



**NELSON CRICKET ASSOCIATION**

**GENERAL PLAYING CONDITIONS**

**ALL GRADES**

All matches shall be conducted under the jurisdiction of the Nelson Cricket Association (NCA)

All Cricket shall be played in accordance with:

- a) Nelson Cricket Association General Playing Conditions;
- b) Nelson Cricket Association specific Grade/Match Playing Conditions;
- c) New Zealand Cricket Playing Conditions 2023-2024;
- d) 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)

## **1. THE PREAMBLE – THE SPIRIT OF CRICKET**

**Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.**

### **1.1. THE SPIRIT OF CRICKET.**

- 1.1.1. Respect your captain, team-mates, opponents and the authority of the umpires.
- 1.1.2. Play hard and play fair.
- 1.1.3. Accept the umpire's decision.
- 1.1.4. Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- 1.1.5. Show self-discipline, even when things go against you.
- 1.1.6. Congratulate the opposition on their successes, and enjoy those of your own team.
- 1.1.7. Thank the officials and your opposition at the end of the match, whatever the result.
- 1.1.8. Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures

and religions, especially when played within the Spirit of Cricket.

## **1.2. FAIR AND UNFAIR PLAY**

- 1.2.1. According to the Laws the umpires are the sole judge of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

## **1.3. THE UMPIRES ARE AUTHORISED TO INTERVENE IN CASES OF:**

- 1.3.1. Time wasting
- 1.3.2. Damaging the pitch
- 1.3.3. Dangerous or unfair bowling
- 1.3.4. Tampering with the ball
- 1.3.5. Any other action that they may consider to be unfair

## **1.4. THE SPIRIT OF THE GAME INVOLVES RESPECT FOR:**

- 1.4.1. Your opponents
- 1.4.2. Your own captain and team
- 1.4.3. The role of the umpires
- 1.4.4. The game and its traditional values

## **1.5. IT IS AGAINST THE SPIRIT OF THE GAME**

- 1.5.1. To dispute an umpire's decision by word, action or gesture
- 1.5.2. To direct abusive language towards an opponent or umpire
- 1.5.3. To indulge in cheating or any sharp practice. For instance;
  - 1.5.3.1. to appeal knowing that the batter is not out
  - 1.5.3.2. to advance towards an umpire in an aggressive manner when appealing
  - 1.5.3.3. to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm of one's own side

## **1.6. VIOLENCE**

- 1.6.1. There is no place for any act of violence on the field of play

## **1.7. PLAYERS**

- 1.7.1. 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.

## **1.8. NOTES TO PREAMBLE**

- 1.8.1. There are two Laws which place the responsibility for the Teams conduct firmly on the Captains.
- 1.8.2. Responsibility of Captains

- 1.8.2.1. The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
- 1.8.2.2. Players Conduct
- 1.8.2.3. In the event of a player failing to comply with instructions by an umpire or criticising by word or action the decisions of an umpire, or 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.

## 2. **LOCAL PLAYING CONDITIONS**

### 2.1. **FITNESS OF PITCH, GROUND, WEATHER AND LIGHT**

- 2.1.1. In games with officially appointed Umpires prior to the commencement of play a decision as to the fitness of conditions shall be left to the officiating umpires, unless the Nelson City Council or the Tasman District Council or NCA have decided the grounds are unfit for play. Should it be necessary to cancel play on any day due to inclement weather conditions, **a communication will be provided over the NCA Facebook, NCA website and NCA Website.**
- 2.1.2. If there is no announcement by 11.00am matches will be played. When NCA has decided that cricket is to be played then any further decision regarding fitness of conditions (pitch, ground, weather, light) shall be dealt with as follows:
  - 2.1.2.1. Pitch, ground, and weather
    - 2.1.2.1.1. All decisions concerning the fitness of the pitch, ground weather and light, shall be solely in the hands of the officially appointed umpire(s), provided that the umpires shall not abandon play without informing both captains.
    - 2.1.2.1.2. If play has continued in light rain, then play can continue after a stoppage or interval if the umpires deem that the conditions are the same as when play had carried on earlier.
  - 2.1.2.2. The umpires will only suspend, or continue to suspend, play for bad light when they consider there is a risk of serious physical injury to the batsman. Among the facts to be considered are background, sightscreens and the types of bowling.
  - 2.1.2.3. Decisions regarding fitness of pitch, ground, weather and light in games where there are no officially appointed umpires are to be agreed by both captains.
  - 2.1.2.4. In the case of a dispute over a game continuing in obviously unfit conditions, because of the failure of both captains to agree, the Club Contact should be consulted. If not, NCA may declare the game to be drawn, or abandoned. **NCA reserves the right to rule on fitness of conditions in the game or games under dispute.**

