



BY-LAWS AND PLAYING CONDITIONS

Cricket Wellington Competitions

SEASON
2019 – 2020

PARTIES
Cricket Wellington and Affiliated Clubs

1. Registration of Players and Coaches

1.1 Registration

No player shall play in any Team during a Season unless that player is registered with that Team's Club as a player for that Season in accordance with this Rule.

1.2 How registration is affected

For the purposes of Rule 1.1, registration with a Club shall be affected on the Registration Platform.

1.3 Prohibition on playing:

No player shall play for any Team if that player owes any other Club any money and such debt has been notified to Cricket Wellington in accordance with Rule 1.4.

1.4 Notification by Clubs:

Each Club shall provide Cricket Wellington with a written list of players who owe money to that Club, prior to the commencement of the Season. Cricket Wellington shall publish such list on their website and remove players throughout the Season as debts are paid or otherwise resolved.

1.5 Consent of players:

No player may be registered on the Registration Platform without that player's consent.

1.6 Registration of coach:

No person shall coach any Premier Grade Team unless they are registered on the Registration Platform with the Club, to which that team belongs, as its coach.

1.7 How registration of a Premier Grade Team Coach is affected:

For the purposes of Rule 1.6 registration of a coach with a Club shall be affected:

a) by their registration with that Club as a coach of a Premier Grade Team in either prior to the commencement of the Season or not later than 7 days prior to the first match for which their services as coach of that Team are required in that Season; and

b) by the Club notifying Cricket Wellington in writing in respect of any Team from that Club which is entered in a Premier Grade or a Women's Premier Grade, of the name of the Registered Coach who will be coaching that Team, with such notification to be given either prior to the start of the Season, or not later than 24 hours prior to the first match for which their services as coach of that Team are required in that Season.

2. Status of Players

2.1 Player Status:

A registered player is either a Professional Player or a non-Professional Player. A Professional Player is defined in these Rules. If a player is not a Professional Player then they are a non-Professional Player.

2.2 Non-Professional Players:

A non-Professional Player may be an Overseas Player, a Qualifying Local Player, a Scholarship Player or a College Player.

2.3 Men's Premier Grade and Men's Premier Reserve Grade:

Clubs in these grades may include a maximum of one Professional Player, one Overseas Player and one Qualifying Local Player or – if no Overseas Player – one Professional Player and two Qualifying Local Players, in their Teams at any one time.

2.4 Women's Premier Grade:

Clubs in this grade may include a maximum of two Overseas Players in their Teams at any one time.

2.5 All other grades of Men's and Women's Cricket:

Clubs may select Overseas Players for grades below Premier Grade Cricket, but these players must be of an ability consistent with the grade for which they have been selected and in which they are playing.

3. Professional Players

3.1 Replacement:

A Professional Player may be replaced if they leave the Club for any bona fide reason and such replacement has been notified to Cricket Wellington. In such circumstances the Club shall have 30 days from the date that the Professional Player last played for the Club to replace the player, or such other time frame as directed in writing by Cricket Wellington.

However:

- The original Professional Player once replaced may not play Men's Premier Grade cricket for the remainder of the Season, even if not competing as a Professional Player;
- No Professional Player may be replaced after 31 December of any Season.

4. Overseas Players

4.1 Eligibility:

In order for an Overseas Player to be included in any of the Teams referred to in Rules 2.3 and 2.4 they must be residing in the Wellington Region and available for club cricket no later than 31 December of that Season. If an Overseas Player arrives in the Wellington Region later than this date the Club must obtain approval in writing from Cricket Wellington before that Overseas Player can play.

4.2 Notification of playing:

Any Overseas Player included in any of the Teams referred to in Rules 2.3 and 2.4, must have their inclusion notified to Cricket Wellington in writing at least 48 hours prior to them playing their first match as an Overseas Player for their Team.

5. Player/Coach and Scholarships

5.1 Player/Coach:

A club can engage a player/coach or a coach who is paid to oversee the coaching duties of their Men's Premier Grade team. In this circumstance, when the player/coach is also playing in the team, the team shall not be permitted to also play a Professional Player.

