



Playing Conditions

NCA | Car Company – Premier Grade T20

All Premier Grade T20 matches be played in accordance with:

- (a) The playing conditions specified in this document.
- (b) The 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

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 all relevant policies NCA has in force from time to time.

1. THE COMPETITION: Applies to NCA | Car Company – T20 Competition.

2. COMPETITION NCA | Car Company T20 Competition

2.1 The T20 Competition will be a series of round robin matches followed by semi finals and final (1 v 4, 2 v 3), (W v W)

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.

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 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 highest ranked team 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-Finals and Finals:**

Reserve days will be set out by NCA before the season begins, only when possible.

4. HOURS OF PLAY

4.1 Matches shall commence at 11am.

4.2 Saturday session times:

4.2.1 1100 – 1220

4.2.2 1220 – 1230

4.2.3 1230 – 1350

4.2.4 The latest closing time shall be 1420, 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.

6. 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.

7. DELAYED/INTERRUPTED MATCHES

7.1 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.

7.1.1 Any such calculations need to consider the 10 minutes between innings.

7.1.2 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.

7.2 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.

- 7.3 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.
- 7.4 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.
- 7.5 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.
- 7.6 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 4 minutes per over in respect of the aggregated lost playing time.
- 7.7 Should the calculations result in a fraction of an over the fraction shall be ignored.
- 7.8 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.
- 7.9 **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.
- 7.10 Powerplay Table

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

8. THE RESULT

- 8.1 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.
- 8.2 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.

9. BOWLING RESTRICTIONS

- 9.1 No bowler shall bowl more than 4 overs.
- 9.2 If overs have been reduced, no bowler may bowl more than one fifth of the available overs.

10. NO BALL

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

11. WIDES

- 11.1 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:
- 11.1.1 Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with his bat.
 - 11.1.2 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.
 - 11.1.3 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.

13. FIELDING RESTRICTIONS

- 13.1 No more than five fielders can be on the legside at any time.
- 13.2 During the first six overs, a maximum of two fielders can be outside the 30-yard fielding circle (this is known as the Powerplay).
- 13.3 After the first six overs, a maximum of five fielders can be outside the fielding circle.
- 13.4 In matches of reduced overs the number of overs for each restriction shall be as in Clause 8.10 Powerplay Table as above

14. THE BALL

- 14.1 The ball to be used in all second-grade games shall be a 156-gram **White** 4-piece Senator kookaburra ball or better.

15. THE UNIFORM

- 15.1 Teams uniform to be colours that represent their club.

16. OVER RATE PENALTIES

- 16.1 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.
 - 16.1.1 For the avoidance of doubt, this will mean 4 fielders outside the fielding circle will be permitted.
- 16.2 If the innings is terminated before the scheduled or re-scheduled "cut off" time, no over rate penalty shall apply.
- 16.3 If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- 16.4 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.
- 16.5 Over rate penalties apply only to innings of ten overs or more duration.
- 16.6 Umpires shall apply the Penalty Run Laws for time wasting especially strictly. This is the only penalty for slow over rates in innings of less than ten overs.

17. SUPER OVER

- 17.1 The following procedure will apply should the a Super Over be required for a semi final or final. 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.
- 17.2 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.
- 17.3 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
- 17.4 The team batting second in the match will bat first in the Super Over.
- 17.5 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.

- 17.6 The loss of two wickets in the over ends the team's one over innings.
- 17.7 The winner is deemed to be the team with the most runs from their respective Super Over.
- 17.7.1 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.
- 17.7.2 If in the event a Super Over nor Bowl Out ca' be scheduled the following will be applied to deem the superior team:
- 17.7.2.1 The team who lost the least wickets in the Super Over.
- 17.8 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.
- 17.9 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.
- 17.9.1 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.
- 17.9.2 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.
- 17.9.3 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.
- 17.9.4 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.
- 17.9.5 Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.

18. POINTS

Points.

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