## 2.2. DRINKS

- 2.2.1. Non-alcoholic drinks may be taken during any grade when agreed upon by both captains, and umpires. Each interval for drinks shall be kept as short as possible and in any case shall not exceed five minutes
- 2.2.2. No alcohol shall be permitted on Council grounds as per TDC and NCC By Laws.
- 2.2.3. No alcohol will be consumed during hours of play by cricket teams in any grade of NCA competition

## 2.3. DEFINITIONS

- 2.3.1. The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

## 2.4. STUMPS AND GROUND PRESENTATION

- 2.4.1. The host club for Premiers shall be responsible for supplying a full set of regulation stumps and bails. Spares shall be available in case breakages
- 2.4.2. Teams in all other grades (that is, Division 1 and below) shall carry three regulation stumps and two bails for turf pitches.
- 2.4.3. Artificial Pitches Each team shall supply one set of spring-loaded stumps in good working order.
- 2.4.4. Grounds markings shall be in accordance with the Laws of Cricket and NZC Playing Conditions. Boundaries must be defined by means of a white line.
- 2.4.5. Scoreboard and Scoring. The home team shall provide a working scoreboard. Playhq App is made available and used.
- 2.4.6. Safety Signs. The home team or the team listed first in the match draw shall provide safety signs. The signs shall be positioned beyond the boundary where they are likely to be seen by the majority of spectators and public

## 2.5. HOME TEAM RESPONSIBILITIES

- 2.5.1. The home team shall ensure:
  - 2.5.1.1. Lunch/afternoon tea is provided for both teams and officials.
  - 2.5.1.2. Coffee/tea making facilities are available for both teams and
  - 2.5.1.3. officials.

## 2.6. NEUTRAL GROUNDS:

- 2.6.1. Where matches are played on neutral grounds, the team named first in the

match draw shall be considered to be the **home** team. The home team shall be responsible for items in Clause 2.2 of these Conditions.

## 2.7. USE OF COVERS

- 2.7.1. Covers must be used in Premiers ,except where 2.3.7 shall apply, and they must be accessible during the duration of the match. (The covers must provide maximum protection to the pitch in the proper spirit of the game. The covers must be at least 30m x 6m in dimensions, and be fit (i.e. the covers must not leak) for the purpose of keeping water off the playing surface. The covers must be suitably anchored to the ground with enough metal pegs to ensure that the wind cannot lift the covers from their set position.
- 2.7.2. Hessian must be used in all grades that are required to use covers.
- 2.7.3. If it is not raining on the evening prior to the commencement of play the pitch shall be covered no later than 8.00pm to provide the necessary protection from the weather. Every endeavor should also be made to protect the pitch against adverse weather conditions in the days prior to the commencement of the match.
- 2.7.4. Covers shall be removed with due care to ensure that no surface water is left on the match pitch or playing block. The covers shall be removed on the morning of the match no earlier than 5am and no later than 3 hours prior to the scheduled start time, unless it rains, or rain is threatening. (90 minutes prior to the start if covers are on wheels.) In Division 2 matches the covers must be removed by 7.30am (rather than 3 hours prior to the start of the match).
- 2.7.5. The same conditions must apply for both days of the two-day match.
- 2.7.6. The host club is responsible for the carrying out of 2.7.2), 2.7.3) and 2.7.4) above.
- 2.7.7. In appropriate circumstances, NCA will inform the clubs that the covers may be left off the pitch on the night prior to the commencement of play (on either day) to assist in drying of the pitch.
- 2.7.8. Random inspections of covers will be occurring during the season by NCA.