5.2 Scholarships:

a) Clubs may pay scholarships to up to four players per season (Scholarship Players).

b) Scholarship Players must be enrolled in an NZQA accredited course.

c) The value of a scholarship cannot exceed that of the value of the tuition fees for that course that the Scholarship Player is enrolled in.

d) All scholarships – and Scholarship Players – must be notified to Cricket Wellington prior to any scholarship payment being made. Such notification must include a copy of an invoice from the NZQA accredited course specifying the total course fees.

Any failure to satisfy the requirements as set out in Rule 5.2 (a) – (d) may mean that the player receiving the scholarship is deemed a Professional Player – as opposed to a Scholarship Player – for the purposes of these Rules.

6. Breach of Rules

6.1 Reporting, Investigation and determination of a breach:

a) Any Club may report any alleged breach of the rules in Rules 2, 3 or 4 to Cricket Wellington by notice in writing within 7 days of the alleged breach and provide evidence to support its claim (Breach Notice).

b) Upon receipt of a Breach Notice Cricket Wellington may in its absolute discretion investigate the alleged breach. In addition, Cricket Wellington, in its absolute discretion may investigate a breach of any of the rules in Rules 2, 3 or 4 if it believes that circumstances exist which justify an investigation.

c) During its investigation Cricket Wellington shall have the right to enquire into and inspect all relevant documentation of any Club and/or player and the Club and/or player shall co-operate and comply with all relevant requests.

d) After its investigation Cricket Wellington shall make a decision (Decision). If a breach has been determined Cricket Wellington shall also determine the penalty in accordance with Rule 6.2 (Penalty).

Any investigation will be limited to the current Season only.

6.2 Penalty for breach of Rules:

If Cricket Wellington determines a breach of any of the rules in Rules 2, 3 or 4 has occurred – and/or if a Club and/or player doesn't co-operate and comply in accordance with Rule 6.1(c) – then it shall impose a Penalty as follows:

i) Remove from the relevant team all points gained in that Season up to and including the last match in which the relevant Rule was broken. No points will be awarded to opposition teams; and/or

ii) Fine up to a maximum of \$10,000; and/or

iii) Should such breach occur in a Championship Final or Semi Final, the penalty will be to award the championship/match to the opposition side contesting such final or semi-final.

Any Club that is found to have more than the maximum number of Professional Players allowed, in any of its teams, will be liable to having the full extent of the above penalties applied against it and the relevant team.

6.3 Notification:

Cricket Wellington shall notify all relevant Clubs of its Decision, including any Penalty, as soon as the Decision has been made.

6.4 Appeals:

If a Club wishes to appeal (Appellant Club) any Decision and/or Penalty, it must do so by notice in writing to Cricket Wellington within 48 hours of being notified (Notice of Appeal).

a) Upon receipt of the Notice of Appeal, Cricket Wellington will arrange a hearing to be held at the Cricket Wellington Offices or any other location of Cricket Wellington's choosing at the earliest possible opportunity (Hearing).

b) The Appellant Club shall have the right to give evidence at the hearing. Further Clubs and/or players may attend and be heard at the Hearing at the absolute discretion of the Commissioner.

c) Cricket Wellington shall appoint a Commissioner to hear and decide on the appeal in a manner which accords with the principles of natural justice and which best ensures the fair and prompt determination of the alleged breach. The Commissioner shall decide what penalty, if any, is to be imposed. Cricket Wellington shall notify all relevant Clubs of the Commissioner's decision, including any penalty, as soon as its decision has been made and shall provide a written decision to relevant Clubs within seven days of the Hearing.

6.5 Club Committee:

Prior to each Season Cricket Wellington shall appoint a panel of Club representatives (Club Committee) who will meet on a periodic basis to discuss any possible breaches of these Rules with a view to reporting (or not) such breaches to Cricket Wellington in accordance with Rule 6.1.

7 Local Player Eligibility

7.1 Contracted Players:

A player who has a playing contract with another Major Association within New Zealand is not eligible to play club cricket in Wellington Region during the period for which they hold that contract. This restriction also applies to a player who holds a national playing contract but plays their cricket for another Major Association.

