time remaining should be calculated in minutes and divided by four to provide the number of overs to be bowled before the close of play. Should the minimum number of overs be completed prior to the prescribed closing time, then play shall continue until that time.

### 3. **LIMITATION ON FIRST INNINGS IN TWO DAY MATCH (LAW 12.1)**

3.1 **Senior A Grade:** There shall be no limitation on overs per team in the first innings of each Senior A Grade match except that the side batting first may not bat more than half of the overs available in the match.

3.2 **Senior B and Senior C Grade:** There shall be a limit of 60 overs per team in the first innings of each Senior B and Senior C Grade match.

3.3 **Loss of time due to wet weather on the first day:** refer to Clause 10 of this section.

### 4. **MINIMUM OVERS & OVER RATES**

4.1 On each day of a Senior A Grade match, a minimum of 90 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.2 On each day of a Senior B or Senior C or any other adult two day grade match, a minimum of 80 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.3 **Reduction to minimum:** The minimum number of overs specified in clause 4.1 and 4.2 of this section shall be reduced:

(a) If play is suspended, which includes a change on innings, the minimum number of overs to be bowled in the day shall be calculated on

whichever of the following two bases produces the greater number of overs:

Either one over for each full four minutes playing time remaining from the commencement of play to the scheduled time for the close of play;

Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play.

- (b) On the occurrence of adverse weather conditions which reduce the remaining playing time available on the relevant day, by one over for every 4 minutes of playing time lost.

n.b. Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time.

## 5. THE FOLLOW ON (LAW 13)

5.1 **Enforcement:** If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

5.2 **No outright win:** Where a two day match is reduced to a limited overs match, there shall not be an outright win.

## 6. DECLARATIONS AND FORFEITURE (LAW 14)

6.1 **Entitlement to declare:** The team batting first shall be entitled to declare its first innings closed on the first day but such declaration shall not be made before the elapse of one hour of actual playing time.

6.2 **Restrictive declaration:** A team's first innings must last for not less than one hour of playing time, or until the batting team has been dismissed.

6.3 **Mutual declarations:** Where umpires consider there has been an agreement between captains for mutual declarations, they shall report the matter to the judicial committee of the ACA in accordance with the bylaws. Where no official umpires are in attendance, the judicial committee may act on any information

received. If the judicial committee finds such an agreement has been made, all points for both sides in that match shall be forfeited.

## **7.        ADVANCEMENT OF INTERVAL**

7.1       **Advancement:** If, in any match, adverse weather or ground conditions will or does curtail play, the captains may agree to advance the time for the commencement of a lunch or tea interval but they shall not advance any such time by more than 30 minutes.

7.2       **Priority of intervals:** If more than one match involving a tea interval is being played on a ground, the time for each tea interval may be amended by agreement between the umpires and the captains, but priority in respect of the time for a tea interval shall be given to matches according to the seniority of the grade.

## **8.        INNINGS CLOSING NEAR INTERVAL**

8.1       **Inclusion of interval:** If an innings closes 15 minutes or less before the time fixed for a lunch or tea interval, such lunch or tea interval shall then be taken and shall be deemed to include the 10 minute interval between innings.

## **9.        LAST HOUR OF MATCH (LAW 16.6)**

9.1       **Number of overs:** Subject to clause 11 of this section, a minimum of 15 overs shall be bowled in the last hour on the final day of all competition matches but both captains may agree to conclude the match at any time during the last hour regardless of whether this minimum has been bowled. On the final day of a match, drinks shall be taken either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

9.2       **Intervals between innings and interruptions of play:** If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour, there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration of any such

interval or interruption within the last hour of the match. The minimum number of overs to be bowled after a resumption of play shall be:

- (a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match or, in the case of a first interval or interruption, the deduction shall be made from a minimum of 15 overs, each consisting of six balls.
- (b) In the case of a later interval or interruption, a deduction shall be made from the minimum number of overs which should have been bowled following the resumption of play.
- (c) The deductions shall be based on the following factors:
  - (i) The number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption, in the last session of play;
  - (ii) The number of overs lost as a result of the interval or interruption allowing one six-ball over for every full four minutes of interval or interruption;
  - (iii) Any over left uncompleted at the end of an innings is to be excluded from these calculations;
    - (aa) Any over left uncompleted at the start of an interruption of play is to be completed when play is resumed and shall count as one over bowled;
    - (bb) An interval is to start at the end of an innings and shall end 10 minutes later. The interval is to start on the call of "time" and end on the call of "play".
- (d) If an innings is completed and a new innings has commenced during the last hour of the match, the number of overs to be bowled in the new innings shall be an amount equal to the number of overs consisting of six balls for every four minutes or part thereof remaining for play or alternatively a number of overs which is equal to the minimum quota of overs to be completed under the circumstances specified in (a), (b) and

(c) above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed.

## **10. LOSS OF TIME DUE TO WET WEATHER ON THE FIRST DAY**

10.1 **Loss of time:** If playing time is lost on the first day due to adverse weather conditions and only one team has batted and that team has not completed its innings by the scheduled time for completion for that day, that team may continue its innings on the second day for a time equivalent to half that lost on the first day.

## **11. CANCELLATION OF PLAY ON FIRST DAY**

11.1 If the first day of a match is cancelled, that match shall be played on the second day and shall become a limited overs match to be played under the same conditions of the limited overs competition as per Section 5 of these playing conditions.

## **12. THE BALL (LAW 5)**

12.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 13 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

## **13. BONUS POINTS**

13.1 Bonus points as detailed in clause 14.2 of Section 13 of these playing conditions will apply in addition to match points.

## **14. CLUB COMPETITIONS**

14.1 **Points:** All points gained in a men's two day competition shall count towards regular club competitions and the Club Championship.

# SECTION 7

## ALL ONE DAY ADULT GRADE COMPETITIONS

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All one day adult grade competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) as adopted by the Marylebone Cricket Club,

and to the extent that there is a conflict between playing conditions and/or laws, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

### 1. THE COMPETITION

1.1 **Full season and reduced season grades - initial rounds:** Each team shall play the other teams in its grade twice with points awarded in accordance with clause 14.3 of Section 13. For reduced season grades, the team with the most points at the end of this period will be the champion.

1.2 **Top four/bottom four rounds:** After the conclusion of the initial rounds, the competition will take the following format:

- (a) the four teams which have the highest number of points shall compete in a top four group with each team playing the other teams once;
- (b) the remaining teams shall compete in a bottom four group with each team playing the other teams once.

All teams shall lose the points which they have earned in the initial rounds and shall commence the top four and bottom four rounds on zero points.

n.b. In the event of the first two scheduled championship rounds being cancelled due to weather the final round will become a semi-final with 1 playing 4 and 2 playing 3. In the event of teams not being able to be separated after calculating who beat who and net run rate then the team who was higher on the table at the end of the previous competition phase (initial round robin) will be the winner/advance.

## **2. THE FINAL**

2.1 **Full season grades - final:** The final for each of the top four groups and the bottom four groups shall be played between the two teams in each group with the highest aggregates of points at the conclusion of the top four and bottom four rounds. The final will be played at a ground to be determined by the ACA on 31 March.

## **3. RESERVE DAYS**

3.1 **Reserve Days:** Should the scheduled finals in clause 2.1 be cancelled or abandoned due to weather, the finals shall be played on the reserve day of 1 April. Should the reserve date be cancelled, the winner in each match will be the side that finished the highest in competition at the end of the second round robin series of matches.

## **4. HOURS OF PLAY**

4.1 **Commencement and completion:** Each match shall commence at 12.30pm and shall finish at 6.00pm.