## 2.8. ARTIFICIAL PITCHES

- 2.8.1. If a ball, after delivery by the bowler, pitches on the grass or the edge of the composition strip it shall be ruled as “wide”.
- 2.8.2. If a bowler does not have at least one foot on the composition pitch at the moment of delivery, a “no-ball” shall be called.
- 2.8.3. Spikes or studded footwear must not be worn while playing on artificial wickets. Offending teams are liable to a fine at the discretion of NCA.
- 2.8.4. Games must take place on pitches allocated by NCA.

## 2.9. OVERLAPPING BOUNDARIES

2.9.1. When two or more matches are being played on the same ground and the boundaries for adjoining pitches overlap, the following will apply:

2.9.1.1. If the ball in play is stopped or obstructed, whether deliberately or otherwise, by anyone other than a member of the fielding side, except where the ball shall strike the umpire, the umpire will, if, in his opinion, the ball if not stopped or obstructed would have reached the boundary, signal the boundary in the usual manner and the ball shall then deemed to be 'dead'.

2.9.1.2. If the ball would not, in the opinion of the umpire, have reached the boundary, play will continue as if it had not been obstructed or stopped, but in such case the striker shall not be then liable to be given out caught.

## 2.10. BOWLING LOADS

2.10.1. NZC First Class Playing Conditions shall apply to all Grades.

## 2.11. PRACTICE ON THE FIELD

2.11.1. Law 17 shall apply except the following wording shall be enforced in Par (1a). Practice is not permitted on the Pitch or any part of the two strips either side of it. This will not apply to matches being played on artificial pitches.

## 2.12. BALLS

2.12.1. 4-piece balls are to be used in all Premier Grade matches.

2.12.2. A list of NCA-approved balls is provided in this section. The balls on this list are the only make of ball to be used in club matches under the jurisdiction of NCA.

2.12.3. A loss of points will be imposed, at the discretion of NCA, for the inappropriate use of 2-piece balls in Morning Grades or for not using the approved ball in any grade.

2.12.4. Approved list of balls – Kookaburra Four-piece ball Regulation 156 Club Match 142 and 156 Senator 142 and 156 Two-piece ball Crown 142 and 156 Red King 156.

## 2.13. THE USE OF THE NEW BALL

2.13.1. Teams in Morning grades must use a ball of a reasonable standard but does not have to be brand new for each game.

2.13.2. Teams in Afternoon grades must use a new ball (unless otherwise stated).

## 2.14. THE BOWLING OF HIGH, FULLPITCHED BALLS

2.14.1. Law 41.7.1 refers to any ball above the waist, regardless of pace.

2.14.2. Any delivery which passes or would have passed. on the full above waist height of

the striker standing upright at the crease is deemed unfair, shall be called no ball by the umpire at the bowler's end.

- 2.14.3. If the umpire considers that a high full-pitched ball is dangerous and unfair and was deliberately bowled, he will call no ball; when the ball is dead direct the captain to take the bowler off forthwith and to complete the over with another bowler. The bowler taken off cannot bowl in that innings again.

2.15. **SUBSTITUTES**

- 2.15.1. A player who suffers an injury caused by an external blow (as opposed to an internal injury such as a pulled muscle) and has to leave the field for medical attention may bowl or bat immediately after their return, irrespective of the length of time for which he has been absent. A player who leaves the field of play must notify the umpire for the reason he is leaving. He must then get the consent of either umpire prior to returning to the field of play. As per the new Laws 24 and 25, this can affect where he can bat however penalty time will only start to accrue after the fielder has been absent for 8 minutes.

**3. ADMINISTRATION RULES**

3.1. **PENALTIES**

- 3.1.1. NCA may, at its discretion from time to time, suspend a player, team or team official, impose a fine or loss of points as a penalty. Where there are no points earned from the round of play concerned, a loss of points, as deemed appropriate from the competition in question, may be imposed.