7.2 Non-Contracted Players:

A player who has represented another Major Association representative team at first class or 'A' Level during a Season, or has represented a District Association representative team, during a season, is not eligible to play Men's Premier Grade in the Wellington Region in that Season unless they satisfy one of the following criteria:

- a) The player is temporarily residing in Wellington Region for study purposes; or
- b) The player is temporarily residing in Wellington Region while on secondment/internship with their current employment; or
- c) The player, originally from Wellington Region, is studying in another region and is returning to Wellington Region during a tertiary institution holiday period; or
- d) The player is residing in Wellington Region and has announced an intention not to represent another Major Association at first class or 'A' level or another District Association representative team during the remainder of that Season; or
- e) New Zealand Cricket has requested that the player be allowed to play Premier Grade cricket.

7.3 Application for Qualifying Local Player status:

Any non-New Zealand citizen may make an application to Cricket Wellington to be granted a Qualifying Local Player status for the purposes of the club competition. For the avoidance of doubt if Cricket Wellington is yet to grant a player Qualifying Local Player status, that player is not a Qualifying Local Player.

8 Suspension by New Zealand Cricket

8.1 Suspension by New Zealand Cricket:

If a player is suspended from playing cricket by or on behalf of NZC, that player shall be deemed to have been suspended by Cricket Wellington from playing in any Team or in any Competition until such time as the suspension is lifted by NZC.

9 Replacement of Players

9.1 Two-day Competition:

A player who does not play the first day of a Men's Premier Grade two-day competition is unable to play second day unless:

- a) His inability to play the first day was a result of:
 - i) His selection in a representative match; or
 - ii) Him being one of a maximum two players in that Team who is unable to play for reasons other than representative selection; and
- b) The player's Team captain has, prior to the coin toss on the first day, notified the opposing Team's captain and the umpires of:

- i) The name(s) of the player(s) unable to play the first day and the reasons; and
- ii) The names of the replacement player(s) appointed pursuant to Rule 9.2.

c) For the avoidance of doubt, where a player is available for the first day of a match and is subsequently selected for a representative match following that first day, it shall not be necessary to name a replacement player prior to the commencement of the match and that player shall be able to be replaced. The team captain shall advise the opposition captain and the umpires of the replacement at the commencement of the second day of the match prior to the first ball being bowled. In such instance, the replacement player shall be a like for like player e.g. a batsman replaced by a batsman, taking into account the integrity and spirit of the game.

d) All replacement players are subject to the following conditions:

- i) A player can only be replaced for one day
- ii) If the player being replaced has batted and been dismissed, the replacement player may not bat in that innings
- iii) Where the player being replaced has begun his innings and is not out, the replacement player may not continue his innings (subject to Rule 6.1 (e) (v) below
- iv) Where a player being replaced has begun bowling, but not yet completed, an over the replacement player must complete the over.
- v) Where a player is not out overnight and is subsequently called up to representative duty (and has not previously been nominated to be replaced), then that player's innings may be continued by his replacement player.
- vi) Where a player is returning from representative duty and subsequently replaces a player who is not out overnight, then the returning player cannot resume the innings of that player being replaced and that player's innings is considered closed.

9.2 Replacement Player:

If, in accordance with the provisions of Rule 9.1, a player in a two-day competition is to play only one day of a match in a two-day competition, his Club may use a replacement player instead for the other day of such match (Replacement Player). If the Replacement Player, for any reason, does not play in such match, he shall not play in any other match on the relevant day except as provided in Rule 9.4 below.

9.3 Replacement of player in Teams not in Men's Premier Grade:

If a Club uses a replacement player or replacement players from another Team pursuant to Rule 9.2, another player or players from that Club may play for that Team, provided that those other player or players are of a similar or lower ability to the rest of the players in that Team.

9.4 Original player's availability:

Should the player to be replaced pursuant to clause 9.2 become available to play in the relevant match, he shall play in that match and the replacement player shall play in the match in which he was originally to have played. If the replacement player was not scheduled to play in any other match on the relevant day, he shall not play in any match on that day.