## **5. LIMITATION OF INNINGS (LAW 12.1)**

5.1 **Number of innings:** Each match will consist of two innings on one day.

5.2 **Number of overs:** Each match shall be limited to a maximum of 40 overs per innings.

## **6. INTERVALS (LAW 15)**

6.1 **Intervals:** A tea interval of such duration as shall be agreed between the captains (or failing agreement by the umpires) but in any event no longer than 20 minutes, which shall include a 10 minute interval between innings, shall be taken at whichever of the following occurs first:

(a) the team batting first is all out; or

(b) The maximum number of overs have been bowled.

The innings of the team batting second shall commence after such interval.

## 7. LATE START

7.1 **Reduction of overs:** Each team shall face 20 overs for the match to be deemed valid. If time is lost prior to the start of play overs shall be reduced by one for every four minutes of time lost - 3.10pm is therefore the latest start time to complete a valid 20 over game (ie. 40 overs x 4 minutes = 160 + 10mins change of innings: 3.10pm – 6.00pm).

## 8. INTERRUPTIONS DUE TO WEATHER

8.1 **Validity of match:** If weather interferes with time after the commencement of play, there shall not be any subtraction of overs from the maximum number of overs specified in clause 5.2, but a tea interval must be taken at the scheduled time.

8.2 **Adverse weather:** If each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed to be a draw for competition points.

## 9. BOWLING RESTRICTIONS

9.1 **Number of overs per bowler:** No bowler shall bowl more than eight overs in each match.

## **SECTION 8**

### **PRESIDENT'S GRADE COMPETITION**

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All President's Grade competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) as adopted by the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) shall take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

#### **1. AGE ELIGIBILITY**

- 1.1 **Minimum age:** The President's Grade shall only consist of players who are 40 years of age or older on or before the first day of June preceding the relevant season, except that each team may include a maximum of two players who on or before such date are 37 years of age or older.

#### **2. HOURS OF PLAY**

- 2.1 **Commencement and completion:** Each match shall commence at 1.00pm and shall finish at 6.00pm.

#### **3. LIMITATION OF INNINGS (LAW 12.1)**

- 3.1 **Number of innings:** Each match shall consist of two innings.

3.2 **Number of overs:** Each innings shall consist of a maximum of 40 overs.

3.3 **Deemed completion:** The team batting first shall not bat beyond 3.20pm under any circumstances. If, by that time, 40 overs have not been bowled, that team's innings shall be deemed to have been completed. In this event, the team batting second shall face the number of overs which it has bowled.

#### 4. **INTERVALS (LAW 15)**

4.1 **Intervals:** A tea interval of such duration as shall be agreed between the captains (or failing agreement by the umpires) but in any event no longer than 20 minutes, which shall include a 10 minute interval between innings, shall be taken at whichever of the following occurs first:

(a) 3.20pm

(b) the team batting first is all out; or

(c) the maximum number of overs have been bowled.

The innings of the team batting second shall commence after such interval.

#### 5. **INTERRUPTIONS DUE TO WEATHER**

5.1 **Weather interference:** If weather interferes with play, there shall not be any subtraction of overs from the number determined pursuant to clause 3.2 of this section, notwithstanding that tea must be taken at 3.20pm.

5.2 **Adverse weather:** If each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed to be a draw for competition points.

#### 6. **BOWLING RESTRICTIONS**

6.1 **Number of overs per bowler:** No bowler shall bowl more than eight overs in each match

#### 7. **BATSMAN RETIRING (LAW 2.9)**

7.1 **Compulsory retirement:** A batsman must retire when he has scored one hundred runs except if, on his retirement, his team's innings shall end. A retired batsman may resume his innings but only when all other team members have batted and have either been dismissed or compulsorily retired. If two or more batsmen are compulsorily retired, they must resume in the same order as they retired.

## SECTION 9

### YEAR 8 POST-CHRISTMAS, YEAR 9-10 AND UNDER 18 BOYS GRADES

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All Year 8 Post-Christmas, Year 9-10 and Under 18 grade competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the Auckland Cricket Association in force from time to time.

#### 1. AGE ELIGIBILITY

1.1 **Maximum age:** To play in the Year 8 Post-Christmas and Year 9-10 grade, a player must be in Year 8 and Year 9 & 10 respectively in the year that the season begins. To play in the Under-18 grades, a player must be under the age 18 as at 1 September proceeding the relevant season.

n.b. Players who wish to play down an age grade must have an official exemption from ACA. Applications for exemption must be made in writing by the player's club to the ACA Game Development Manager. Applications must detail the special circumstances which lead to an exemption being sought. The ultimate aim of an exemptions policy is to ensure players are retained in the game and exemptions will be dealt with on a case-by-case basis. No team shall field more than 3 exempt players in any one game in any grade.

1.2 **Restriction:** Boys under 12 years of age as at 1 September proceeding the relevant season shall not play in the Under-15 or Under-18 grades.

## 2. FIELDING RESTRICTIONS

2.1 **Year 8 Post-Christmas and Year 9-10:** In Year 8 Post-Christmas and Year 9-10 grade matches, no player shall field within a 10-metre radius of the batsman forward of the wicket.

2.2 **Under 18:** In Under 18 grade matches if close fielders are to be used, those fielders shall use full protective equipment including helmet and visor, abdominal protector and shin guards.

## 3. NO BALLS AND WIDE BALLS

3.1 **No restrictions:** There shall be no restriction on the number of wides or no balls which may be called in an over. The umpires shall use their discretion in the application of this rule to advance the match.

## TWO-DAY PLAYING CONDITIONS

The following playing conditions shall apply to two-day matches only:

## 4. HOURS OF PLAY

4.1 **First session:** Each match shall commence at 1.45pm, except for matches played during official school vacations which shall commence at 12.30pm. The first session shall conclude at 3.50pm, except for matches played during official school vacations where the first session shall conclude at 3.05pm.

4.2 **Final session:** The final session of each match shall commence at 4.05pm for matches played during school term and 3.20pm for matches played during official school holidays, with a view to matches finishing at 6pm. If the minimum overs have not been completed by 6pm, play shall continue until the minimum overs have been bowled but under no circumstances shall play extend beyond 6.30pm on the first day of a two-day match. Any play lost on day one shall not be made up on the second day of the match.

- n.b. In all cases the finishing time of 6pm is provided to allow the calculation of the number of overs lost where play is interrupted. Should the minimum number of overs be completed prior to the prescribed closing time, then play shall continue until that time.

## **5. MINIMUM OVERS**

5.1 For matches not played during official school holidays, on each day of a Year 8 Post-Christmas, Year 9-10 or 18 grade match, a minimum of 64 overs shall be bowled, based on an average of 16 overs bowled each hour.

5.2 During the official school holidays, on each day of an Year 8 Post-Christmas, Year 9-10 or 18 grade match, a minimum of 84 overs shall be bowled, based on an average of 16 overs bowled each hour.

5.3 Reduction to minimum: The minimum number of overs specified in clause 5.1 of this section shall be reduced:

- (a) On a change of innings during the relevant day, by three overs; and
- (b) On the occurrence of adverse weather conditions which reduce the remaining playing time available on the relevant day, by one over for every 3.5 minutes of playing time lost.

n.b Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time of 6pm

## **6. REPLACEMENT OF PLAYERS**

6.1 **Replacement of players:** The bylaw relating to the replacement of players shall not apply to male junior grade competitions, and the following conditions shall apply instead:

- (a) First grades (Year 8 Post-Christmas, Year 9-10 and Under 18): Any player selected for his school's first or second eleven playing in afternoon cricket or selected to represent his school in some other sporting event may be replaced after one day's play has taken place. In addition, a maximum of two other players in a team may be replaced for any reason on the second day of any match. Replacement players must come from the original team's squad or from a lower

junior grade. A replacement player shall take a full part in the match and may participate in the innings in which the replaced player was participating, if that player was not out at the conclusion of the first day's play or still to bat, and may bowl in the same innings as the replaced player would have bowled in.

