



PREMIER CRICKET ONE DAY PLAYING CONDITIONS

NCA Car Company 50 OVER COMPETITION

All Premier Grade 50 Over competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section.
- (b) Nelson Cricket Association General Playing Conditions.
- (c) New Zealand Cricket Playing Conditions – Domestic One Day Competition (Ford Trophy)
- (d) The Laws of Cricket (2017 Code - 3rd Edition 2022) of the Marylebone Cricket Club, www.lords.org/mcc/the-laws-of-cricket

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 (d) will be of the least priority.

In addition, all players, clubs, and umpires shall comply with the by-laws of NCA in force from time to time.

1. THE COMPETITION – Applies to NCA Car Company 50 over competition.

2. COMPETITION Car Company 50 Over Competition

2.1 The 2023-24 will be a series of round robin matches followed by a Final (1 v 2).

2.2 If teams are level on points the higher places will go to: -

2.3 The team with the most wins in the “round robin” stage of the competition

2.3.1 The team with the greatest number of wins over the other team (or teams if more than two teams are equal after applying (a)).

2.3.2 If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team 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 is dismissed. (as per current NZC 1st class rules for full explanation)

2.4 The Competition Final will be played at Saxton Oval, if Saxton Oval is unavailable, the final will be played at top qualifiers home ground.

2.5 The highest placed qualifying team will host the final.

2.6 Tied final match or no result on last available reserve day: The team who qualified highest in the round robin will be declared the competition winner.

3. RESERVE DAYS

3.1 **Preliminary Rounds:** There shall be no reserve day for any of the preliminary round matches.

3.2 **Premier Grade Knockout Stages and Finals:**

Reserve days will be set out by NCA before the season begins, only when possible.

4. START OF PLAY, CESSATION OF PLAY

In those matches where the start of play is not delayed or interrupted the hours of play shall be:

11.00am – 2.30pm	Session 1
2.30pm - 3.00pm	Interval
3.00pm - 6.30pm	Session 2

Where play is delayed or interrupted the latest cessation of play shall be 7.00pm

4.2 The Umpires may vary the timing and the length of the break between the innings at their discretion. Where an umpire is not standing the captains will agree. See the below guidelines for changes to innings break times where time is lost for any reason.

Time lost	Interval between innings
Between 0-110 minutes	30 minutes
Between 110 and 140 minutes	20 minutes
More than 140 minutes	10 minutes

Finishing time for DLS calculations is 7pm for games with a scheduled start time of 11am (subject to 4.1 above)

5. NAMING OF TEAM AND THE TOSS

5.1 The toss in every match shall take place not sooner than 30 minutes and not later than 15 minutes before the scheduled starting time or any rescheduled time for the match to start.

5.2 At the time of the toss both teams shall exchange {and give a copy to the umpires} the names of their respective playing twelve and nominated non-bowler and non-batter.

- 5.3 If, between the toss and the commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain. The umpire (where appointed); shall be Informed of the decision immediately.

6. LAW 24.2 - FIELDER ABSENT OR LEAVING THE FIELD

- 6.1 The particular Law 24.2 does not apply to competition. In situations where a player is late can participate as soon as they arrive. For the avoidance of doubt, all other articles in law 24 apply. the captain to ensure that the umpires are alerted to any players leaving the field.

7. TIME WASTING

Teams are expected to maintain an average over rate of at least 16 overs per hour throughout each day's play in a Premier Grade limited over fixture. The umpires are instructed to a firm stand against any form of time wasting in accordance with the NZC 1st Class condition 6.3 "Penalties for not bowling required overs". All captains are reminded that, time wasting constitutes unacceptable behaviour.

While there is no penalty for slow over rates in the match itself, the umpires and captains are asked to work together to catch up for slow over rates.