10 Transfers

10.1 Transfer of players:

During a Season, a player may transfer from one Club to another Club subject to the following:

- a) The two relevant Clubs agreeing to such transfer; and
- b) The Club to which the player is being transferred notifying Cricket Wellington of such transfer and agreement.

10.2 No Refusal of Transfer:

The Club from which the player is transferring shall not refuse to sign the transfer of a player if that player is a Financial Member at the time of the proposed transfer. If a Club does refuse the transfer in these circumstances Cricket Wellington may, in its sole discretion, deem a transfer to have been made. The exception to this is if the proposed transfer is to take place on or after 1 December of the Season. In such circumstances the Club from which the player is transferring must agree to such transfer.

10.3 Effect of transfer:

A player who has transferred Clubs in accordance with the provisions of this Rule 7 shall not play in a final match or a semi final match for a Team from the Club to which they have transferred unless they have, since the date of their transfer, already played for that Team in at least three Competition matches.

11 Player Grading

11.1 Movement of Players:

Should a Club enter two or more Teams in any one grade, no regrade of a player from one to another Team shall be allowed during a season, unless prior consent from Cricket Wellington is sought and given in writing.

11.2 Unfairly Strengthen:

No Club shall regrade a player(s) from a high grade to a lower grade to Unfairly Strengthen the lower grade team. A Club may transfer players from a higher to lower grade within their Club structure as part of normal team selection even though this may necessitate the player moving down more than one competition grade.

11.3 College Players:

a) A College Player may play for a Club during school vacation, or when they are not required to play college cricket; or

b) For a player of exceptional ability, clearance may be sought by that player to play for a Club. This clearance must be signed off by Cricket Wellington, College Sport Wellington and that player's college. Should any party not agree to this clearance the player will be required to continue to play for their college subject to Rule 11.3(a) above. This dispensation will be provided in accordance with the guideline included in Rule 11.4.

11.4 College Players – Dispensation to play Club Cricket:

In line with their Memorandum of Understanding College Sport Wellington and Cricket Wellington believe secondary school cricket is the best environment for a College Player's development. Therefore, before granting dispensation to play senior club cricket there must be substantive evidence that the College Player in question is entering a safe environment, beneficial for their development. This protocol also exists to remove any ambiguity around college students playing senior club cricket.

- a) No College Player in Year 9 or Year 10 at secondary school will be deemed eligible to play senior club cricket.
- b) Each Season Clubs must inform Cricket Wellington of all College Players that intend to play senior club cricket before they play, unless there is no College Sport Cricket competition scheduled on that day. This includes players at a College where there is no cricket available. Clubs found in breach will receive a written warning & any subsequent breaches will result in the deduction of 2 points for the team fielding the player.
- c) Before dispensation is considered there must be open dialogue between the player, their parents or caregivers, the College, Cricket Wellington, College Sport Wellington and the proposed Club. The dialogue must cover the benefits to the player alongside any possible implications for the College. These may include, but are not limited to, the player becoming ineligible to represent the school in any aspect of college cricket - unless a subsequent request to return to college cricket is approved.
- d) Before approving dispensation, Cricket Wellington must be confident that the playing and training environment for the college student will be beneficial to their enjoyment, wellbeing and skill development. The Cricket Wellington Community Manager with oversight for youth cricket will monitor this throughout the season.
- e) For a player of exceptional ability, clearance may be sought to play Premier Club cricket. To be considered a player of exceptional ability the player must be deemed a good chance to make the New Zealand Under 19 Squad. Cricket Wellington's Pathway Manager, in consultation with New Zealand Cricket is deemed the sole judge of exceptional ability and all clearances must be sought through the Pathway Manager.
- f) A player can only play for one club during a Cricket Wellington season including club representative or youth grades. Should a player want to play for a second club during a college season i.e. a school year they must notify their previous club and apply to Cricket Wellington for dispensation.
- g) Bowling loads for College students in Senior club cricket are as per the College Sport Wellington handbook and can be located on page 17: (<https://collegesport.org.nz/wp-content/uploads/2019/02/2019-Cricket-Handbook-for-web-1.pdf>)

*Eligibility for those who have received dispensation to play non-College Sport fixtures i.e. traditional fixtures is at the discretion of the college.