- (b) All other male junior grades: A maximum of three players in a team may be replaced for any reason on the second day of any match. The replacement players may take a full part in the match except that they shall not bat in the same innings as the replaced player if he had already batted, whether or not he had been dismissed.

6.2 **Restriction:** Notwithstanding anything else in this clause 3.1, teams shall not replace players where it would unreasonably advantage that team.

## 7. BOWLING RESTRICTIONS

7.1 **Bowling restrictions:** The following restrictions shall apply to all bowlers. The only bowlers exempt from the restrictions are spin bowlers.

Age grade	Matches		Practices	
	Overs per spell	Overs per innings	Sessions per week	Balls per session
Year 8 Post-Christmas & Year 9-10	5	10	2	36
Under 18	6	16	3	36

7.2 If a bowlers spell is broken over two days the total overs permitted for the innings remain the same, however he may begin day two by bowling five/six overs straight.

4.3 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.

## 8. INNINGS CLOSED NEAR INTERVAL

8.1 **Close of innings:** If an innings closes 15 minutes or less before the time fixed for the tea interval, such interval shall then be taken and shall include the 10 minute interval between innings.

## 9. DRINKS DURING PLAY

- 9.1 **No drinks:** Drinks are not permitted during play except where a session is to exceed 1 hour 45 minutes in which case an interval of a maximum of five minutes may be allowed, at the discretion of the umpire, halfway through the session.

## 10. ADVANCEMENT OF INTERVAL

- 10.1 **Adverse weather:** Where adverse weather or ground conditions delay or curtail play, the captains may agree to advance the time fixed for the commencement of the tea interval, provided however that it shall not be permissible to advance any such interval by more than 30 minutes.

## 11. CANCELLATION OF PLAY ON THE FIRST DAY

- 11.1 **Cancellation on first day:** If a two day match is to be played and:

- (a) there is a cancellation of all matches in the same competition on the first day or;
- (b) there is less than two hours of actual playing time available on the first day,

then the second day of the match shall become a limited over match and the one day playing conditions within this section shall apply, even if other matches in the same competition play for more than two hours, and continue as two day matches.

## 12. TIME LOST

- 12.1 **Batting rule:** A team batting first in a match for which two days have been allocated for play shall not bat beyond the first day, except that, if playing time is lost on the first day through weather conditions and if only one team has batted, that team may continue its innings on the second day and its innings may last for a time equivalent to half that lost on the first day.

## 13. OVERS IN THE LAST HOUR

13.1 **Two day matches:** Clause 7 of section 3 of these Playing Conditions shall apply, except that a minimum of 16 six-ball overs shall be bowled in the last hour for junior grades, not 15 overs as stated in that clause.

13.2 **Indication of last hour:** The umpires shall indicate when one hour of playing time of the match remains according to the agreed hours of play, in which case the next full over after that indication shall be the first of a minimum of 16 six-ball overs, provided that a result is not reached before the completion of such overs and that there is no interval or interruption of play during the last hour.

#### 14. **DECLARATIONS**

14.1 **No mutual declarations:** Declarations may be made at any time during the innings, however, any collusion by the teams involving mutual declarations to achieve outright points is expressly forbidden and, if it comes to the notice of the ACA, the ACA may, at its sole discretion, require forfeiture of all points gained in the match by either or both teams.

14.2 **Compulsory declarations:** For two day matches not played during official school holidays, teams must declare their first innings closed after batting for 50 overs (unless they have declared earlier), and for matches played during official school holidays, teams must declare their first innings closed after batting for 60 overs (unless they have declared earlier). This rule applies only to Year 8 Post-Christmas and Year 9-10 grades.

#### 15. **FOLLOW ON**

15.1 **Enforcement:** If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

### ONE-DAY PLAYING CONDITIONS

The following playing conditions shall apply to one-day matches only, where it is a limited overs match or, in accordance with clause 11, has been reduced to one due to the first day of a two-day match being cancelled:

## **16. HOURS OF PLAY**

- 16.1 Each limited over match played during the school term shall commence at 1.45pm and conclude at 6.00pm. Each such match played during official school vacations shall commence at 12.30pm and conclude at 6.00pm.

## **17. NUMBER OF OVERS**

- 17.1 There shall be a maximum of 32 overs in each innings of each match played during the school term and 42 overs in each innings of each match played during official school vacations.
- 17.2 Where the team batting first is dismissed before the maximum number of overs have been bowled, the team batting second shall be entitled to receive the maximum number of overs in its innings.
- 17.3 Where the number of overs in a match is reduced by weather or any other cause, a win shall only be declared if a minimum of 20 overs is bowled or can be bowled by each team.

## **18. INNINGS BREAK AND DRINKS**

- 18.1 The interval between innings shall be of 15 minutes duration. A drinks interval of a maximum of five minutes may be taken halfway through a session.

## **19. BOWLING RESTRICTIONS**

- 19.1 In a match consisting of 32 overs, two bowlers can bowl a maximum of 7 overs and three bowlers can bowl a maximum of 6 overs. In a 42-over match, three bowlers can bowl a maximum of 8 overs and two bowlers can bowl a maximum of 9 overs.
- 19.2 In a reduced overs match no bowler shall bowl more than one fifth of the maximum of any reduced number of overs.
- 19.3 The bowling restrictions in clause 7.1 and 7.3 of this section still apply in relation to the maximum number of overs a bowler may bowl in a spell.

## **20. WEATHER INTERRUPTIONS**

- 20.1 If weather interferes with play, the maximum number of overs in that match shall be reduced by a deduction of one over for each complete four minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 15 minutes lost, three overs shall be deducted.
- 20.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 20.3 If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.

## **21. POINTS**

- 21.1 Points shall be awarded on the same basis as for two day matches except there shall be no outright wins.

## SECTION 10

### WOMEN'S PREMIER GRADE ONE-DAY LIMITED OVER MATCHES

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All women's premier grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

N.B: To be eligible to represent the Auckland Hearts, Women's Development and/or Secondary Schools Elite teams players **MUST** play a FULL club season unless special circumstances prevent this.

N.B. Please refer to 'A guide to player eligibility' for player eligibility for these grades.

#### 1. THE COMPETITION

1.1 Each team will play each of the other teams, at least once, in three separate competitions which are the Pritchard Cup, the Pearl Dawson Trophy and a Twenty20 competition. Competition formats are subject to change and shall be notified to each club prior to the commencement of the competition.

1.2 **Overall Premier Championship:** Each team will be awarded points equivalent to the reverse order of their finishing place in each competition and multiplied by a weighting which shall be Pritchard Cup x1, Pearl Dawson Trophy x1 and

the twenty20 competition x1.5. (E.g. Prichard Cup: 1<sup>st</sup> place awarded 4 points multiplied by 1 equals a weighted points of 4). The overall champion will be the team with the highest points after being multiplied by the weighting.

## **2.0 RESERVE DAYS**

**2.1 For women's premier grade only:** There are no reserve days for the preliminary rounds. There will be no reserve day for the Prichard Cup final. The reserve day for the Pearl Dawson trophy is scheduled for Sunday 25 March. The reserve day for the Twenty20 competition is Sunday 1 April. In the event of the final being cancelled or abandoned, the match shall be played on a date to be determined by the ACA .

