



## **NCA | Presidents Grade City Smash**

### **Greenmeadows**

All matches shall be played in accordance with:

- (a) The playing conditions as specified in this document,
- (b) Nelson Cricket Association General Playing Conditions
- (c) The conditions specified in the Laws of Cricket (2017 Code 3<sup>rd</sup> 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 (c) 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 | Presidents Grade City Smash**

#### **2. COMPETITION NCA | Presidents Grade City Smash**

- 2.1. The competition will be a series of round robin matches, no final. The team on the highest points will be awarded the Presidents Grade - City Cup.
  - 2.1.1. The winner of the City Competition will play the winner of the Country Competition in a Championship Final.
- 2.2. If teams are level on points the higher places will go to: -
  - 2.2.1. Total Wins.
  - 2.2.2. If teams are still tied, the team who won their round robin clash.
  - 2.2.3. If teams are still tied, the team with the highest net run rate.

#### **3. PLAY DATES / HOURS OF PLAY**

- 3.1. PLAYING DATES
  - 3.1.1. 15 November – 13 December 2024
  - 3.1.2. 10 January – 21 February 2025

- 3.2. Matches shall commence at 6pm and each team shall have 45 minutes in which to complete its 14 overs in the field. The Finish time for all matches shall be no later than 7.45pm
- 3.3. A ten-minute break is to take place between innings.

#### **4. THE TEAM & THE TOSS**

- 4.1. The team is to consist of no more than 8 players and no less than 6 per side.
- 4.2. All Players must be registered on PlayHQ and allocated to your side.
  - 4.2.1. Teams may not use players who play regular Premier Grade Cricket.
    - 4.2.1.1. If you require any clarification around a player's potential eligibility, please contact NCA.
    - 4.2.1.2. Dispensations may be allowed by NCA at our discretion, EG If one premier player was to play in more of a guidance role, and not be the star of the show.
- 4.3. Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being awarded to the opposing team.
- 4.4. 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.
- 4.5. The toss is to take place at least 15 minutes prior to the game,
  - 4.5.1. If one side is not available in the middle for the toss the decision of whether to bat or bowl shall fall to the other side.

#### **5. LENGTH OF INNINGS & INTERRUPTION OF PLAY**

- 5.1. Matches shall be of one evening's duration, 14 overs per innings, one innings per team.
- 5.2. The Minimum number of overs per innings is 10.
- 5.3. Where adverse weather delays the start of play, the number of overs for each team shall be reduced by one over each for every seven (6) minutes of playing time lost.
- 5.4. If weather interrupts the match in the first innings during above formula is to be applied.
- 5.5. Where weather interrupts the match while the second team is batting the number of overs shall be reduced by one over for every 3 minutes of playing time lost. If less than 10 overs are possible for the second team the match shall be declared a **no result** and points awarded accordingly.
- 5.6. The latest a game may start is 6.30pm

- 5.7. In the event of a late start, the number of overs any bowler can bowl shall be no more than one fifth of the total overs.
- 5.8. 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 subtracting the run rate of the first innings for every over lost. If it is not a whole number, the number should be rounded to the nearest whole number.

## 6. FITNESS FOR PLAY

- 6.1. Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the captains.
- 6.2. 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.

## 7. BOWLING RESTRICTIONS

- 7.1. Bowling will take place in two 7-over chunks, i.e seven overs bowled from one end and seven overs bowled from the other end.
- 7.2. No bowler is permitted to bowl more than **two overs** in any match.
- 7.3. Bowling run ups shall not exceed 5 meters.

## 8. NO BALL

- 8.1. A bowler shall be allowed to bowl **ZERO** 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 **ZERO** short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler.
- 8.2. 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.
- 8.3. If the same bowler is to bowl another full toss, dangerous deliver, he will be removed from bowling and not be allowed to return for the remainder of the innings.
- 8.4. If a ball, after delivery by the bowler, pitches on the grass or the edge it shall be called a ``No Ball ``

8.5. If a ball bounces twice before the batting crease, it shall be called a “No Ball”.

8.6. **NO FREE HITS**

## 9. WIDES

9.1. Wides and no balls shall be counted as **2 runs** and added to the batting team’s total.

9.2. Wides and No balls are not to be rebowled, unless in the last over of the innings.

9.3. 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:

9.3.1. Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with his bat.

9.3.2. Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his 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.

9.3.3. For clarity, the actual wide guideline is the inside edge of the painted line that is closest to the batter’s wickets.

## 10. FIELDING RESTRICTIONS

10.1. There are no restrictions on fielding positions. No fielder, apart from the wicketkeeper, is to be within 10 metres of the batter.

## 11. BATTING RESTRICTIONS

11.1. A batsman must retire on 30 runs although they may be credited with any additional runs scored off the last ball from which the 30<sup>th</sup> run was scored.

11.2. The retired batsman can return at the fall of the 7<sup>th</sup> wicket and be the runner with the last batsman. If the last batsman is dismissed, the retired returning batsman can continue until dismissed or the overs (innings) are completed. Provided there are sufficient overs left, all/any retired batsmen can return in their original batting order.

11.3. If the last batsmen run a single or a three, they shall simply swap back to the striker’s end, when the ball is dead, to receive the next ball.

11.4. The last wicket partnership ceases once all 8 wickets are taken or the overs are completed.

- 11.5. A batsman cannot be dismissed off the first ball faced in his/ her innings and a batsman cannot be run out before facing the first ball of his/ her innings. **However, 6 runs will be added to the fielding teams score.**

## **12. GROUND**

- 12.1. All games will be played at Greenmeadows, Stoke.
- 12.2. Greenmeadows '1' will have all balls bowled from the eastern end so that the batsman is hitting away from the New Community Centre

## **13. THE BALL**

- 13.1. The grade of ball to be used in all matches shall be a 156 Gram Crown kookaburra 2-piece cricket ball or better. This can be a used ball or an old ball. Captains must agree prior.

## **14. THE UMPIRE**

- 14.1. Each side is to provide two umpires to umpire their batting innings.
- 14.2. No Leg before wicket (LBW) decisions will be given.

## **15. TEAM RESPONSIBITLY**

- 15.1. Teams must provide their own umpires and 1 set of stumps.
- 15.2. All teams are requested to adopt a reasonable standard of dress in accordance with the standard NCA dress codes.
- 15.3. Team uniform may include coloured clothing.
- 15.4. Shoes must be always worn. Shorts are acceptable, a bare top is unacceptable.
- 15.5. The home side is the side listed first on the PlayHQ fixture list.
- 15.6. The home side is to bring a scoresheet or scorebook to keep track of the game.
- 15.7. The home side is to upload a short scorecard to PlayHQ following the match.
- 15.8. If scoresheets are not received from a match, then NCA reserve. The right to withhold points until the scoresheets are received or the match scores updated on PlayHQ.
- 15.9. No alcohol shall be permitted on council grounds as per TDC and NCC by laws.
- 15.10. No alcohol will be consumed during hours of play by cricket teams in any grade of NCA competitions.
- 15.11. Smoking or Vaping are not permitted on the field of play at anytime during the match.

In common with all other clubs and teams coming under the jurisdiction of the NCA, players are required to abide by the rules governing acceptable conduct on and off the field of play

Points.

Win	4 points
Win by default	4 points
Tie	2 points each
No result	2 points each
Loss	0 points

Cancellations will be advertised on the Nelson Cricket Facebook Page and team captains will be contacted at least an hour prior to start time.