



CRICKET ONE DAY PLAYING CONDITIONS

NCA Car Company 50 OVER COMPETITION

All Premier Grade 50 Over 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 One Day Competition (Ford Trophy)
- (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 (d) will be of the least priority.

In addition, all players, clubs, and umpires shall comply with all relevant policies NCA has in force from time to time.

1. THE COMPETITION – Applies to NCA Car Company 50 over competition.

2. COMPETITION Car Company 50 Over Competition

- 2.1. The 50-Over Competition will be a series of round robin matches followed by semi-finals & Final (1 v 4, 2 v 3), (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. The team with the greatest number of wins over the other team (or teams if more than two teams are equal after applying (2.2.1)).
- 2.3. If teams are still tied, the team with the highest net run rate. 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. A semi-final or final which ends in a tie will be determined by a super-over.
 - 2.4.1. If the super-over is tied, the team who finished higher in the round robin will be declared the winner.

3. RESERVE DAYS

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

3.2. **Premier Grade Semi-Final and Finals:** Reserve days will be set out by NCA before the season begins, only when possible.

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:

4.1.1. 11.00am – 2.30pm Session 1

4.1.2. 2.30pm - 3.00pm Interval

4.1.3. 3.00pm - 6.30pm Session 2

4.1.4. Where play is delayed or interrupted the latest cessation of play shall be 7.00pm

4.2. The Umpires may vary the timing and the length of the break between the innings at their discretion.

4.2.1. 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.

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. **LAW 24.2 - FIELDER ABSENT OR LEAVING THE FIELD**

5.1. The particular Law 24.2 does not apply to competition. In situations where a player is late, they can participate as soon as they arrive. For the avoidance of doubt, all other articles in law 24 apply. The captain to ensure that the umpires are alerted to any players leaving the field.

6. **OVER RATE PENALTIES**

6.1. No over rate penalties shall apply in games that do not have an official umpire.

7. **NUMBER OF PLAYERS**

7.1. Each match teams may be composed of twelve players

7.2. Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their batting 11 and their fielding 11. 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.

7.3. 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.

- 7.4. The 12th man must wear a bib to easily identify him to the umpires & batters.
- 7.5. No player (batter) can only bat in the match and not take part in the field.
- 7.6. The wicket keeper may not be nominated as the non-bowler in the fielding eleven.

8. **INNINGS (LAW 13.1)**

- 8.1. A match will consist of one innings per team, and each innings will be limited to 50 overs. A minimum of 20 overs per team will constitute a match.

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. **INTERRUPTIONS DUE TO WEATHER**

- 10.1. **Second Innings Target:** 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 20 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. **THE RESULT**

- 11.1. **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 11.2. **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, an 'abandoned match' shall be declared.
- 11.3. **Points:** Win 4pts; tie / no result 2pts; Loss 0pts; Default 4pt ; Bonus 1pt
- 11.4. The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point.

12. **BOWLING RESTRICTIONS**

- 12.1. Number of overs per bowler: No bowler shall bowl more than ten overs in an innings. In the event of a delayed or interrupted match where the

overs are reduced for both teams or the team bowling second, Clause 9.2 of these conditions shall apply.

13. NO BALL (LAW 21)

13.1. If there are no officially appointed umpires, there shall be no free-hits.

14. WIDES

14.1. 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:

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

14.3. 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.

14.4. For clarity, the actual wide guideline is the inside edge of the painted off-side and leg-side wide guideline that is closest to the batter's wickets.

15. POWER PLAYS

15.1. Fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

15.2. The following fielding restrictions shall apply:

15.2.1. At the instant of delivery:

15.2.1.1. Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

15.2.1.2. Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

15.2.1.3. Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

15.3. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

15.4. If play is interrupted during an innings and the table in 16.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

15.5. At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

15.6. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

16. **THE BALL**

- 16.1.** White Kookaburra 156g Club Match will be used in all matches. Each fielding team shall have only one new ball for its innings.

17. ELIGIBILITY

- 17.1.** Players must have played a minimum of four games for the club at any level to qualify for the Competition Semi Final / Final.

18. OVER RATE PENALTIES

- 18.1.** The fielding side must be in position to bowl the first ball of the final over of the innings by the scheduled or rescheduled time for the end of the innings. If they are not in such a position, one fewer fielder will be permitted outside of the 30-yard circle for the remaining overs of the innings
- 18.2.** For the avoidance of doubt, this will mean 4 fielders outside the fielding circle will be permitted.
- 18.3.** If the innings is terminated before the scheduled or rescheduled "cut off" time, no over rate penalty shall apply.
- 18.4.** If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- 18.5.** The Umpires will inform the fielding Captain of any time allowances as and when they arise. In addition, in all reduced over matches, the fielding team will be given one over leeway.
- 18.6.** No over rate penalties shall apply in games that do not have an official umpire.