3.2. **PLAYING DATES SCHEDULED**

- 3.2.1. No variation from the scheduled playing dates is permitted unless authorized by NCA.

3.3. **ENTRY FEES**

- 3.3.1. Each Club and School shall pay in each season an entry fee, which may be fixed from time to time by NCA.

3.4. **GROUNDS**

- 3.4.1. All playing grounds for grade matches shall be approved by NCA and each club or school shall provide one half pitch for each team entered in the grade competitions.
- 3.4.2. It is expected that pitches prepared by clubs will always be fit for play unless NCA is notified otherwise. NCA can at any time during the season withdraw a ground if it is considered unfit for play, and will only reinstate that ground after re-inspection.
- 3.4.3. Clubs are required to provide appropriate and separate changing facilities for players and umpires; included in this requirement is a covered area for official scorers and clean and serviced toilet facilities. In addition, the host club must supply a scoreboard, a serviced first aid kit and phone in case of emergency. NCA reserves the right to move matches from the venue of any club that does not provide these facilities.
- 3.4.4. It is expected that grounds prepared by clubs have boundaries marked with

whiting. Where it is a club's or school's responsibility to prepare its home ground, and that ground has not been adequately prepared for a particular match, this may constitute a loss of points from the offending team while the non-offending team would gain 5 points.

**3.5. GRADING OF TEAMS**

- 3.5.1. NCA shall, in consultation with clubs and schools, determine for which grade championship each team entered shall compete. NCA may divide any grade into sections. NCA shall determine all matters relating to grading of teams.

**3.6. TWO TEAMS IN THE SAME GRADE**

- 3.6.1. Where two or more teams from any club or school are competing in any one grade, no player shall be allowed to play in both of such teams during any one season without the consent of NCA. NCA may require team lists to be submitted. The penalty for any club, school or team breaching this rule will be the full loss of points obtained from that particular match.

**3.7. SIMULTANEOUS MATCHES**

- 3.7.1. No player shall be allowed to take part in simultaneous matches. In the following situations the matches are not deemed to be simultaneous:
- 3.7.1.1. Any one player playing in a 2-day grade whose match is completed in 1-day may play for another team on the second day of the round as long as the player is not unfairly playing out of grade (refer to Condition 3.8).
  - 3.7.1.2. Any player involved in a Morning Grade Two-day match completed by 12.00pm on the second day may play in the highest Afternoon grade. Dispensation from NCA is required.

**3.8. PLAYER PLAYING UNFAIRLY OUT OF GRADE**

- 3.8.1. All grades

- 3.8.1.1. If a team has any doubt about the eligibility of one of its players, it should seek a ruling from the NCA at least 24 hours prior to the start of the match.

- 3.8.2. Premiership Grade

- 3.8.2.1. *Intent* This is to prevent a player(s) playing unfairly out of their grade. This has come into sharper focus with the introduction of automatic promotion/relegation.

- 3.8.3. Process

- 3.8.3.1. A list of the top team (11 players known as "listed players") of a club that is participating in the Premiership Grade must be submitted to NCA prior to the start of the season. Contracted players to New Zealand Cricket and Central Districts Cricket are not included.

- 3.8.3.2. This list will be refreshed and resubmitted in January prior to the playing



resumption post-Christmas.

3.8.3.3. In the Premiership Grade, team captains must submit their team list on the appropriate form to the match umpires and opposing captain at the toss, and to the team scorers. It must indicate any replacements players for Day 2 of a Two-day match. None of the "listed players" can play in a lower grade without gaining dispensation from NCA.

3.8.3.4. NCA reserves the sole right to determine what constitutes a Premiership player and to resolve any dispute that may arise from abuse of this rule.

