



## PREMIER CRICKET TWO DAY PLAYING CONDITIONS

### NCA CAR COMPANY TWO DAY COMPETITION

All men's Premier Two-day championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The Nelson Cricket Association General Playing Conditions;
- (c) New Zealand Cricket Playing Conditions
- (d) The conditions specified in Laws of Cricket (2017 Code - 3rd edition 2022) of the Marylebone Cricket Club [www.lords.org/mcc/the-laws-of-cricket](http://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 the NCA in force from time to time.

#### 1. **THE COMPETITION Applies to: NCA | Car Company TWO DAY COMPETITION**

#### 2. **COMPETITION: NCA | CAR COMPANY TWO DAY COMPETITION**

2.1 The 2023-24 will be a series of round robin matches followed by a Final played over one weekend.

2.2 The winner will be the team who wins the Final outright, or if no outright result is forthcoming, the team who qualified highest from the round robin, will be considered the competition winners.

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

2.2.2 The team with the most wins in the "round robin" stage of the competition.

- 2.2.3 If wins are the same, it then falls to the team with the greatest number of wins over the other team (or teams if more than two teams are equal after applying 2.2).
- 2.2.4 If teams are still tied, then by the highest runs scored per wicket lost.

### **3. RESERVE DAYS**

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

### **4. HOURS OF PLAY / MINIMUM OVERS & RATES**

- 4.1 1030 – 1250 First Session
- 1250 – 1320 Lunch
- 1320 – 1540 Second session
- 1540 – 1555 Tea
- 1555– 1810 Third Session

4.2 Play can continue to 1840 to **complete** the minimum overs or make up time for delays or interruptions. If overs are remaining by 1840, time is called, and remaining overs are lost. Play starting early on Day 2 to make up the lost time/overs on Day 1 shall not be permitted. Minimum 110 overs in a day. See 7.

### **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) of the names of their respective playing twelve and nominated non-bowler and non-batter.
  - 5.2.1 If it is day two, this will note which players are the replacement players\*.
- 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. THE PLAYERS**

- 6.1 The minimum number of players required to constitute a game is as follows:
- 6.2 The minimum number required to constitute a match is eight.
- 6.3 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.
- 6.4 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.

- 6.6 If both teams don't have the minimum number required to constitute a match, then the result will be considered a no result.
- 6.7 For each match teams may be composed of twelve players per day.
- 6.7.1 Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their batting XI and their fielding XI. 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.
- 6.7.2 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.
- 6.7.3 No player (batter) can only bat in the match and not take part in the field.
- 6.7.4 The wicket keeper may not be nominated as the non-bowler in the fielding eleven.
- 6.8 On the second day of the match the side may bring in a further 6 players to replace 6 from day 1.
- 6.8.1 If players are playing higher honors, it won't affect a team's 6 changes.
- 6.9 If a player arrives late to the match, the player can fully participate in the match from the moment the player enters the field of play, regardless of whether the player is a batsman or bowler.

## **7. LENGTH OF INNINGS, OVERS & RATES**

- 7.1 On each day of a Premier Grade match, a minimum of **110** overs shall be bowled, based on an average of **16** overs bowled each hour.
- 7.2 **Reduction to minimum:** If play is suspended, or there is a change of innings, the minimum of overs to be bowled in the day shall be calculated on whichever of the following two calculations produced the greater number of overs:
- 7.2.1 **Three overs** are to be reduced from the minimum to be bowled for a change of innings, except where this occurs at the lunch or & tea intervals or at a weather interruption.
- 7.2.2 The minimum over rate of 16 overs is to be achieved.
- Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time. [NB. Sometimes calculations may mean more than a normal day's minimum overs are required in the playing time available.
- 7.3 A compulsory declaration shall be declared at 70 overs during each team's first innings.
- 7.4 Overs consists of 6 legal deliveries.

7.5 The latest time a game may commence is 4pm.

## **8. FOLLOW ON & DECLARATIONS**

8.1 **Law 14 shall apply. Where no play is possible on the first day the second day shall constitute a one-day match**

## **9. FITNESS OF PLAY**

9.1 Unless a general or specific cancellation has been advised by the NCA, the call on whether a match can commence is the responsibility of the Umpires.

