



Playing Conditions

NCA | Car Company – 3rd Grade 40 Over Competition

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All Grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section.
- (b) Nelson Cricket Association General Playing Conditions.
- (c) New Zealand Cricket Playing Conditions – Domestic One Day Competition (Ford Trophy)
- (d) The conditions specified in Laws of Cricket (2017 Code – 3rd Edition 2002) 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 (d) will be of the least priority.

1. THE COMPETITION Applies to NCA | Car Company – 3rd Grade 40 Over Competition.

2. COMPETITION Car Company 40 Over Competition

2.1 The 40-Over Competition will be a series of round robin matches followed by Semi Finals (1 v 4, 2 v 3), then Grand Final (Winner of Semi Final 1 V Winner of Semi Final 2)

2.2 Matches shall be of one innings for each team comprising of a maximum of 40 overs each innings

2.3 If teams are level on points the higher places will go to: -

- 2.3.1 The team with the most wins in the “round robin” stage of the competition
- 2.3.2 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 2.3).
- 2.3.3 If teams are still tied, the team with the highest net run rate.
- 2.4 The Competition Final will be played at Saxton Oval, if Saxton Oval is unavailable, the final will be played at top qualifiers home ground.
- 2.5 A Semi-Final or Final match which ends in a tie will be determined by a super-over.
 - 2.5.1 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. **Finals Rounds:** There shall be no reserve day for any of the finals round matches.

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:

12.30pm – 3.10pm	Session 1
3.10pm - 3.40pm	Interval
3.40pm - 6.20pm	Session

- 4.2 Where play is delayed or interrupted the latest cessation of play shall be 6.30pm
- 4.3 A drinks break may be taken at the completion of 20 overs. Home side to provide drinks for all.
- 4.4 The captains may vary the timing and the length of the break between the innings at their discretion. 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.

4.5 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. **NUMBERS OF PLAYERS**

- 5.1. For each match teams may be composed of twelve players.
- 5.2. Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their batting XI and their fielding XI. 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.

- 5.3. 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.
- 5.4. No player (batter) can only bat in the match and not take part in the field.
- 5.5. The wicket keeper may not be nominated as the non-bowler in the fielding eleven.

6. LENGTH OF INNINGS

- 6.1. Matches shall be of one day's duration, 40 overs per innings, one innings per team.
- 6.2. A Minimum of 16 overs will constitute a match.
- 6.3. Where adverse weather delays the start of play, the number of overs for each team shall be reduced by one over each for every four (4) minutes of playing time lost
- 6.4. If weather interrupts the match after play has commenced the above formula is to be applied.
 - 6.4.1. Where weather interrupts the match while the second team is batting the number of overs shall be reduced by one over for every 4 minutes of playing time lost. If less than 16 overs are possible for the second team the match shall be declared a **no result** and points awarded accordingly.
- 6.5. An interval of 30 minutes shall be taken at the completion of the first innings.
- 6.6. The latest time a game may commence is 4pm.

7. FITNESS FOR PLAY

- 7.1. Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the captains.
- 7.2. Where the captains do not agree with each other, the status quo will apply. However, if conditions worsen after the time of disagreement the fielding captain shall have the right to decide on matter of ground and weather (including light), and the captain of the batting side on light.

8. DELAYED START OVER CALCULATION

- 8.1. **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.
- 8.2. **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.

9. THE RESULT

- 9.1. A result may only be achieved where both teams can bat for a minimum of 16 overs, or have been dismissed, or a result has been achieved earlier.
- 9.2. 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 16 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.

10. BOWLING RESTRICTIONS

- 10.1. No bowler shall bowl more than 8 overs.
- 10.2. If overs have been reduced, no bowler shall bowl more than one fifth of the available overs.

11. NO BALL

- 6.1 There shall be NO "Free Hits" for any "No Balls".

12. WIDES

- 12.1. 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:
 - 12.1.1. Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with the bat.
 - 12.1.2. Passes on the off side of the striker so wide that it is not within their reach for them to be able to hit it with their 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.
 - 12.1.3. 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 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 13.2 First 10 overs only two players may field outside the 30-yard circle. For the remainder of the match up to 5 fielders can be outside the circle.
- 13.3 If grounds do not have a 30-yard circle marked, captains to work together and use common sense when applying the rules.

14. Use of Covers

- 14.1 Nelson Cricket strongly encourages that, where possible, pitches are covered as is the case for Senior cricket. That is, covers are to be put on the pitch no later than 6pm. the night prior and earlier if adverse weather conditions are forecast. Whilst there will be no penalty if covers aren't used, the intention is that every effort will be made by clubs with covers to use them appropriately to ensure that pitches are the best they can be and are not affected by rain leading up to the match.

15. THE BALL

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

16. THE UNIFORM

- 16.1 Teams uniform to be coloured kit that represent their club. Including coloured pads or clads.

17. Late arrivals

- 17.1 If a named player (prior to the start of the match on PlayHQ) arrives late to a second-grade afternoon match, the player can fully participate in the match from

the moment the player enters the field of play, regardless of whether the player is a batsman or bowler

18. POINTS

Win	4
Win by default	4
Tie	2
No result	2
Loss	0
Loss by default	-4
Bonus point	1