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**Nelson Cricket Association  
Playing Conditions 2019/20  
Premier Grade – 110 Over**

**Cancellations will be broadcast over local radio, Nelson Cricket Facebook page and Nelson Cricket app, from approximately 7.30am.**

**Senior Premier 110-Over Championship Matches**

Each match shall consist of two innings (one innings per team) on one day. The maximum number overs to complete a match shall not exceed 110.

The team batting first shall face a maximum of 60 overs. The team batting second shall face the remaining overs up to the maximum of 110 overs in the day (eg: if team one is bowled out in 40 overs, the team batting second shall have 70 overs in which to reach their target).

Standard hours of play shall be 11.00am to 6.45pm

11.00am - 1.30pm Session 1

1.30pm - 2.00pm Interval (Lunch)

2.00pm - 3.15pm Session 2 Completion of 60 overs.

3.15pm - 3.25pm Interval

3.25pm - 5.00pm Session 3

5.00pm – 5.10pm Interval (Drinks Break)

5.10pm – 6.45pm Finish

A minimum of 25 overs per team is required to constitute a match. If this cannot be achieved then the match shall be declared a no result.

If the team batting first innings ends prior to 1.00pm, the second innings of the match shall commence following a 10 minute interval. Lunch will be taken at 1.30pm.

If the team batting first innings ends within 30 minutes of the scheduled interval (1.30pm) the lunch interval shall be taken forthwith.

If play is delayed or suspended, the minimum number of overs to be bowled for the remainder of the day shall be calculated on whichever of the following two bases produces the greater number of overs. *Either*:

1. One over for each 4.2 minutes of playing time remaining from the revised commencement time to the scheduled time for the close of play; *or*
2. The maximum number of overs agreed for the day, less the number of overs already bowled and less any allowances for the suspension of play.

**Note:** where an innings ends during the course of an over, the partially concluded over shall count as one full over. Where play is suspended during an over, that over must be completed when play resumes and is in addition to the minimum number of overs to be completed.

Where no play is possible prior to the scheduled luncheon interval the umpires and captains by mutual agreement may take an early lunch. Whenever this occurs there shall be a 10 minute interval between innings.

As a guide the following table provides a breakdown of reduced playing time, overs, and overs per innings split. Allowance for intervals is not part of this breakdown.

**Time remaining No. of Overs Innings Split**

405 minutes 108 58/50

390 104 56/48

375 100 54/46

360 96 52/44

345 92 50/42

330 88 47/41

315 84 45/39

300 80 43/37

285 76 41/35

270 72 38/34

255 68 35/33

240 64 33/31

225 60 31/29

210 56 28/28

195 52 26/26

180 48 24/24

165 44 22/22

150 40 20/20

**Penalty for slow over rate**

In the event that the team bowling first fails to bowl its allocated number of overs within the scheduled time, or any time extension granted by the umpires, it shall continue to bowl until the scheduled number of overs have been bowled. However, it will only be permitted to face the number of overs it had completed within the scheduled time. An over in progress at the end of the schedule time shall be deemed to be within the schedule time.

In the event of the team bowling second failing to have bowled the scheduled number of overs by the scheduled time play shall continue until all scheduled overs are bowled.

**Bowling limitation**

No bowler may bowl more than 14 overs in an innings. Please refer to NZC playing conditions regarding bowling loads.

**Fielding limitation**

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

Only five fieldsmen are permitted to be outside the area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards/27.43m) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white dots, 180mm in diameter, at five yard intervals, or a continuous line.

**Drinks**

In a match played under normal times there shall be one drinks break in the first session and up to two breaks in the third session. For delayed start and play suspended matches times for drinks shall be mutually agreed between the umpires and captains.

**Points:**

Win 15 points

Winning draw 8 points

Cancelled / abandoned match (less than 25 overs each team) 7 points

Losing draw 6 points

Loss 0 points

Win by 7 wickets or 100+ runs 1 point

Rain shortened match without a winner: There will be a winning draw awarded to the team having the higher scoring rate per over, provided that a minimum of 25 overs have been bowled in each innings

**Winning / Losing draw is done on net run rate for the match, not who has more runs. i.e. 200 off 60 gets beaten to a winning draw by 190 off 50**

Bonus points 1 for each of the below

Batting 100, 125, 150, 175, 200 runs (only available inside 50 overs)

Bowling 1,3,5,7,9 wickets (available throughout the whole innings)

Therefore maximum points is 26

Losing teams can still get 10

**Defaults.**

Any team defaulting a match shall forfeit 12 competition points. The defaulting team shall also forfeit any points it may have earned in the match it defaults, including bonus points. Under Rule 2(D) of the General Playing Conditions the defaulting team shall also be liable for any reasonable travel costs incurred by the winning team.

A team winning by default shall be awarded Maximum 26 points

**Re-grades.**

Any player who plays in **three Premier matches** during a season shall be required to apply for a re-grade to return to or commence playing in a lower level of competition. Re-grades must be submitted to the NCA re-grade committee no later than 11am of the Thursday before the match in question. NCA re-grade committee to have a ruling by 5pm that Thursday.

**FINAL**

There will be no final for the 110-Over competition. The winner will be the team who accumulates the most points across the round-robin competition.

**GENERAL.**

All matches conducted under the jurisdiction of the Nelson Cricket Association (‘NCA’).

Unless specified, the New Zealand Cricket playing conditions for the current season will apply (NZC playing conditions provided for all clubs and teams).

