



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)
[Microsoft Word - Super Smash Playing Conditions \(Men\) 25_26 FINAL.docx](#)
- (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, 2v3), (W v W)
- 2.2 [If teams are level on points we will revert to the Super Smash ranking system](#)
- 2.3 The Competition final will be played at Saxton Oval.
 - 2.3.1 If Saxton Oval is unavailable, the final will be played at the 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:

- 3.1.1 There shall be no reserve day for any of the preliminary round matches.

3.2 Premier Grade Semi-Finals and Finals:

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

4 HOURS OF PLAY

4.1 Morning Matches shall commence at 11am.

4.2 Saturday session times:

4.2.1	First innings	1100 – 1225
4.2.2	Change over	1225 – 1245
4.2.3	Second Innings	1245 – 1410

4.3 The latest closing time shall be 1440, 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 Afternoon matches that follow 2nd grade matches shall commence at 2:50pm

4.5 Saturday afternoon session times:

4.5.1	First innings	1450 – 1615
4.5.2	Change over	1615 – 1635
4.5.3	Second innings	1635 – 1800

4.6 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 LENGTH OF INNINGS

5.1 Matches shall be of 20 overs per innings, one innings per team.

5.2 The Minimum number of overs per innings is 5.

6 DELAYED START OVER CALCULATION

6.1 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 14.11 overs per hour (4.25 minutes per over) in the total time remaining for play. The umpires will calculate the length of the remaining playing time available for the match and will take into account the interval between innings.

7 INTERRUPTIONS DUE TO WEATHER

7.1 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

7.1.1 **First Innings interrupted but resumes:** Apply calculation from 7.1

7.1.2 **Second Innings:** Reduce the number of overs by 1 over for every 4.25 minutes of time lost from the game, (reminder you have 30 minutes that a game can be extended by before time is lost from the game)

7.1.2.1 This revised target will be calculated by the Duckworth Lewis Stern Method v6.0 which is inbuilt into the PlayHQ application at the start of the second innings.

7.1.2.2 Actions > Parameters > Select the overs.

7.1.2.3 2nd Innings at the start of the innings, Action > Paramaters > DLS
Score to show the DLS Target

7.1.2.4 See link for more info [DLS calculator on PlayHQ – PlayHQ](#)

7.2 Powerplay Table

7.2.1	Overs	PP Overs
7.2.2	5-8	2
7.2.3	9-11	3
7.2.4	12-14	4
7.2.5	15-18	5
7.2.6	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.

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.

12 **FIELDING RESTRICTIONS**

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

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

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

12.4 In matches of reduced overs the number of overs for each restriction shall be as in Clause 6.10

12.4.1 Powerplay Table as above

13 **THE BALL**

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

14 **THE UNIFORM**

14.1 Teams uniform to be colours that represent their club.

15 **OVER RATE PENALTIES**

15.1 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.

15.1.1 For the avoidance of doubt, this will mean 4 fielders outside the fielding circle will be permitted.

15.2 If the innings is terminated before the scheduled or re-scheduled "cut off" time, no over rate penalty shall apply.

15.3 If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

15.4 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.

15.5 Over rate penalties apply only to innings of ten overs or more duration.

15.6 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.

16 **SUPER OVER**

16.1 The following procedure will apply should the Super Over be required for a semi-final or final.

16.1.1 The Super Over will take place on the scheduled day of the match.

16.1.2 In normal circumstances it shall commence 10 minutes after the conclusion of the match.

16.1.2.1 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 [16.9](#) below.

16.2 In both innings of the Super Over, the fielding side shall choose from which end to bowl.

16.3 Only nominated players in the main match may participate in the Super Over.

16.4 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.

16.5 The team batting second in the match will bat first in the Super Over.

16.6 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.

16.7 The loss of two wickets in the over ends the team's one over innings.

- 16.8 The winner is deemed to be the team with the most runs from their respective Super Over.
- 16.9 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.
- 16.9.1 The Umpires shall determine the suitability of the light.
- 16.9.2 If teams are still tied the following the super over will be applied to deem the superior team:
- 16.9.2.1 The team who lost the least wickets in the Super Over.
- 16.9.2.2 If the teams are still tied or there was not sufficient light for a super over, the team who were higher ranked from the round robin will be declared the winner

17 **POINTS**

- 17.1 Points.
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|------------------------|---------------|
| 17.1.1 Win | 4 points |
| 17.1.2 Win by default | 4 points |
| 17.1.3 Tie | 2 points each |
| 17.1.4 No result | 2 points each |
| 17.1.5 Loss | 0 points |
| 17.1.6 Loss by default | -4 points |