9.2 The umpires are the sole judges of fitness for play. The Laws of Cricket will apply. In matches without official umpires, agreement in matters of suitability of 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

## **10. INTERVALS**

10.1 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.

10.2 If an innings closes 15 minutes or less before a scheduled lunch or tea interval, such lunch or tea interval shall then be taken immediately and shall be deemed to include the 10-minute interval between innings. The interval shall remain the normal duration.

10.2.1 9 Wickets Down, Law 11.7 shall apply except the extra time shall be 15 minutes.

10.2.2 Extra Time If The captains and umpires agree 30 minutes extra time (minimum of 8 overs) may be played at the scheduled interval, it would bring about a definite result in that session.

## **11. LAST HOUR OF PLAY**

11.1 A minimum of 16 overs shall be bowled in the last hour on the final day of all competition matches (if both captains agree, the match may be concluded at tea or any time after, on day two). On the final day of a match, drinks shall be taken immediately prior to, either when one hour of playing time remains, or when there are 16 overs remaining to be bowled, whichever is the later. The final hour will then commence.

11.2 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.

- 11.3 The minimum number of overs to be bowled after a resumption of play in the last hour shall be calculated as follows:
- 11.3.1 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 16 overs.
- 11.3.2 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 in the last hour. The deductions shall be based on the following factors:
- 11.3.2.1 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.
- 11.3.2.2 The number of overs lost as a result of the interval or interruption (one six-ball over for every 3.75 minutes of interval or interruption).
- 11.3.2.3 Any over left uncompleted at the end of an innings is to be excluded from these calculations.
- 11.3.2.4 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.
- 11.3.2.5 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".
- 11.3.2.6 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 one over for every 3.75 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 12.3.3.1, 12.3.3.2 and 12.3.3.3 above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed.

## **12. NO BALL**

- 12.1 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
- 12.2 If a ball is bowled on the full at the batsmen **and is considered dangerous by the umpire**, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler.

### **13. FIELDING RESTRICTIONS**

- 13.1 No more than two fielders may be behind square on the leg side. (or a “NO BALL” will be called by the square leg umpire)

### **14. HOME TEAM REQUIREMENTS**

- 14.1 As per NCA general Playing Conditions The home team shall provide:
  - 14.1.1 Stumps
  - 14.1.2 Drinks
  - 14.1.3 Lunch
  - 14.1.4 Afternoon tea/lunch
  - 14.1.5 Scoreboard
  - 14.1.6 A suitable device with data to score the game on using PlayHQ scoring website.
    - 14.1.6.1 Make sure the game has been uploaded to the public website prior to leaving the ground. (Please check the public website)
- 14.2 It is compulsory to cover all premier grade wickets with appropriate covers & hessian the night prior to the fixture. There may be times that NCA request clubs to cover 2 nights prior to the fixture if the forecast signal rain. Clubs will be advised accordingly if appropriate.

### **15. THE BALL**

- 15.1 The grade of ball to be used in all matches shall be a new 156-gram Kookaburra Senator or better Red 4-piece cricket ball.

### **16. THE UNIFORM**

- 16.1 Teams uniform to be whites or that represent their club. All pads must be white.

### **17. HOUSE KEEPING**

- 17.1 No alcohol shall be permitted on council grounds as per TDC and NCC by laws.
- 17.2 No alcohol will be consumed during hours of play by cricket teams in any grade of NCA competitions.

### **18. UMPIRES**

- 18.1 It is expected that NCA will provide umpires for matches. Umpire costs are the responsibility of the home club.

## 19. POINTS

<u>Points.</u>	Abandoned	3
	First innings not achieved	3
	Won first innings	5
	Tied first innings	3
	Won outright	+ 10
	Draw	+ 3
	Tie	+ 5
	Won first innings, first day	+ 3
	<b>Bonus points (first innings only)</b>	
	Batting Points .01 per run.	
	Bowling Points .25 per wicket.	

## 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.