### 3.9. **REPLACEMENTS**

#### 3.9.1. Representative Commitments

3.9.1.1. In the event of any player or administrator playing in any grade being required for any Central Districts, Nelson or other representative team of Under 16 status or higher within NZ, or Cd or Nelson business, or any NZC Team or NZC business, or any International Team or business, that player or administrator's Club shall be permitted to substitute another player on either the first or second day of the match. Player(s) acting as replacements may be replaced by player(s) from lower grades in their Teams. Such a replacement player(s) shall be entitled to fully participate in that match provided:

3.9.1.1.1. No replacement player(s) will be permitted for more or less than one day.

3.9.1.1.2. The Captain of any team playing a replacement player(s) must inform the opposing Captain and Official Umpires of the names of the Representative player(s) and the replacement player(s) who will substitute for him/them prior to tossing on the first day of the match, where the necessity of a replacement(s) is known at this time.

3.9.1.1.3. There are cases where the availability of a Representative(s) player for the second day of a 2-day game is uncertain. In this case the Representative player(s) and replacement player(s) must also be named prior to tossing on the first day, but if the Representative player is unavailable to play on the second day then the replacement player will continue and play the second day also. The replacement player named to play the first day cannot be replaced by another player on the second day if the Representative player does not play. Note: To make sure all your Representative players are able to play if available you will need to name all Representative players unavailable on the first day of a game and all their respective replacements on the first day. If an International or 1st Class representative player wishes, unexpectedly, to play on the second day of a 2-day match after the teams have been named on the first day, he may be permitted to do so, the replaced player will be permitted to play and the replaced player will be permitted to play Second Grade.

3.9.1.1.4. Any Representative player replaced under the provisions of this Rule or his replacement, should such a replacement take place for the first day of a match, shall be regarded as having been dismissed

“absent” if he should be batting at the conclusion of play on the first day of the match and his replacement on the second day shall not be entitled to continue such innings.

- 3.9.1.1.5. Any Representative player, who, having played on the first day of a round, is subsequently injured in any CCA or other representative team of under 16 status or higher within New Zealand or any NZC Team, shall be entitled to replacement on the second day of that same round subject to the approval of NCA.
- 3.9.1.1.6. If for any reason any Representative player or his replacement has failed to complete an over in progress at the conclusion of play on the first day of the match, the replacement on the second day of the match shall conclude the over.
- 3.9.1.1.7. A Representative player and his replacement may not bowl two consecutive overs.
- 3.9.1.1.8. It shall be permissible for a player from a lower grade to act as a substitute fielder in Premiership or Championship Grades despite the fact that such replacement player participates in a lower grade match played concurrently with the higher grade match in which he acts as a replacement.

### 3.9.2. Suspensions

- 3.9.2.1. Where a player has become ineligible to continue playing in a match due to suspension through the NCA Code of Conduct process, a replacement will be allowed under the same terms as the Representative replacement above.

### 3.9.3. Other Replacements

- 3.9.3.1. In any situation where replacements are being used, other than for representative selection purposes, the maximum number of players that can be replaced in any team shall be THREE. The team from which players have been taken as replacements, is able to have up to three (3) replacement players in addition to those who have replaced players in other grades. In the lowest Morning grade (Division 2), there may be FOUR (4) replacement players.
  - 3.9.3.1.1. Penalty for violation of this rule: the offending team will lose 5 competition points and the opposition, in the event of not winning outright, will gain 50% of the highest number of points accrued in the grade for that round. If the opposition team win outright, they gain no further points.
  - 3.9.3.1.2. If a player in a two-day competition match is unable or not permitted to play for one day of the two-day match (subject to 3.8), he may be replaced. The replacement player must be named at the toss on Day one and he may participate fully in the match (that is, full playing rights). If such a replacement player, for any reason, does not play in such a match, he shall not play in any other match on the relevant day.
  - 3.9.3.1.3. Should replacement players be used in matches with officially-appointed umpires, the umpires must be informed of those names

- of any such replacement players at the toss.
- 3.9.3.1.4. If a player is batting at the end of day one, any replacement player may not continue his innings. i.e. the player that has been replaced will be deemed to be out.
  - 3.9.3.1.5. The replacement player cannot bat on day two if the player they have replaced has already batted in the same innings.
  - 3.9.3.1.6. Penalty time carrying over from a previous day will not apply to a replacement player.
  - 3.9.3.1.7. Any named player, who arrives late due to his/her sitting an examination of a University or other tertiary institution on the day of play, will have full playing rights from the time of their arrival. The umpires and opposing team captain should be informed at least 30 minutes prior to the start of the day's play.
  - 3.9.3.1.8. NCA has sole authority to resolve any dispute regarding possible abuse of this rule.