## **3.0 THE PLAYERS (LAW 1)**

**3.1 Women's premier:** each team shall be composed of 11 players. Teams may not play with less than 9 players.

**PROVISION NOTE:** All Under 17 Girls (1 September) **MUST** play in the Premier Youth Grade unless they are good enough to play in the Premier or Premier Reserve Grade. Any club seeking dispensation for an Under 17 Girl to play First Grade, as a permanent member for the season, must do so in writing to ACA and may not play unless / until approved by ACA.

## **4. HOURS OF PLAY**

4.1 Number of overs per team: 50

4.2 First Session: 11:30 AM - 2.45 PM or the completion of 50 overs

4.3 Break between innings: 2:45 PM - 3:25 PM

4.4 Second Session: 3:25 PM - 6:40 PM or the completion of 50 overs

4.5 Overs per team required to constitute a match: 20

4.6 Overs per hour to be maintained: 18

4.7 Maximum number of overs per bowler used: 10

4.8 Scheduled latest time your game can finish: 6:40 PM

4.9 where the start of play is delayed or interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time lost	Interval between innings
Up to 20 minutes	40 minutes
Between 20 and 80 minutes	35 minutes
Between 80 and 110 minutes	30 minutes
Between 110 and 140 minutes	20 minutes
More than 140 minutes	10 minutes

## 5. **LIMITATION OF INNINGS (LAW 12)**

5.1 **Number of innings:** Each match will consist of two innings on one day.

5.2 **Number of overs:** For women's premier grade each team shall bat for one innings which shall consist of a maximum of 50 overs.

5.3 **Completion of innings:** If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3¼ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but the second innings shall be limited to the same number of overs as it bowled in the 3¼ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.

5.4 **Limitation on overs in second innings:** If the last wicket in the first innings falls within two minutes of the expiration of the 3¼ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).

5.5 **Dismissal:** Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

5.6 **Extension of innings:** If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 5.3, 5.4, or 5.5, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

## 6. LATE START

6.1 **Reduction of overs for women's premier grade:** In the event of a late start for any reason, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game..

6.2 **Bowling restrictions:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs.

6.4 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall be as per 4.8, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

## 7. INTERRUPTIONS DUE TO WEATHER

7.1 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.

7.2 **Second Innings Target:** Subject to clauses 7.4 and 7.5, if, with no further play possible, the team batting second has not had the opportunity to complete the agreed number of overs, after the minimum number of overs required to

constitute a match have been bowled, and has neither been all out, nor has passed its opponents score, the result shall be decided as follows: 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.

- 7.3 Subject to clauses 7.4 and 7.5, 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 team 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.

**Examples of Application of Rules 7.2 and 7.3:**

- (a) Side batting first scores 215 in 50 overs (50 in the first 20 overs, 165 in the remaining 30 overs.) Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 166, being one more run than the runs scored by the side batting first) over its last 30 overs (at an average of 5.5 runs per over)
- (b) Side batting first scores 215 in 50 overs (110 in the first 20 overs, 105 in the remaining 30 overs). Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 130 being one more run than the average runs per over achieved by the side batting first throughout the duration of its innings multiplied by number of overs bowled, or available, to side batting second ( $4.3 \times 30 = 129$ ). This is higher than runs scored by the side batting first in its last 30 overs.

- 7.4 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.

7.5 If the target score of the team batting second involves a fraction of a run, the target score becomes the next highest whole number (i.e. if the target score is 125.32 the winning score becomes 126) and there cannot be a tie.

7.6 During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

## 8. THE RESULT (LAW 21)

8.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.

8.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, a “no result” shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where there is no reserve day allocated for the abandoned match, or a “no result” also occurs on the reserve day, both teams shall be awarded 1.5 points. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than as per 4.1) and has not completed its innings, its target score shall be calculated in accordance with clause 7.3.

8.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides. For Women’s Premier Grade where the match is a knockout fixture (such as a semi-final or final of a competition) the match shall be replayed on the next date set down for play in that competition. Where no date is set down (e.g. When a final is tied on the last advertised reserve day for the competition, a date will be set for the replay by the ACA.)

8.4 **Net run rate calculations:** If a net run rate is required to assess a team's placing in a competition, or for any other reason, the net run rate shall be calculated as follows:

- (a) the aggregate number of runs scored shall be divided by the aggregate number of overs received;

- (b) the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- (c) the sum calculated pursuant to sub-clause (b) shall be deducted from the sum calculated pursuant to sub-clause (a) and the sum remaining shall be the net run rate.

In any match where a target score is applied (due to a reduction in the available number of overs) the run rate of the side that batted first shall be calculated by dividing the sum of one run less than the target score by the total number of overs available to the side batting second.

E.g. Side A scores 250 from 50 overs at an average run rate of 5 runs per over. After a rain interruption, Side B must achieve a target score (calculated in accordance with Clause 4 of this section) of 224 from 42 overs at an average run rate of 5.33 to win the match. The run rate for Side A will be adjusted from 5.00 to 5.31 per over (being the sum of 223 divided by 42 overs). This recalculation ensures that if Side A win the game then they will have a better net run rate from the match than the side that they beat. Should they lose the match, the net run rate gained will indicate the difference between the two teams based on the adjusted target achieved by Side B.

For the purposes of the calculation in (a), (b) and (c) above:

- (a) an over which has been commenced but, for any reason, not completed shall be counted as follows:

xx.1 overs = xx.167 overs

xx.2 overs = xx.333 overs

xx.3 overs = xx.500 overs

xx.4 overs = xx.667 overs

xx.5 overs = xx.833 overs

and

- (b) if a team is dismissed before the total available overs have been bowled in the relevant innings, the total available overs in that innings shall be deemed to be the number of overs received in order to calculate the net run rate for that innings.

## **9.0 BOWLING RESTRICTIONS**

9.1 **For women's premier:** No bowler shall bowl more than 10 overs.

## **10. NO BALL (LAW 24)**

10.1 A bowler shall be allowed to bowl one short pitched delivery per over. For a definition of fast short pitched deliveries and procedure see "Dangerous and Unfair Bowling", p83 of the Club Cricket Handbook.

In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in Law 42.7 (a), (b) and (c). The above regulation is not a substitute for Law 42.6 which umpires may apply at any time.

10.2 The delivery following a no-ball called for a foot fault (Law 24.5) shall be a 'free hit' for whichever batsman is facing it. If the delivery of the 'free hit' is not a legitimate delivery (any kind of no-ball or a wide ball), then the next delivery will become a 'free hit' for whichever batsman is facing it. For any 'free hit' delivery, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the 'free hit' is called a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker.

## **11.0 FIELDING RESTRICTIONS**

11.1 **Fielding restrictions for Women's Premier Grade:** The following fielding restrictions shall apply:

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. In addition to the restriction above, 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 Fielding Restriction Overs) are set out in the following paragraphs.

The following fielding restrictions shall apply:

- a) 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 **23** metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction area should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

During the first block of Fielding Restriction Overs (FRO) (as set out below), only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery. During the second and third blocks of FRO's only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- b) If possible, two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius at each of the circles shall be 15 yards (13.72 metres).

This further fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. During the initial block of FRO (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this further 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 (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- c) During the non FRO, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause a) above.
- d) Subject to the provisions of e) below, the FRO shall apply for 20 overs per innings to be taken as follows:
  - (i) The initial block of FRO shall be the first 10 overs of the innings.
  - (ii) The remaining second and third blocks of FRO shall consist of 5 overs each. One block shall be taken at the discretion of the fielding captain and the other at the discretion of the batsmen at the wicket.