11.5 Women's Premier Grade:

No player shall play in Women's Premier Grade for more than one Club during a Season except for the following:

a) Any College Player may play for more than one Women's Premier Grade Team, where that player's involvement in the Women's Premier Grade is pursuant to a programme managed by Cricket Wellington for the purposes of providing suitable College Players with the opportunity to play in the Women's Premier Grade.

b) In the event of the conditions referred to in Rule 8.4(a) occurring, the Club must notify Cricket Wellington before the relevant College Player plays for that Team.

12 Playing Conditions

12.1 Playing conditions:

Cricket Wellington may, from time to time, make such regulations in respect of playing conditions for competitions or tournaments organised under the auspices of Cricket Wellington as it thinks necessary. Any such regulations shall take effect as if they were Rules contained herein, except to the extent that they are inconsistent with any of the Rules contained herein, in which case the Rules herein shall take precedence.

13 Reports

13.1 Umpire's Reports:

All Official Umpires shall complete reports on each and every match in a competition in which they officiate and shall lodge each report online with Cricket Wellington no later than 5pm on the Monday following the completion of the relevant match.

13.2 Pitch Reports:

Every Premier Grade Team captain, and the umpires shall complete a pitch report after each match and shall lodge it online with Cricket Wellington no later than 5pm on the Monday following the completion of the relevant match.

13.3 Match Results:

The result of each match shall be entered into the competition management system as prescribed in Appendix 1:

13.4 Captain's Reports:

Every Premier Grade Team captain shall complete a report on the match after each match and lodge it online with Cricket Wellington no later than 5pm on the Monday following the completion of the relevant match.

13.5 Non-compliance:

If a Team Captain or an official of the Team's Club breaches Rule 13.2, 13.3 or 13.4 their Club shall incur penalties included in Table 1.1. Such penalties shall be advised to Clubs prior to the commencement of each Season. Cricket Wellington may, in its absolute discretion, waive any penalty under this Rule 13.5.

14. Defaults

14.1 No Defaults:

Clubs shall make all reasonable efforts to ensure that their Teams do not default any matches in any grade of any Competition.

Penalties for Defaults

If a Team defaults a match for any reason the following penalties shall be incurred:

a) T/20 and One Day Competitions

i) First Default:

- the Team and Club to which the defaulting Team belongs shall receive a written warning of the consequences of a further default.

ii) Second Default:

- the Team defaulting shall forfeit 4 Competition points and the Club shall receive a final written warning.

iii) Third Default:

- the Team defaulting may be banned from participating in the remainder of the Competition. The match fees already paid for the Team to Cricket Wellington shall not be refunded to its Club or, alternatively, if the match fees have not been paid, they shall remain payable by the Club to Cricket Wellington.

b) Two Day & Timed Competition

i) First Default

- the Club to which the defaulting Team belongs shall pay a fine of \$100 to Cricket Wellington and receive a written warning of the consequences of a further default.

ii) Second Default

- the defaulting Team shall forfeit 6 Competition points and its Club shall pay a further fine of \$100 to Cricket Wellington and receive a final written warning.

iii) Third Default

- the defaulting Team may be barred from participating in the remainder of the Competition. The match fees already paid for the Team to Cricket Wellington shall not be refunded to its Club or, alternatively, if the match fees have not been paid, they shall remain payable by the Club to Cricket Wellington.

14.2 Waiver of Forfeiture or Payment

Notwithstanding the provisions of Rule 14.1, Cricket Wellington may in its absolute discretion, waive any forfeiture or payment required under that Rule.

14.3 Other Consequences of a Default

If a Team defaults a match the Team against which it would otherwise have played shall be awarded, in the case of a One Day or T/20 match, the points awarded for a win; or in the case of a match in a Two Day/Timed Match the points equivalent to the highest number of points awarded to any other Team playing a match in the same round of matches in the same grade of that Competition.