**Ground Requirements.**

Where the local ratings authority is not directly involved, the club on whose ground the match is to be played shall be responsible for:

* 1. The proper markings of the ground and pitch, including boundary markings and flags.
  2. Ensuring the ground is in good order and fit to play (**covers are compulsory and must be used on Friday nights. Clubs will be informed by NCA if covers to be used Thursday night.**
  3. Availability of serviceable amenities.
  4. Clubs to ensure Council contractors mark 27.5 metre (30 yards) circle for all one day competitions and mark the wide limits for 50 over matches.

The home team shall ensure:

* 1. Regulation stumps and bails are available and in good order.
  2. Lunch/Afternoon tea is provided for ***both teams* *and umpires.***
  3. A scoreboard is provided.

Where matches are played on neutral grounds, the team named first in the draw shall be considered the ***host*** team. The host team playing at this venue should take particular notice of the requirements surrounding scoreboards, boundary flags, pitch markings and refreshments.

In the event that ***any NCA final*** is to be played at a neutral venue then the team deemed to be top qualifier shall have first choice as to dressing rooms and other similar amenities.

The home team shall ensure drinks are available at the appropriate times for players and umpires.

**Notification of teams.**

1. **Before the** **toss** in all matches, team captains shall nominate their respective players in writing and provide a team list to the umpires.
2. No team shall have less than eight players or they will be required to default. The defaulting team shall be liable for any travel costs incurred by the winning team.
3. **At the conclusion of the match it is the captain’s responsibility to submit their umpires report via the CRICHQ platform no later than 3pm the following Tuesday NO POINTS will be awarded to any team until it has provided their umpires report for the relevant fixture.**

1. If a senior team or its feeder team defaults during the competition the ‘NCA senior grade’ team is to be penalized 2 competition points.

In addition, if the senior game is played no points may be gained by that senior team. In addition, club to be fined $150.00 (approximate ground fee charge for both teams for a senior club game).

**The toss.**

Captains shall toss for choice of innings on the field of play, not earlier than 30 minutes or later than 15 minutes before the scheduled (or rescheduled) start of play.

**Note:** with the obvious exception of unfit conditions, where the start of any match is delayed through the fault of either team the time so lost shall be made up at the end of that day’s play if so desired by the non-offending team. The amount of time lost shall be agreed with and confirmed by the umpires before play commences.

**Cricket balls.**

Each team shall provide its own 4 piece, 156 gram club match or regulation red cricket ball. Kookaburra balls only to be used.

**Fitness for play.**

1. In ruling on the fitness of the ground, weather and light for play, common sense must prevail at all times.
2. Official umpires are the ***final*** arbiters of playing conditions as they relate to fitness for play, irrespective of the captains’ wishes.
3. If no official umpires are present the captains must agreeon any decision to start, continue or suspend play. **If the captains cannot agree then the status quo shall continue to apply.**

**Note:** If at any time the condition of the ground, weather or light are so bad that there is an obvious and foreseeable risk to the safety of ***any*** player (batsman or fielder) or umpire, so that it would be unreasonable or dangerous for play to take place, play should be suspended immediately or not allowed to commence or to restart.

**The preamble, the spirit of cricket and captains’ responsibilities.**

* 1. Responsibility of captains: the captains are responsible at all times for ensuring that play is conducted within both the spirit of the game and the laws of the game.

***Players conduct*** – in the event of a player failing to comply with instructions given by an umpire, or criticising by word or action the decisions of an umpire, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first instance report the matter to the other umpire and to the player’s captain, and instruct the latter to take action.

* 1. Fair and unfair play: according to the Laws of Cricket the umpires are the sole arbiters of fair and unfair play. The umpires may intervene ***at any time*** and it is the responsibility of the captains to take action where such action is reasonably required of them.
  2. The umpires are authorised to intervene in cases of:
     + time wasting;
     + damaging the pitch;
     + dangerous and/or unfair bowling;
     + tampering with the ball; and
     + any other action they deem unfair and against the spirit of cricket.
  3. The spirit of the game involves ***respect*** for:
     + your opponents;
     + your own captain and players;
     + the role of the umpires; and
     + the game’s traditional values.
  4. It is against the spirit of the game to:
     + dispute an umpire’s decision by word, action or gesture;
     + direct abusive language towards an opponent or umpire;
     + indulge in cheating or any sharp practice, for example:

1. to appeal knowing the batsman is not out;
2. to advance towards an umpire in an aggressive manner when appealing; or
3. to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one’s own side.
   1. Violence: there is no place for any act of violence on the field of play.
   2. Players: captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this at all times, both on and off the field of play.

**Penalty runs.**

In the absence of official umpires the awarding of five (5) penalty runs will be restricted to laws 41.2, *Illegally Fielding The Ball* and 41.3, *Ball Striking Fielding Team’s Helmet*.

**Clothing.**

All Premier matches must be played in conventional cricketing whites. Any deviation from playing attire that fits this description must receive prior approval from the NCA Management Committee before the club concerned may wear such clothing in a senior Premier match.

In senior 50 Over and Twenty20 competitions all players must wear coloured clothing which accords with the recognised uniform of the club they represent. This rule also extends to batsmen wearing coloured pads as white balls will be used. In the event of any dispute regarding the suitability of clothing or pads in such fixtures, the official umpires shall be empowered to make any ruling they consider best reflects the intent underpinning the relevant playing conditions

**Intervals for Drinks**

The provisions of Law 15.9 of NZC playing conditions shall be strictly observed; except under the conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Alcohol.

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

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