- (iii) A batsman must nominate his team's FRO no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's FRO at any time prior to the commencement of the over. The umpire standing at the bowler's end shall determine which side made the first request.
- (iv) Once a side has nominated an FRO the decision cannot be reversed. Should either team choose not to exercise their discretion, the FRO's will automatically commence at the latest available point in the innings
- e) In circumstances when the number of overs of the batting team is reduced, the number of FRO 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 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

<b>Innings duration</b>	<b>Number of FROs</b>	<b>Sequence taken</b>
<b>20 – 21</b>	<b>8</b>	<b>8</b>
<b>22 - 23</b>	<b>9</b>	<b>9</b>
<b>24 - 26</b>	<b>10</b>	<b>10</b>
<b>27 - 28</b>	<b>11</b>	<b>10 + 1</b>
<b>29 - 31</b>	<b>12</b>	<b>10 + 2</b>
<b>32 – 33</b>	<b>13</b>	<b>10 + 3</b>
<b>34 – 36</b>	<b>14</b>	<b>10 + 4</b>
<b>37 – 38</b>	<b>15</b>	<b>10 + 5</b>
<b>39 – 41</b>	<b>16</b>	<b>10 + 5 + 1</b>
<b>42 – 43</b>	<b>17</b>	<b>10 + 5 + 2</b>
<b>44 – 46</b>	<b>18</b>	<b>10 + 5 + 3</b>
<b>47 – 48</b>	<b>19</b>	<b>10 + 5 + 4</b>
<b>49 – 50</b>	<b>20</b>	<b>10 + 5 + 5</b>

- (f) Where, in an interrupted innings, on resumption the recalculated number of FRO (as set out above) is no longer achievable, the actual number of FRO for that innings will be the closest achievable whole number (subject to observing (g) below).

- (g) Each block of FRO must commence at the start of an over.
- (h) If an innings is interrupted during an over, the status of that over (that is whether it is a FRO or not) must be retained when the over is completed.
- (i) At the commencement of each discretionary block of FRO, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (j) In the event of an infringement of the requirement that at the instant of delivery there may not be more than five fieldsmen on the leg side or of sub clauses (a), (b), (c) or (d) of this clause, either umpire shall call and signal "No Ball".
- (k) Fractions are to be ignored in all calculations regarding the number of overs in respect of field restrictions.

## **12.0 THE BALL (LAW 5)**

- 12.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 13 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

## **13. CLUB COMPETITIONS**

- 13.1 **Women's Premier grade:** All points gained in the women's premier grade limited over competitions shall be applied towards the Club Championship.

# SECTION 11

## WOMEN'S PREMIER RESERVE, FIRST GRADE AND PREMIER YOUTH ONE-DAY LIMITED OVER MATCHES

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All women's premier reserve, first grade and premier youth grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 13; and
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

N.B: To be eligible to represent the Auckland Hearts, Womens Development and/or Secondary Schools Elite teams players **MUST** play a FULL club season unless special circumstances prevent this.

N.B. Please refer to 'A guide to player eligibility' for player eligibility for these grades.

### 1. THE COMPETITION

1.1 Competition formats are subject to change and the ACA shall, before the commencement of each season, establish the competition format.

### 2. RESERVE DAYS

2.1 **For women's premier reserve, first grade and premier youth:** Should the scheduled finals be cancelled or abandoned due to weather, the finals shall be played on the reserve day to be determined by the ACA. Should the reserve

date be cancelled, the winner in each match will be the side that finished the highest in competition at the end of the round robin series of matches.

### 3. THE PLAYERS (LAW 1)

**3.1 Women’s premier reserve, Premier Youth and first grade:** each team shall be composed of 11 players. Teams may not play with less than 9 players.

**PROVISION NOTE:** All Under 17 Girls (1 September) **MUST** play in the Premier Youth Grade unless they are good enough to play in the Premier Grade. Any club seeking dispensation for an Under 17 Girl to play First Grade, as a permanent member for the season, must do so in writing to ACA and may not play unless / until approved by ACA. Premier

### 4. HOURS OF PLAY

	<b>Women’s Premier Reserve</b>	<b>Women’s First Grade</b>	<b>Premier Youth</b>
4.1 Number of overs per team	40	40	35
4.2 First Session	12:30pm start time	12:30pm start time	12:30pm start time
4.3 Break between innings	No longer than 20 minutes	No longer than 20 minutes	No longer than 20 minutes
4.4 Second Session	Innings shall commence after the interval and shall finish at 6:00pm	Innings shall commence after the interval and shall finish at 6:00pm	Innings shall commence after the interval and shall finish at 6:00pm
4.5 Overs per team required to constitute a match	20	20	20
4.6 Overs per hour to be maintained	16	16	16
4.7 Maximum number of overs per bowler used	8	10	7
4.8 Scheduled latest time your game can finish	6:00pm	6:00pm	6:00pm

**4.9 For women’s premier reserve, first grade and premier youth:** A tea interval of such duration as shall be agreed between the captains (or failing agreement by the umpires) but in any event no longer than 20 minutes, which shall include a 10 minute interval between innings, shall be taken at whichever of the following occurs first:

- (a) the team batting first is all out; or
- (b) the maximum number of overs have been bowled.

The innings of the team batting second shall commence after such interval.

## **5. LIMITATION OF INNINGS (LAW 12)**

- 5.1 **Number of innings:** Each match will consist of two innings on one day.
- 5.2 **Number of overs:** For Women's Premier Reserve and First Grade each team shall bat for one innings which shall consist of a maximum of 40 overs. For Women's Premier Youth grade each team shall bat for one innings which shall consist of a maximum of 35 overs.

## **6. LATE START**

- 6.1 **Reduction of overs for women's premier reserve, first Grade and premier youth:** In circumstances where there is a delayed start time for any reason, then the minimum number of overs needs to be recalculated before the start of play. Calculations should be based on 4 minutes per over working back from a finish time of 6:00 pm and presuming there is a 15 minute tea interval.

E.g. If the delayed start time was 1pm, 30 minutes has been lost. Therefore 8 overs (32 minutes, 4 minutes per over) needs to be reduced for the whole game i.e. 4 overs per innings. Therefore the game will be a 36 over innings game.

- 6.3 **Bowling restrictions:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs except for Women's First grade where no bowler shall bowl more than one-quarter of the overs.
- 6.4 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall be as per 4.8, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

## 7. INTERRUPTIONS DUE TO WEATHER

- 7.1 If weather interferes with time after the commencement of play, there shall not be any subtraction of overs from the maximum number of overs specified in clause 5.2, but a tea interval must be taken at the scheduled time. Each team shall face 20 overs for the match to be deemed valid. If time is lost prior to the start of play overs shall be reduced by one for every four minutes of time lost - 3.10pm is therefore the latest start time to complete a valid 20 over game (i.e. 40 overs x 4 minutes = 160 + 10mins change of innings: 3.10pm – 6.00pm).

## 8. THE RESULT (LAW 21)

- 8.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.
- 8.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, a “no result” shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where there is no reserve day allocated for the abandoned match, or a “no result” also occurs on the reserve day, both teams shall be awarded 1.5 points.
- 8.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides.

## 9. BOWLING RESTRICTIONS

- 9.1 **For women’s first grade:** No bowler shall bowl more than 10 overs.
- 9.2 **For women’s premier reserve grade:** No bowler shall bowl more than 8 overs.
- 9.3 **For women’s premier youth grade:** No bowler shall bowl more than 7 overs. No medium pace bowler shall bowl more than five overs in any one spell

N.B. In premier youth grade, the maximum number of balls per over is eight. Premier reserve and first grade players must bowl six good balls.