14.4 Other consequences of a Debarment:

If a Team is debarred under Rule 14.2 from taking part in a competition, all points gained by other teams in a match played against the debarred Team in any previous round of the Competition shall be erased from the total competition points gained by such other Team, and where a bye in a competition draw now exists by the reason of debarment, no points shall be gained by Teams for any matches which they would have played against the debarred Team, but for its debarment.

14.5 Men's Premier Grade and Men's Premier Reserve Grade Defaults

Any Club who defaults their Team playing in either Men's Premier Grade or Men's Premier Reserve Grade will receive an instant \$250 fine. The Team defaulting will receive no competition points while the other Teams associated with the Club will continue to play for points in the round but will be deducted in One Day rounds, 2 competition points; and in Two Day rounds, 6 competition points. In addition, Cricket Wellington will undertake a review of the Club's Men's Premier Grade status.

15 Attire

15.1 Match Attire:

Subject to provisions of this Rule 15, in all Cricket Wellington tournaments and in all Grades of all Competitions, each player shall wear white or cream clothing. With prior written consent of Cricket Wellington a player may wear coloured clothing which is in keeping with the traditions of cricket and which is worn by every other player of the Team of which they are a member, as the uniform of that Team

15.2 Penalties for failure to wear appropriate Match Attire

If a player, Team or Club fails to obtain the consent required in Rule 15.1 before wearing coloured clothing and in the opinion of Cricket Wellington fails to comply with the requirements of that Rule, Cricket Wellington shall prescribe the following penalties:

a) First infringement:

- The Club with which the player or Team is registered shall receive a written warning. –

b) Second Infringement:

- The Team, or the Team of which the player is a member, shall forfeit 3 Competition points and its Club will receive a final written warning.

c) Third Infringement:

- the Team or the Team of which the player is a member, shall be debarred from participating in the remainder of the competition. The match fees already paid for that Team to Cricket Wellington shall not be refunded to its Club, or alternatively, if the match fees have not been paid they shall remain fully payable by the Club to Cricket Wellington.

15.3 Waiver of Forfeiture:

Cricket Wellington in its absolute discretion may waive any penalty that would otherwise be imposed under Rule 15.2.

15.4 Other consequence of a debarment:

If a Team is debarred under Rule 15.2 from taking part in a Competition, all points gained by any other Team in a match played against the debarred Team in any previous round of the Competition shall be erased from the total Competition points gained by such other Team, and where a bye in the Competition draw now exists by reason of the debarment, no points shall be gained by Teams for any matches which they would have played against the debarred Team, but for its debarment.

16 Logos

16.1 Two Day, Limited Over, T20 and One Day Competitions:

A player playing in a match in a Two Day, Limited Over, T20 or One Day competition may wear logos and/or insignia provided that each such logo and/or insignia is located on the relevant attire one of the locations depicted in the diagrams in Appendix 2 attached to these Rules and:

(a) Does not contravene the following:

- i) Logos on the sleeves and front of the playing shirt are not to be more than 7cm square;
- ii) Logos on the back of the playing shirt are not to be more than 30cm x 25cm;
- iii) Logos on the playing trousers are not to be more than 7cm square
- iv) Logos on the cap or hat are not to be proportionally larger than each other.

16.2 Further Conditions in relation to a playing shirt:

- a) There shall be a maximum of four distinct Club sponsor logos displayed on a playing shirt
- b) Cricket Wellington shall be entitled to require the placement (at its own cost) of the logo of a Cricket Wellington sponsor on the front of any playing shirt, the size of such logo being not more than 30cm x 25cm

16.3 Branding on other attire and equipment:

Any player may wear or place unrestricted branding on the side of the player's helmet and on the player's bat, gloves, boots and shoes, armguards, headband and/or sunglasses; and the branding opportunity in respect of these items shall be that of the individual player.

16.4 Avoidance of Conflict or Disrepute:

Notwithstanding anything else to the contrary in this Rule 16 no player shall wear or place any sponsor's logo on any item of attire or equipment if, in the sole opinion of the Cricket Wellington, that advertising conflicts with the activities of any of the Cricket Wellington's official sponsors or the Club's official sponsors or otherwise may bring Cricket Wellington into disrepute.