### 3.10. **ONE-DAY FINAL ELIGIBILITY**

#### 3.10.1. *MORNING GRADES*

- 3.10.1.1. Players selected for the One-day semi final and Final must have played a minimum of 40% of matches in Morning Grades in NCA One-day competitions, in their respective teams and throughout the season.
- 3.10.1.2. Both teams will be required to submit their team list of their Premiership/Championship teams as if they were playing simultaneously.
- 3.10.1.3. NCA reserves the right to grant dispensation in exceptional circumstances.
- 3.10.1.4. NCA shall be the final judge on who constitutes a Championship, Division 1 and Division 2 player. Teams for the semi finals will comprise those teams as they finished from the round-robin competition.

#### 3.10.2. *AFTERNOON GRADES*

- 3.10.2.1. In the event of there being semi-finals and/ or Finals in a competition, player eligibility guidelines apply as follows. Players selected must have played in a minimum of 40 per cent of the games for their respective teams played in the competition. The clubs involved are to submit a playing list plus team lists of those higher teams in their club as if they were playing on the same day as the Semi/Final. NCA reserves the right to grant dispensation in exceptional circumstances, and shall be the final judge of who constitutes a player in that grade.

### 3.11. **TRANSFERS (CLUB CRICKET ONLY)**

- 3.11.1. The club transfer form must be completed and signed by all parties before a player may transfer from one club to another, and before he/she can play for the new club. This applies during the club cricket season and outside the season.
- 3.11.2. No player, having played for a club in a grade competition organised by NCA, shall be allowed to transfer to another club during the course of the same season except where both clubs agree, or where special circumstances exist. This applies to transfers between Nelson clubs as well as players transferring into Nelson from

another Association. The application must be approved by NCA.

- 3.11.3. If a player and club are in breach of this Condition (a and b), the club will be fined \$100 for its non-compliance. This transfer process goes back no further than the 2016/17 season.

### 3.12. **DEFAULTS**

#### 3.12.1. *ADULT GRADES*

- 3.12.1.1. No team in Morning Grades (Premier), can default. Clubs must fill sides in the higher grades first in the case of defaults.
- 3.12.1.2. In order to retain the strength and the integrity of these grades, there are no defaults allowed. Despite the Local Rule, if a default occurs in any of these grades, the team defaulting will lose 4 competition points, and the club fined \$200. Their opponent will gain the maximum points accrued in the grade for the round in question.
- 3.12.1.3. NCA must be informed of any default by the secretary, club captain or chairman of the defaulting team.
- 3.12.1.4. In the event of a “no show” (that is, a team failing to show up at a game without informing NCA and the opposition), the club of that team will be fined \$400. The opposition will be awarded maximum points from that round and the defaulting team will lose 4 points.
- 3.12.1.4.1. **2<sup>nd</sup> / 3<sup>rd</sup> grade.** In the event of a default before 12.00pm on the last working day of the week preceding the match, the defaulting team must inform NCA. Any subsequent default by this team will incur a loss of 4 points, a \$75 fine.
- 3.12.1.4.2. In the event of a default after 12.00pm on the Friday preceding the match, the defaulting team will have 4 points deducted from its competition total. The club will be fined \$100 to compensate its opponent for ground preparation; if the home team defaults the fine will contribute to the funding of the Turf Advisor of NCA.
- 3.12.1.5. If a team defaults on two consecutive playing days, that team may be withdrawn from the competition by NCA.