## **10. THE BALL (LAW 5)**

10.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 13 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

## **11. OTHER CONDITIONS:**

### **For premier reserve, first grade and premier youth only:**

11.1 **Scoring:** All scoring should be undertaken from the sideline. Standing umpires should not also complete a scorebook.

11.2 **Parents as umpires:** Where possible the parent umpire of a batter should not stand at the bowlers end while their daughter is facing.

11.3 **Umpires other than players:** Please refer to 'A Guide to the use of player umpires' at the back of this handbook.

11.4 **Twelve players can be used:** please refer to Section 13 for details on naming of an extra player.

# SECTION 12

## TWENTY20 GRADES

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### Men's Premier Grade:

- 1.1 **Grade Composition:** At the commencement of the season, ACA will allocate 14 teams into four sections White, Blue, Red and Black. The White and Blue section shall consist of four teams and the Red and Black sections shall consist of three teams.
- 1.2 **Competition Structure:**
- (a) **Preliminary Round:** For the White and Blue Sections, each team will play each of the three other teams within their section twice. For the Red and Black Sections, each team will play each team in the opposing section twice. Should two or more teams be tied in first place the superior side shall be determined in accordance with Section 13, Clause 14.5 of these Playing Conditions.
  - (b) **Semi-Final & Final:** At the conclusion of the preliminary round the highest place team in each section will advance to a knockout semi-final. The winner of each semi-final will advance to the final. The semi-final and final will be played on 1 February and 8 February respectively.
  - (c) **Reserve Days:** The reserve day for the semi-finals is 8 February. Should the final be cancelled or abandoned due to weather or there be a need for additional reserve days, ACA will allocate them.
- 1.3 Matches shall be played in accordance with the rules for Premier Grade limited overs cricket outlined in Section 4 of these Playing Conditions with the following exceptions:
- i) The maximum number of overs in any innings shall be 20.
  - ii) The minimum number of overs in any innings required to constitute a match shall be 5.

iii) Fielding restrictions shall differ to Section 4 as follows:

- a) Fielding restriction overs shall be the first six overs of an innings of 20 overs.
- b) No stationary fieldsmen are required within the 15 yard fielding circles at any time during an innings.
- c) Should a reduction in overs from the maximum be required, the fielding restriction overs shall be calculated as follows:

<u>Total overs in innings</u>	<u>No. of overs for which restrictions apply</u>
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

(Fractions are to be ignored in all calculations re the number of overs. If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

iv) Law 31 (Timed Out) will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute & thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the pitch immediately a wicket falls.

v) Playing times will be as follows:

**Preliminary Rounds:** 1<sup>st</sup> Innings:5:30PM–6:50PM, 2<sup>nd</sup> Innings:7:00PM-8:20PM

**Semi-Finals:** 1<sup>st</sup> Innings:5:30PM–6:50PM, 2<sup>nd</sup> Innings:7:00PM-8:20PM

**Finals:** 1<sup>st</sup> Innings:5:30PM–6:50PM, 2<sup>nd</sup> Innings:7:00PM-8:20PM

vi) **Over rate penalties:** Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour & twenty minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the team

batting second is credited runs in this way and this consequently takes their score past that of the team batting first then the match shall be deemed to be won by the team batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for play.

If the innings is terminated before the scheduled or re-scheduled "cut off" time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpires will inform the fielding Captain of any time allowances as and when they arise. In addition, in all reduced over matches, the fielding team will be given one over leeway.

Over rate penalties apply only to innings of ten overs or more duration. Umpires shall apply the Penalty Run Laws for time wasting especially strictly. This is the only penalty for slow over rates in innings of less than ten overs

- vii) In the event of a tie, the following form of a "Bowl Out" contest shall apply to achieve a result:

Five players, from each side (selected from the players nominated for the match) will bowl, over-arm, two deliveries each at a wicket (conforming to Law 8) from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval. If a bowler bowls a 'no-ball' it will count as one of his two deliveries but will not count towards the score of the team. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the wicket.

## Women's Premier Grade:

- 2.1 **Competition Format:** Each team will play each of the other teams, at least once. Competition formats are subject to change and shall be notified to each club prior to the commencement of the competition.
- 2.2 Matches shall be played in accordance with the rules for Premier Women's Grade limited overs cricket outlined in Section 10 of these Playing Conditions with the following exceptions:  
Section 12 - Premier and Premier Reserve Grade Men - rules 1.3 i, ii, iii, iv, v, vi, and vii shall apply.

Playing times will be as follows:

Rounds 1, 3 & 5, 7, 8, 9: 1<sup>st</sup> Innings: 11:30AM–12:50PM, 2<sup>nd</sup> Innings: 1.00PM–2.20PM

Rounds 2, 4 & 6: 1<sup>st</sup> Innings: 3:15PM–4:35PM, 2<sup>nd</sup> Innings: 4.45PM–6.05PM

## All Other Grades:

- 3.1 Normal rules of cricket apply with the following exceptions:
- i) No player may field within 10 metres of the striker except when fielding in a position within the 90° from point to wicket-keeper.
  - ii) No balls are not to be re-bowled except for those delivered in the 20<sup>th</sup> or final over of the maximum of any innings. 2 runs (plus any runs scored from the bat or from byes or leg byes) will be awarded to the batting side for each no ball.
  - iii) Wides are not to be re-bowled except for those delivered in the 20<sup>th</sup> or final over of the maximum of any innings. 2 runs (plus any runs scored from byes or leg byes) will be awarded to the batting side for each wide.
  - iv) Balls shall be 156g leather (for men's grades) and 142g leather (for women's grades) but not necessarily new. A two or four piece ball can be used. An old ball shall be used only on the acceptance of that ball by both captains.

- v) There is no reduction of overs rule for delays in play due to poor weather. If rain interferes in a match and play is unable to be continued without reducing the overs, then the match shall be drawn and points shall be shared.
- vi) No bowler may bowl more than 4 overs in any 20 over innings.
- vii) Section 13 6.2 (b) & (c) of these Playing Conditions shall apply.

### Sunday Grades:

- i) A bowler's run-up shall be restricted to 10 metres. This will avoid a slow over rate which could impact on the start time for a following match.
- ii) Batsmen to retire immediately when they reach a score of 30. They may resume their innings only if the remaining batsmen in their side have been dismissed. If more than one player has retired, they can return in any order, not simply the order in which they originally came to the crease.
- iii) **Playing times:** Each match shall commence at 3.15pm

# SECTION 13

## GENERAL PLAYING CONDITIONS

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### 1. STARTING TIME

- 1.1 **Defaults:** If a team, for any reason, is unable or unwilling to commence play more than 30 minutes after the time appointed for commencement of play on either day of a two day match or on the day of a one day match, the match shall be lost by that team. If the other team is ready to commence play at the appointed time it may, in lieu of accepting a default, decide to play the match, in which case the time lost shall be made up on the day or days allotted for the match. A team, whether batting or fielding, shall constitute a minimum of seven players ready and willing to take the field.

### 2. THE TOSS

For all grades except Men's Premier, Premier Reserve and Women's Premier:

- 2.1 **Toss for innings:** The captains of competing teams in a match shall toss for the choice of innings on the field of play not later than 15 minutes before the earlier of the time scheduled for the match to start, or the time agreed upon for play to start. Before the toss is made, the captains shall exchange team lists on the appropriate ACA form. The winner of the toss shall notify his decision to bat or field to the opposing captain not later than 10 minutes before the earlier of the time scheduled for the match to start or the time agreed upon for play to start. This decision shall not be altered once it is notified to the opposing captain.
- 2.2 **No team lists:** Junior grades and men's grades below Senior B grade are not required to exchange team lists.

