



Playing Conditions

NCA | Car Company – 2nd Grade T20 Over Competition

All Grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this document.
- (b) Nelson Cricket Association General Playing Conditions
- (c) New Zealand Cricket Playing Conditions – Domestic T20 Competition (Super Smash).
- (d) The Laws of Cricket (2017 Code – 3rd Edition 2022) of the Marylebone Cricket Club www.lords.org/mcc/the-laws-of-cricket

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 lowest 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 T20 Competition.

2. COMPETITION Car Company T20 Over Competition

2.1 The 2024-25 will be a series of round robin matches followed by a Semi Final (1 v 4, 2 v 3), then Final (Winner of Semi Final 1 V Winner of Semi Final 2).

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.

2.4 Tied final match will result in a super over or bowl out. (See rule 24)

3. RESERVE DAYS

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

3.2 Finals rounds:

There shall be no reserve day for the semi finals or finals

4. HOURS OF PLAY

4.1 Matches shall commence at either 11am or 3.15pm depending on if it is a day or evening match.

4.2 Saturday morning session times:

4.2.1 1200 – 1320 First innings

4.2.2 1320 – 1330 Change over

4.2.3 1330 – 1450 Second innings

4.3 The latest closing time shall be 1500, provided that a minimum of 5 overs per team can be completed. If a minimum of 5 overs per team cannot be completed, the match shall be declared abandoned.

4.4 Saturday afternoon session times:

4.4.1 1515 – 1635

4.4.2 1635 – 1645

4.4.3 1645 – 1755

4.5 The latest closing time for each match shall be 1830, provided that a minimum of 5 overs per team can be completed. If a minimum of 5 overs per team cannot be completed, the match shall be declared abandoned.

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 10 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.
- 5.4 Both sides are to enter their “draft” teams onto PlayHQ the evening before the match. Edits may be made on PlayHQ in accordance with laws 5.1 – 5.3

6. NUMBERS OF PLAYERS

- 6.1 The minimum number of players required to constitute a game is as follows:
- 6.2 For grades or rounds that consist of eleven players per side, the minimum number required to constitute a match is eight.
- 6.3 Failure to meet the minimum number of players required to constitute a team 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 of players 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 20 overs per innings, one innings per team.
- 7.2 The Minimum number of overs per innings is 5.

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 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.
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 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on 4.00 minutes per over in the total time remaining in the match.
- 9.1.1 Any such calculations need to take into account the 10 minutes between innings.
- 9.1.2 Should calculations result in a fraction of an over, the fraction shall be ignored. In the event of the suspension occurring in the middle of an over, the total number of overs to be bowled in the match will be calculated as if that over was completed.
- 9.2 The innings of the batting side will continue at the point of interruption. The revision of overs should ensure that both sides have an opportunity to bat for the same number of overs.
- 9.3 If the revised overs calculated result in an odd number of total overs in the match, then one over shall be added, and the result divided in half.
- 9.4 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs.
- 9.5 If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play.
- 9.6 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 minutes per over in respect of the aggregated lost playing time.
- 9.7 Should the calculations result in a fraction of an over the fraction shall be ignored.
- 9.8 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

- 9.9 **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.

9.10 Powerplay Table

Overs	PP Overs
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

10. THE RESULT

- 10.1 A result may only be achieved where both teams can bat for a minimum of 5 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 5 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

11. BOWLING RESTRICTIONS

- 11.1 No bowler shall bowl more than 4 overs.
- 11.2 If overs have been reduced, please see rule 9.9.

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 return 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 **NO FREE HITS** There shall be No "Free Hit" for any "No Ball".

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 his bat.

13.1.2 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.

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

14.1 No more than five fielders can be on the legside at any time.

14.2 During the first six overs, a maximum of two fielders can be outside the 30-yard fielding circle (this is known as the Powerplay).

14.3 After the first six overs, a maximum of five fielders can be outside the fielding circle.

14.4 In matches of reduced overs the number of overs for each restriction shall be as in Clause 9.10 Powerplay Table as above

15. ARTIFICIAL PITCHES

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

16. TIMED OUT

- 16.1 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 and thirty seconds of the fall of the previous wicket.

17. HOME TEAM REQUIREMENTS (AT HOME)

- 17.1 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. on a Friday night 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.

- 17.2 The home team shall also ensure:

- 17.2.1 A scoreboard is provided.
- 17.2.2 Playhq is provided.
- 17.2.3 Two sets of stumps are provided.
- 17.2.4 Drinks are provided for both sides and umpires.
- 17.2.5 The result has been uploaded to PlayHQ website. No points will be awarded until NCA receives this result.

18. NEUTRAL GROUND REQUIREMENTS

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

- 18.2 Home team to ensure:

- 18.2.1 A scoreboard is provided.
- 18.2.2 Playhq is provided.
- 18.2.3 A back up set of stumps is provided (in case of breakages)

- 18.3 Both sides shall ensure

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

19. THE BALL

- 19.1 The ball to be used in all second-grade games shall be a 156-gram **White** 4-piece Senator kookaburra ball. A new ball must be used for each game.

20. THE UNIFORM

- 20.1 Teams uniform to be traditional colours that represent their club.

21. SUPER OVER / BOWL OUT

- 21.1 The following procedure will apply should the provision for a Super Over be adopted for a Finals match 1. The Super Over will take place on the scheduled day of the match (or reserve day if it is utilized). In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed Note: re unfit light conditions see clause 13 below.
- 21.2 In both innings of the Super Over, the fielding side shall choose from which end to bowl. Only nominated players in the main match may participate in the Super Over.
- 21.3 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
- 21.4 The team batting second in the match will bat first in the Super Over.
- 21.5 The ball used will be the same one as used by the respective sides in their bowling innings. If this ball is unavailable, the umpires will select an adequate replacement, no new balls can be used.
- 21.6 The loss of two wickets in the over ends the team's one over innings.
- 21.7 The winner is deemed to be the team with the most runs from their respective Super Over.
- 21.7.1 In the event of the teams having the same score after the Super Over has been completed, a new Super Over will be scheduled, with the team batting at the end of the first Super Over to bat first with the same rules as above applying.
- 21.7.2 If in the event a Super Over nor Bowl Out can be scheduled the following will be applied to deem the superior team:
- 21.7.2.1 The team who lost the least wickets in the Super Over.
- 21.8 The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.
- 21.9 The Umpires shall determine the suitability of the light. Only in the event bad light prohibits the application of the Super Over, then a Bowl Out shall take place as below.

- 21.9.1 Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.
- 21.9.2 The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket 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.
- 21.9.3 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.
- 21.9.4 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.
- 21.9.5 Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.

22. POINTS

<u>Points.</u>	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

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.

Administration

Cancellations will be posted at nelsoncricket.org.nz, as well as on our Facebook page as soon as it comes to hand.