8. NUMBER OF PLAYERS

The minimum number of players required to constitute a game is as follows:

- 8.1 The minimum number required to constitute a match is eight.
- 8.2 Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being award to the opposing team.
- 8.3 Teams have up until 15 minutes after the scheduled start time to have the minimum number required at the ground otherwise the result will be awarded to the opposing team.
- 8.4 If both teams don't have the minimum number required to constitute a match, then the result will be considered a no result.
- 8.5 For each match teams may be composed of twelve players
- 8.6 Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their batting 12 and their fielding 12. The player left out of the fielding XI will act as a 12th for the fielding portions of the match (i.e., the player may bat in the batting XI but may not bowl). Shirt numbers should be included on the team lists and a copy of the team lists provided for the scorers to aid with identification.
- 8.7 The 12th may be rotated on and off the field acting as substitute fielder, bearing in mind the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field still apply. Players must inform the umpires of leaving / entering the field.
- 8.8 No player (batter) can only bat in the match and not take part in the field.
- 8.9 The wicket keeper may not be nominated as the non-bowler in the fielding eleven.

9. INNINGS (LAW 13.1)

- 9.1 A match will consist of one innings per team, and each innings will be limited to 50 overs. A minimum of 20 overs per team will constitute a match.

10. LAWS 2.7 & 2.8 - FITNESS FOR PLAY

- 10.1 Unless a general or specific cancellation has been advised by the home association the decision on whether a match can commence is the responsibility of the umpires. The umpires are the sole judges of fitness for play and The Laws of Cricket will apply. In matches without official umpires, agreement in matters of suitability of playing conditions (weather, ground and light) shall be between the captains. Where the captains do not agree the status quo will apply. However, if conditions worsen after the time of disagreement the fielding captain shall have the right to decide on matter of ground and weather, and the captain of the batting side on matters of light. Note: Where matches are being played on parks where official umpires are adjudicating in another match the captains should approach them for guidance on this issue.

11. DELAYED START OVER CALCULATION

- 11.1 **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 reducing two overs for every 8 minutes of playing time remaining until the scheduled closing time for the game.
- 11.2 **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.

12. INTERRUPTIONS DUE TO WEATHER

- 12.1 **Second Innings Target Premier Men's Grade Only:** If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs unless the team batting first was all out sooner), then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Stern Method which is inbuilt into the PlayHQ application.

13. THE RESULT (LAW 16)

- 13.1 **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 of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 13.2 **No result:** If play has been abandoned in a match and less than 16 overs have been faced by the team batting second, an 'abandoned match' shall be declared.

13.3 Points: Win 4pts; tie / no result 2pts; Loss 0pts; Default 2pt deduction (see rule 21); Bonus 1pt to a winning team who achieves a run rate of 1.25 times that of the opposition.

13.4 Duckworth/Lewis/Stern (DLS Method) shall be used on the PlayHQ platform.

14. BOWLING RESTRICTIONS

14.1 Number of overs per bowler: No bowler shall bowl more than ten overs in an innings. In the event of a delayed or interrupted match where the overs are reduced for both teams or the team bowling second, Clause 11.2 of these conditions shall apply.

15. NO BALL (LAW 21)

15.1 A bowler shall be allowed to bowl two short pitched deliveries per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than two short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler

15.2 The delivery following all modes of no-ball 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. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker or if the no-ball was a result of a fielding restriction breach.

16. FIELDING RESTRICTIONS

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

16.2 In addition to 16.1, 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 Powerplay Overs) are set out in the following paragraphs.

16.3 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.

At the instant of delivery:

(b) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(c) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

(d) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 16.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings 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 1st and 2nd innings of the match.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 16.5 If play is interrupted during an innings and the table in 16.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.
- 16.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 16.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

17. THE BALL (LAW 4)

- 17.1 White Kookaburra 156g Senator Ball (or better) will be used in all matches. Each fielding team shall have only one new ball for its innings.