### 3. BALLS TO THE OVER

- 3.1 **Number of balls:** Six balls shall be bowled in each over.

### 4. MODE OF DELIVERY

- 4.1 **No underarm bowling:** No bowler shall deliver the ball underarm.

## 5. TIME ON GROUND

- 5.1 **Sole arbiters:** Umpires shall be the sole arbiters of time in respect of play. Any clock on the ground may be used as a guide.

## 6. WIDE BALLS AND NO BALLS

- 6.1 **Wide balls:** The following rules shall apply in respect of wide balls:

- (a) **Two day matches:** If a bowler delivers the ball so wide of the wicket, that, in the sole opinion of the umpire, it passes out of reach of the striker standing in a normal guard position, the umpire shall call and signal "wide" as soon as it has passed the line of the striker's wicket.
- (b) **Limited over matches, one day grade matches, President's grade matches, junior grade matches:** Any offside or leg side delivery which, in the sole opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called as a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide. Umpires shall consider the level at which the match is being played before such strict enforcement of this rule.

- 6.2 **No balls:** The following rules shall apply in respect of no balls:

- (a) **Premier Men and Women:** In addition to law 24 of the Laws of Cricket, law 42.8 shall also apply. The policy underlying this law is that bowling of fast high full pitches is unfair. In the event of such unfair bowling, the umpire at the bowler's end shall adopt the procedures of caution, final warning and take action against the bowler by calling a no ball. If action should be taken and is not the matter should be reported by a player, club official or umpire to the ACA immediately.
- (b) **All other grades:** Laws 24 and 42.8 of the Laws of Cricket shall apply, and in addition, if a full pitched delivery passes, or would have passed, above the waist height of the striker standing upright at the crease, the umpire shall call and signal "no ball".
- (c) **All other grades:** Laws 24 and 42.8 of the Laws of Cricket shall apply, and in addition, if a ball passes or would have passed above the shoulder

height of the striker standing upright at the crease, the umpire shall call and signal “no ball”.

## **7. LIGHT**

For all grades except Men’s Premier, Premier Reserve and Women’s Premier:

**7.1 Light fit for play:** The umpires shall decide if the light is fit for play before the commencement of play, provided that:

- (a) The batting team in each session of play shall have one right of appeal against the light. If the players leave the field during the session of play for any reason, and play restarts before the next scheduled adjournment, the batting team shall have another right of appeal in that session of play after any such interruption; and
- (b) A fielding team in any session of play shall have no right of appeal against the umpires’ decision.

## **8. BOUNDARIES**

**8.1 Interference by person:** Unless arrangements are made to the contrary, where a ball, which in the sole opinion of the umpire would have reached or crossed the boundary, is stopped by a spectator or by a player from an adjacent game, then, if such interference is intentional, it shall be deemed to have reached the boundary, but if such interference is unintentional, the ball shall not be deemed to have reached the boundary. The action of a spectator or player from another match in picking up the ball shall be deemed to be an intentional action for the purposes of this clause.

**8.2 Obstructions overhanging the field of play:** Where trees or other permanent structures grounded outside the field of play overhang the field of play, unless the team captains agree to the contrary (and communicate such arrangements to the umpires prior to the start of play), as soon as the ball strikes the overhanging obstruction, the umpire shall award a boundary six to the striker.

**8.3 Permanent obstructions within the field of play:** Where there are permanent obstructions within the field of play, unless the team captains agree to the contrary (and communicate such contrary arrangements to the umpires prior to the start of play), as soon as the ball strikes such obstruction, the umpire shall

award a boundary four to the striker, regardless of whether or not the ball strikes the obstruction on the full.

## **9. FITNESS OF GROUND AND WEATHER**

For all grades except Men's Premier, Premier Reserve and Women's Premier:

9.1 **Fitness:** An umpire shall decide if the pitch, the ground and the weather are fit for play before any session of play, provided that:

- (a) An umpire shall first establish whether both captains, or if necessary the batsmen at the wicket, want to continue to play in unfit conditions and, if so play shall continue;
- (b) If, after agreeing to play in unfit conditions, either captain subsequently wants play to be suspended, he may appeal to the umpire who shall uphold the appeal only if, in his sole opinion, conditions have deteriorated since such agreement.
- (c) Where no official umpires are appointed, the fitness of the pitch, ground and light shall be decided by mutual agreement between team captains who shall comply with the requirements contained in clause 4 of section 2 of these Playing Conditions, in respect of dealing with ground officials and groundsmen.

9.2 **No spiked footwear:** Spiked footwear shall not be worn on artificial pitches while batting or bowling, in case of damage. Clubs whose players use such footwear in these circumstances shall reimburse the ACA for the cost of repairs.

## **10. COVERING OF PITCHES**

10.1 **Mandatory covers:** Covers are mandatory for pitches used for Premier Men's and Women's Grade matches and must be available to cover the pitch and surrounds for a minimum of two nights and days before the commencement of a match on that pitch. The home team shall cover the pitch and remove the covers whenever and wherever necessary. If two teams are playing at a venue other than either of their home grounds the first named team in the official ACA draw shall ensure that the covers are of a standard acceptable to the ACA at that venue.

10.2 **Minimum size:** The minimum size of the area to be covered for Premier Grade matches is 27 x 9 metres. Where covers are used for matches other than Premier Grade their use must be for the duration of the match and not just for a part thereof. The area to be covered for these lower grades shall be 27 x 3.6 metres.

## 11. PRACTICE ON PITCHES

For all grades except Men's Premier, Premier Reserve and Women's Premier:

11.1 **No practices:** If, in respect of any ground, the condition of the pitch or ground is deemed to be such that a match shall not be commenced or played on a pitch, practices shall not be allowed on that pitch. Practice within the boundaries shall cease 10 minutes before the time of commencement of play. No person may test a pitch for bounce before the commencement of play by bowling or bouncing a ball on it.

## 12. ALLOCATION OF PITCHES FOR MATCHES

12.1 **Allocation:** The allocation of pitches and grounds shall be determined, from time to time, by the Board of Control or its authorised official. If a local body ground is allocated to the ACA, a club shall not apply for an allocation of grounds in competition with the ACA.

12.2 **Pitch:** A match shall be played on the pitch allocated in the ACA draw.

## 13. ALTERNATIVE PITCHES

13.1 **Unfit pitches:** If, for any reason, a ground official or ground authority deems a pitch to be unfit for play during a match, or that undue delay would occur as a result of the pitch's condition before the commencement of play, an alternative pitch may be used with the prior consent of the Board of Directors or its authorised official. The alternative pitch may be at the same ground or any other ground under the control of the ACA. The suitability of the alternative pitch shall be determined by a majority decision of the ground official of the ground where the alternative pitch is situated, the captains of the teams to play on such alternative pitch and the official umpires, if any.