#### 3.12.2. *YOUTH CRICKET*

- 3.12.2.1. The deadline for advising the default of school and Youth teams will be by 12.00pm on the Friday preceding the day of the match.
- 3.12.2.2. In the event of a default after 12.00pm on the Friday preceding the match, the defaulting team will have 4 points deducted from its competition total. The school/club will be fined \$100 to compensate its opponent for ground preparation; if the home team defaults the fine will contribute to the funding of the Turf Advisor of NCA.
- 3.12.2.3. Clause 3.12.1.6. and 3.12.1.7. in Adult Grades apply to Youth Grades. In the event of a “no show” (that is, a team failing to show up at a game without informing NCA and the opposition), the club of that team will be fined \$200. The opposition will be awarded maximum points from that round and the defaulting team will lose 4 points.

### 3.13. **CANCELLATIONS**

3.13.1. *ADULT GRADES*

- 3.13.1.1. Unless NCA cancel cricket, the umpires in matches where officially-appointed will make the decision on fitness of ground and playing conditions on an individual match basis.
- 3.13.1.2. The latest time that a cancellation will be made by NCA will be on Saturday at 11.00am.
- 3.13.1.3. After that time, in matches with no officially-appointed umpires, cricket should be regarded as going ahead. However, if conditions deteriorate, common sense will prevail with captains, after consultation, making a collective decision.

3.13.2. *YOUTH CRICKET*

- 3.13.2.1. If the weather is inclement, all schools or clubs participating in Youth cricket must withdraw their grounds by 12pm on the Friday prior to the weekend's play. If the grounds have not been withdrawn by this time, the venues will be considered fit for play and should be prepared for the weekend.
- 3.13.2.2. The latest time that a cancellation will be made by NCA will be on Saturday at 11.30am.
- 3.13.2.3. After that time, in matches with no officially-appointed umpires, cricket should be regarded as going ahead. However, if conditions deteriorate, common sense will prevail with captains or coaches, after consultation, making a collective decision.

3.14. *DRESS AND BEHAVIOUR*

- 3.14.1. The appropriate dress for players shall be white, or clothing approved by NCA, and all players at all times, during all matches, while on the field of play are to appear appropriately dressed.
- 3.14.2. Sponsorship names on the clothing must be in accordance with the rules regarding sponsorship. (Condition 3.16)
- 3.14.3. Touch or softball shoes must not be worn while playing on any pitches.
- 3.14.4. Alcohol is not to be consumed on, or carried onto, the field of play by players, umpires or supporters.
- 3.14.5. At no time must the game be brought into disrepute under the Spirit of the Game and the NCA Code of Behaviour by players, umpires or team supporters.
- 3.14.6. Any infringement of these conditions will result in a penalty of a loss of points, fine, suspension of individual, team or team supporter at the discretion of NCA.

3.15. *SPONSORSHIP*

- 3.15.1. Clubs or schools may use a sponsor's name in their titles and/or for their grade teams. These names must be submitted to NCA for approval and NCA has the right to prohibit the use of any name.
- 3.15.2. An advertising insignia in the form of the company name or logo, or both, can be used on shirts and sweaters by all members of the team (there can be no exclusion or separate arrangements for individual players). The insignia should be placed in one position only: on the collar, sleeve, or the front pocket of a shirt. If on a sweater it should be placed on the sleeve. Advertising may be allowed on the back of shirts if approved by NCA. More than one company's insignia may be permitted on any shirt or sweater for each team in any one season. The height of each letter of a company or brand name should not exceed 5cm. The size of the insignia should be contained within:
  - 3.15.2.1. a rectangle of 8cm x 8cm; OR
  - 3.15.2.2. a maximum area of 64cm<sup>2</sup> Any exceptions to the above must be submitted to NCA for approval.
- 3.15.3. The design for the insignia must be submitted to NCA for approval and NCA has the right to prohibit the use of any insignia.
- 3.15.4. No advertising matter on all other playing equipment or clothing other than that in Condition 3.14(b) shall be permitted.

