



Playing Conditions

NCA | Car Company – 2nd Grade 40 Over Competition “The Sealord Cup”

All Grade limited over championship 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 conditions specified in Laws of Cricket (2017 Code – 3rd Edition 2002) 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 – 2nd Grade 40 Over Competition.

2. COMPETITION Car Company 40 Over Competition

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

Matches shall be of one innings for each team comprising of a maximum of 40 overs each innings

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

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

- 2.2.2 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).
- 2.2.3 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)
- 2.3 The Competition Final will be played at Saxton Oval, if Saxton Oval is unavailable, the final will be played at top qualifiers home ground.
- 2.3.1 The highest placed qualifying team will host the final.
- 2.4 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.

4. START OF PLAY, CESSATION OF PLAY

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

12.30pm – 3.10pm	Session 1
3.10pm - 3.40pm	Interval
3.40pm - 6.20pm	Session 2

- 4.2. Where play is delayed or interrupted the latest cessation of play shall be 6.30pm

- 4.1 A drinks break may be taken at the completion of 20 overs. Home side to provide drinks for all.

- 4.2 The captains 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.

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

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. NUMBERS OF 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.
 - 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.

7. LENGTH OF INNINGS

- 7.1 Matches shall be of one day's duration, 40 overs per innings, one innings per team.
- 7.2 A Minimum of 16 overs will constitute a match.

7.3 Where adverse weather delays the start of play, the number of overs for each team shall be reduced by one over each for every four (4) minutes of playing time lost

7.4 If weather interrupts the match after play has commenced the above formula is to be applied.

7.4.2 Where weather interrupts the match while the second team is batting the number of overs shall be reduced by one over for every 4 minutes of playing time lost. If less than 16 overs are possible for the second team the match shall be declared a **no result** and points awarded accordingly.

7.5 An interval of 30 minutes shall be taken at the completion of the first innings.

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

8. FITNESS FOR PLAY

8.1 Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the captains.

8.2 Where the captains do not agree with each other, 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 light.

9. DELAYED START OVER CALCULATION

9.1 **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.

9.2 **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.

10. THE RESULT & BONUS POINT

10.1 A result may only be achieved where both teams can bat for a minimum of 16 overs, or have been dismissed, or a result has been achieved earlier.

10.2 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 16 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.

10.3 The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a team is all out, the number of overs

to be used is the maximum number of overs that team was otherwise eligible to face. Where matches are shortened and targets revised using the DLS system, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

11. BOWLING RESTRICTIONS

- 11.1 No bowler shall bowl more than 8 overs.
- 11.2 If overs have been reduced, please see rule 9.2.

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 bowler will receive an official warning. Note the fielding captain must be made aware of this.
 - 12.2.1 If the same bowler is to bowl another full toss, dangerous deliver, he will be removed from bowling and not be allowed to bowl for the remainder of the innings.
- 12.3 If a ball, after delivery by the bowler, pitches on the grass or the edge of the artificial surface it shall be called a ``No Ball ``
 - 12.3.1 If a bowler does not have at least one foot on the artificial pitch at the moment of delivery, a ``no ball`` shall be called.
- 12.4 **There shall be NO "Free Hits" for any "No Balls".**

13. WIDES

- 13.1 A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the striker's bat or person (including pads etc) that, provided the striker was in his normal guard position:
 - 13.1.1 Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with the bat.
 - 13.1.2 Passes on the off side of the striker so wide that it is not within their reach for them to be able to hit it with their bat by means of a normal cricket stroke. In cases where an "off-side" wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.
 - 13.1.3 For clarity, the actual wide guideline is the inside edge of the painted line that is closest to the batter`s wickets.

14. FIELDING RESTRICTIONS

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

14.1 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.

14.2 First 10 overs only two players may field outside the 30-yard circle. For the remainder of the match up to 5 fielders can be outside the circle.

14.3 If grounds do not have a 30-yard circle marked, captains to work together and use common sense when applying the rules.

15. ARTIFICIAL PITCHES

15.1 Spikes must not be worn while batting or bowling on artificial pitches.

16. HOME TEAM REQUIREMENTS (AT HOME)

16.1 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.

16.2 The home team shall also ensure:

16.2.1 A scoreboard is provided.

16.2.2 PlayHQ is provided.

16.2.3 Two sets of stumps are provided. (Plus, a replacement set just in case)

16.2.4 Drinks & lunch is provided for both sides and umpires.

16.2.5 The result has been uploaded to PlayHQ website. No points will be awarded until NCA receives this result.

17. NEUTRAL GROUNDS:

17.1 Where matches are played on neutral grounds, the team named first in the draw shall be considered the **home** team.

17.2 Home team to ensure:

17.2.1 A scoreboard is provided.

17.2.2 PlayHQ is provided.

17.2.3 A spare set of stumps in case of breakages

17.3 Both sides shall ensure

17.3.1 They bring one set of stumps each (or swing stumps where appropriate)

17.3.2 Their side knows they need to provide their own food and water.

18. THE BALL

18.1 The ball to be used in all second-grade games shall be a 156-gram **White** 4-piece Senator kookaburra ball.

19. THE UNIFORM

19.1 Teams uniform to be coloured kit that represent their club. Including coloured pads or clads.

20. HOUSE KEEPING

20.1 No alcohol shall be permitted on council grounds as per TDC and NCC by laws.

20.2 No alcohol will be consumed during hours of play by cricket teams in any grade of NCA competitions.

21. Responsibility of the Captain

21.1 Discuss with the opposition captain the playing conditions of the match.

21.2 Check the scorebook between innings to ensure it is accurate and each side understands the target score.

21.3 Before leaving the ground both captains must agree as to the result of the match, with the home team to enter the result with full scoreboards where applicable.

21.4 The captain is responsible for player and supporter behavior including the use of alcohol.

21.5 The captain must ensure that all rubbish is removed from their team area and taken away and placed in council bins.

22. POINTS

<u>Points.</u>	Win	4
	Win by default	4
	Tie	2
	No result	2
	Loss	0
	Loss by default	-4
	Bonus point	1

Sundries

Late Arrival

If a player arrives late to a second-grade afternoon 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.

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.