18. SCORING AND SCOREBOARD

- 18.1 Scoring: In a Premier competition game the match must be scored (live, if available) on the PlayHQ application. It is the responsibility of the home team to ensure this happens. It is expected that if the home team does not score on the application, they will arrange with the team that they are playing against to make sure the game is live scored. Where the game is played at a neutral venue the team listed first on the draw will be regarded as the home team. It is the responsibility of the home team to ensure that the result has been uploaded to PlayHQ.
- 18.2 Scoreboard: The batting team shall always keep a scoreboard up to date (including, if applicable the Duckworth/Lewis/Stern [DLS] method par score, which is available on PlayHQ)

19. DEFAULTS

- 19.1 If a Premier team defaults during the competition then it is to be penalized 2 competition points, and a fine of \$200, while the opposing team shall receive the maximum number of points achieved by any other team from that round of games. Fine to be paid to the home association.
- 19.2 Any proposed default must be advised to the home district association and the opposing club before 7.30am on the Friday preceding the match.

20. ELIGIBILITY

- 20.1 A player must have played in three round robin matches for his club to be eligible for the finals. The only exceptions are cricketers who have been playing higher level cricket i.e: First class cricket, Nelson representative matches, Hawke Cup Cricket for Nelson. Teams must apply in writing at least 5 days prior to the final for an exemption to this rule setting out the reasons for the exemption request.
- 20.2 Once a player has played for one team in the competition they may not play for any other team in the competition during the same season unless granted an exemption in writing by NCA.
- 20.3 Students, **who are returning to their hometown**, are permitted to play for a club in Nelson despite being a member of another club in their respective study region. However, they are only eligible for finals if they too have played the three-match minimum requirement.
- 20.4 A rained off fixture does count towards the minimum game requirements. A club may be asked to hand over a 'team card' with the players who were intended to play.
- 20.5 If a Premier team is playing, there is no reason to gain clearance for any players that drop down a grade due to not making the Premier side.

- 20.6 If a player is registered with an overseas club, they may play cricket in the Competition. It is down to the discretion of a club whether they allow them to play or not.
- 20.7 Clubs must apply in writing at least 2 days prior to a match requesting the exemption of someone to play for the club if they are currently signed to another club in New Zealand.

21 TEAM REQUIREMENTS (AT HOME) As per NCZ General Playing Conditions

21.1 Nelson Cricket strongly encourages that, where possible, pitches are covered as is the case for Senior cricket. That is, covers are to be put on the pitch no later than 6p.m. the night prior and earlier if adverse weather conditions are forecast. Whilst there will be no penalty if covers aren't used, the intention is that every effort will be made by clubs with covers to use them appropriately to ensure that pitches are the best they can be and are not affected by rain leading up to the match.

21.2 The home team shall also ensure:

- 21.2.2 A scoreboard is provided.
- 21.2.3 Playhq is provided.
- 21.2.4 Two sets of stumps are provided. (Plus, a replacement set just in case)
- 21.2.5 Drinks are provided for both sides and umpires.
- 21.2.6 The result has been uploaded to PlayHQ website. No points will be awarded until NCA receives this result.

22 NEUTRAL GROUNDS: As per NCA General Playing Conditions

22.1 Where matches are played on neutral grounds,

22.2 the team named first in the draw shall be considered the **home** team.

- 22.2.2 Home team to ensure:
- 22.2.3 A scoreboard is provided.
- 22.2.4 Playhq is provided.
- 22.2.5 A spare set of stumps in case of breakages

22.3 Both sides shall ensure

- 22.3.2 They bring one set of stumps each (or swing stumps where appropriate).
- 22.3.3 Their side know they need to provide their own food and water.

Sundries

Player Playing Unfairly Out of Grade

if any team has any doubts about the eligibility of one of its players, it should seek a ruling from NCA at least 24 hours prior to the start of the match.

<u>Points:</u>	Bonus point win	5 Points
	Win	4 points
	Win by default	4 points
	Tie	2 points each

No result	2 points each
Loss	0 points
Loss by default	-4 points