3.16. **RESULTS**

- 3.16.1. All results must be registered on NCA results web page.
- 3.16.2. It is the responsibility of the winning team to enter the result including full scoreboards of both teams where applicable.
- 3.16.3. Failure to do so will result in no points being allocated to that match.

3.17. **POINTS AND COMPETITIONS**

- 3.17.1. NCA shall fix points to be awarded in grade competition matches each season and the team gaining the most points in each competition shall be judged to be the winner of such competition; provided that if two or more teams tie with an equal number of points then such teams shall be deemed to be joint winners of such grade. From time to time NCA may determine the winner of each grade to be the team who wins a grade final. The finals format for the competition, in all cases will be notified to all teams involved, before the commencement of the particular competition
- 3.17.2. No club may have more than one team in the Premiership Grade. This condition does NOT apply to other grades. NCA reserves the right to determine all matters relating to the grading of teams.

3.18. **DRAW**

- 3.18.1. NCA shall decide on the order in which teams shall compete and shall fix dates and grounds for grade competition matches.

3.19. **DURATION OF MATCHES**

- 3.19.1. The duration and hours of play of all grades shall be decided by NCA.

### 3.20. **OVERSEAS PLAYERS**

- 3.20.1. An overseas player is, by definition, a player who does not ordinarily reside in NZ for more than six months or does not hold a NZ passport.
- 3.20.2. There is no limit on the number of overseas players that may play in a team. However, only one may be a professional player.
- 3.20.3. A professional player is defined as a person who derives their income from playing cricket either in NZ or their home country.
- 3.20.4. Dispensation may be granted by NCA in exceptional circumstances. Any disputes regarding the application of this rule must be referred to the NCA.
- 3.20.5. Any professional player must be registered with the NCA one week prior to the start of the season.

### 3.21. **UMPIRES**

- 3.21.1. Umpires shall be appointed for competition matches by the Nelson Cricket Umpires' and Scorers' Association. It is the duty of such umpires to report to NCA on any irregularity or breach of the NCA rules.

### 3.22. **COMPOSITION OF TEAMS**

- 3.22.1. Seven players constitute a team
- 3.22.2. Any team that does not have seven or more players at the ground 30 minutes after the scheduled start time shall be deemed to have forfeited the match by default.
- 3.22.3. The toss should be made no later than 15 minutes prior to the scheduled start time. If a team has less than seven players at this point, then the full team is considered to have won the toss.
- 3.22.4. For a team that is late arriving/ starting, one over will be deducted from its batting innings for every four minutes late up to 30 minutes after which they have deemed to have forfeited the match by default.

- 3.23. **HELMET POLICY (as stated by NZC) This shall apply to all Grades**  
[www.play.nzc.nz/sites/default/files/2022-11/220817\\_Helmet\\_Policy.2022-23\\_v2.pdf](http://www.play.nzc.nz/sites/default/files/2022-11/220817_Helmet_Policy.2022-23_v2.pdf)

## 4. **MORNING GRADES - LOCAL PLAYING CONDITIONS**

### 4.1. **COMMENCEMENT OF PLAY: NAMING OF TEAMS, THE TOSS AND LATE STARTING**

- 4.1.1. In Premiership, prior to the toss being made, team Captains shall present to each other, to the official umpires and to the official scorers, a written list of their teams, team card for the first day of the match. Replacement players shall be named on this list if known.
- 4.1.2. The playing eleven cannot be changed except when Condition 3.9 applies, or when special circumstances arise at the discretion of NCA .
- 4.1.3. If, between the toss and commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain.
- 4.1.4. In the event of late starting at the commencement of play or after an interval no

extra time can be claimed. Any team not ready to commence play at the appointed time will be dealt with by NCA.

#### 4.2. **TIME WASTING**

- 4.2.1. Umpires should fully take into account any deliberate slowing down of the tempo by either batsmen or fieldsmen where it may be seen to be to the disadvantage of an opposition team, e.g. in the case of a team fielding second slowing down the game knowing it might win a rain shortened match on a run rate.

#### 4.3 **CODE OF CONDUCT**

*Refer to website (policies).*