## 14. COMPETITION POINTS

- 14.1 **Men's Premier and Premier Reserve two day:** The competition points for the men's Premier and Premier Reserve Grade two day championship competition shall be:

	Points
Outright win	4
First innings lead (added if team wins outright)	6
Outright tie	2
First innings tie (added if team wins outright)	3
Draw (no result achieved on first innings)	3
First innings or outright loss	0
Outright victory by an innings	1
	(Plus all other points gained)
Outright victory by seven or more wickets	0.5
	(Plus all other points gained)
Bonus points	0.01 per run ) over the entire 0.25 per wicket ) match

- 14.2 **Other two day grades:** The competition points for all other two day grades shall be:

	Points
Outright win	6
First innings lead and limited over win (added/retained if side consequently wins/loses outright)	3
Outright tie	3
First innings and limited overs tie	1.5
Draw (no result achieved on first innings)	1.5
First innings lead in two day fixture if match becomes limited over	3 (plus bonus)
First innings, limited over or outright loss	0
Outright victory by an innings in a two day match or victory by ten wickets in a limited overs match	1
	(Plus all other points gained)
Outright or limited overs victory by seven or more wickets	0.5
	(Plus all other points gained)
Bonus points	0.01 per run) over the entire 0.25 per wicket) match
Default win (see Default definition in Section 2, Clause 7)	Equivalent to points gained by the team scoring the most points in the same round
Abandoned match (two-day or limited over)	Equivalent to the average number of points gained by teams that completed matches in the same round, or 1.5 points, whichever is higher.

- 14.3 **Limited Overs:** The competition points for all limited overs grades (including Twenty20 grades and women's grades) shall be:

Points	
Win	3
Tie (Does not apply to Premier & Premier Reserve Grades for Twenty20 matches – refer bowl off rule)	1.5
No Result	1.5
Loss	0

14.4 **Champion:** The team which gains the highest aggregate of points at the end of each round shall be the champion of the competition for its grade unless a final must be played. For all two day grades other than Premier and Premier Reserve grades, the champion shall be the side with the highest combined total of match and bonus points gained in all limited overs and two day matches with the exception of any points gained from the semi final and final limited overs matches.

14.5 **Equal points:** In the Premier and Premier Reserve Grade Limited Overs and Twenty20 Competitions the first method for determining a superior side when two or more teams are tied on points at the end of a competition stage shall be determined by net run rate as detailed in Section 4 Clause 8.4. In the extremely unlikely event that this method does not provide a superior side then the result of the match between the sides that are tied shall determine the superior side.

Should two or more teams in a two day grade be equal on points, the team with the most outright wins will be the winner and if the teams have the same number of outright wins, the team with the better run rate per wicket for and against average will be the winner of the grade.

Should two or more teams in a one day grade (with the exception of the Premier and Premier Reserve Grade) or in the President's grade be on equal points at the end of any competition stage, the higher finishing side will be the team that had the most victories over the entire season over the team(s) with which it is tied. Where this method does not provide a superior team, the side with the better net run rate at the end of the competition stage in which the two teams are tied calculated in accordance with the formula set out in section 4, clause 8.4., shall be the higher finishing side.

Should two or more teams in a Twenty20 grade (with the exception of the Premier and Premier Reserve Grade) be on equal points at the end of any

competition stage, the higher finishing side will be the team that had the most victories over the entire season over the team(s) with which it is tied. Where this method does not provide a superior team, the side with the better runs per wicket differential at the end of the competition stage in which the two teams are tied shall be the higher finishing side.

14.6 **Automatic promotion/relegation:** Automatic promotion/relegation applies in each grade from Senior A Grade down to Senior C Grade at the end of the season in men's grades except where the ACA Bylaws or a ruling from the Board of Directors would restrict such promotion or relegation. (Refer bylaw 4.6 – Competitions)

## 15. **BALLS**

15.1 **Use of balls:** Law 5 of the Laws of Cricket and the instructions to umpires issued by the MCC shall apply to the use of balls in any match except:

- (a) In all matches a new ball shall be used in each innings.
- (b) A new ball may be requested by the fielding team in men's Premier and Premier Reserve Grade during the course of either innings after the completion of 80 overs with one ball in that innings.
- (c) A four-piece ball shall be used in all men's Premier, Premier Reserve and Senior A grade and Women's Premier grade matches, but in all other matches a two-piece ball shall be used.
- (d) The Board of Control shall approve the quality and type of ball for all competitions and notify every club of its decision before the commencement of the season.

15.2 **Approved balls:** The schedule of approved balls is as follows:

- (a) Men's Premier, Premier Reserve and Senior A Grade in two day and limited over matches:
  - Kookaburra (Regulation 156g)
  - Kookaburra (Club Match 156g - Senior A Only)
  - Platypus (Special Turf 156g)

- Platypus (Match 156g - Senior A Only)
- (b) Men's Premier Grade in Twenty20 matches
- Kookaburra Senator – White (Premier Grade Only)
- (c) Men's Premier Reserve Grade in Twenty20 matches
- Platypus Diamond
- (d) All other Men's two day and limited over grades
- Kookaburra (Tuf Pitch, Red King, Practice and Kooka Crown 156g)
  - Platypus (Googly Longlife, Club Special, Gem and Esteem 156g)
- (e) Under 18 and Year 9-10 matches:
- Kookaburra (Tuf Pitch, Red King, Practice and Kooka Crown 156g)
  - Platypus (Googly Longlife, Club Special and Esteem 156g)
- (f) Year 8 Post-Christmas matches:
- Kookaburra (Tuf Pitch, Red King, Practice and Kooka Crown 142g)
  - Platypus (Googly Longlife, Club Special, Esteem 142g)
- (g) Women's Premier and Premier Reserve grade limited over matches:
- Kookaburra (Club Match and Senator) 142 grams
  - Platypus (Match) 142 grams
- (h) Women's First and Premier Youth grade limited over matches:
- Kookaburra (Red King, Practice and Kooka Crown 142g)
  - Platypus (Googly Longlife, Club Special, Gem and Esteem 142g)
- (i) Other Women's grades in limited over matches:
- Any leather two-piece (142 g)

15.3 **Changing a ball:** A ball may only be changed during an innings in the following circumstances:

- (a) on the direction of umpires appointed by the ACA to control the match; or
- (b) following agreement by the captains; or

- (c) where the ball has clearly lost its spherical shape; or
- (d) where the string is coming out of the seam.

## **16. TEAMS FIELDING LESS THAN ELEVEN PLAYERS**

16.1 **Side deemed all out:** Where a team in a two day grade has less than eleven players that team will be, and is deemed to be, dismissed by the fielding side when only one of its players remains who has not been dismissed. For the avoidance of doubt, such a team may only declare its innings closed in the following circumstances:

- (a) where that team has seven players, before the fall of its sixth wicket;
- (b) where that team has eight players, before the fall of its seventh wicket;
- (c) where that team has nine players before the fall of its eighth wicket; and
- (d) where that team has ten players before the fall of its ninth wicket.

## **17. GRADES WHERE TWELVE PLAYERS CAN BE USED**

17.1 Any team in a Senior B, Senior C, One Day 1-7 Grade, President's, Sunday Social, Under 18, Year 9-10 or Year 8 Post-Christmas Grade, may select twelve players to play in any match.

17.2 In any situation where twelve players are being used by any team, the captain of a team which has an additional player must advise the opposition captain of the name of the player in his side who will bat but not bowl and the name of the player who will bowl but not bat. Neither of these players shall be allowed to be the wicket-keeper. This advice must be provided prior to the commencement of the match. In the case of a two day fixture, the advice must be provided before the start of play on the first day.

17.3 A team with twelve players must only have eleven players on the field at any one time.

17.4 There will be no "stand down" time on a player who comes into the game and wishes to bowl after being on the sideline.

*This playing condition has been included for the purposes of allowing clubs to avoid entering teams which they may be unable to fill every week, but still provide cricket for most or all of their registered players.*

**18. PENALTY RUNS**

- 18.1 Penalty runs (except under rules 41.2 and 41.3) shall apply only in Premier Men's and Women's Grade competitions.