17. Behaviours and Code of Conduct

17.1 Behaviour:

All players, coaches and officials and other persons present at a ground at which a match is being conducted shall ensure that the match is played in accordance with the spirit of the game and within the Laws of Cricket. Clubs shall be responsible for the behaviour of their Teams, officials, players, coaches and supporters. A captain of a Team shall be responsible for the behaviour of the players in their Team and their supporters. This Rule also covers:

(a) Banned Substances: All persons playing in Cricket Wellington competitions shall at all times comply with regulations promulgated by New Zealand Cricket Inc and those regulations and guidelines promulgated by the New Zealand Sports Drug Agency Act 1994.

(b) Alcohol: No teams or individual players may consume alcohol during a match, whether they be on the field of play or off-field having been dismissed or yet to bat or otherwise.

17.2 Code of Conduct:

Without in anyway limiting or derogating from the effect of Rule 17.1, all players, coaches and umpires shall be bound by the Code of Conduct as follows:

(a) Players and coaches shall not indulge in unacceptable behaviour on any part of the cricket ground including the field of play. Unacceptable behaviour shall be any behaviour determined from time to time by Cricket Wellington which is outlined in Appendix B and is classed to be unacceptable and shall include, without limitation:

- (i) A player or coach assaulting or attempting to assault an umpire;
- (ii) A player or coach abusing an umpire or criticising or disputing, as distinct from reasonably questioning, an umpire's decision, or reacting in an obviously provocative or disapproving manner towards either an umpire or an umpire's decision, or generally not following an umpiring decision;
- (iii) A player or coach failing to comply with the instructions of an umpire;
- (iv) A player or coach using crude and/or abusive language, or engaging in conduct detrimental to the spirit of the game of cricket;
- (v) A player or coach using crude or abusive hand signals;
- (vi) A player or coach assaulting, attempting to assault or abusing another player;
- (vii) A player or coach assaulting, attempting to assault or unreasonably or unnecessarily abusing a spectator; and
- (viii) A player or coach generally behaving in a manner which might bring an umpire or the game of cricket into disrepute

(b) Players shall not infringe on the provisions relating to logos on attire and equipment contained in Rule 16;

(c) Players or coaches shall not make any public announcement or media comment or engage in any conduct prejudicial to the interests of Cricket Wellington or the game of cricket or which may bring the game of cricket or any player or group of players or any Club or Cricket Wellington into disrepute; and

(d) Players, coaches and umpires shall not smoke, vape, or drink alcoholic beverages, on the playing field.

17.3 Unacceptable behaviour:

If a player or coach (including without limitation a Registered Coach) engages in unacceptable behaviour, as specified in the code of conduct, or otherwise acts in breach of the Code of Conduct or the Laws of Cricket, an Official Umpire observing the unacceptable behaviour or act shall report the matter to the other Umpire and to the player's captain, or to the captain of the Team or Team with which the coach is associated, and request the captain to take action. The Official Umpire may report such player or coach in accordance with the provision of Rule 18 below and, where possible, that

Official Umpire shall advise the player or players, or coach concerned and the relevant Team captain that a report has been made.

18. Reporting

18.1 Eligibility to Lodge a Code of Conduct Report:

An alleged breach of Rule 17 (other than 17.2(c) may be reported by:

- (a) Either or both Umpires;
- (b) The CEO of Cricket Wellington, the Competitions Manager or their nominees should they be unavailable;
- (c) The Captains participating in the relevant match;
- (d) The following persons if they are present physically at the match at the time and observed the alleged breach:
 - (i) Cricket Wellington Board Members;
 - (ii) Any Office bearer of Cricket Wellington;
 - (iii) The Chair of any Club;
 - (iv) Any Team officials;

An alleged breach of bylaw 17.2(c) may be reported by any of the following:

- (a) Cricket Wellington Board Members;
- (b) The CEO of Cricket Wellington;
- (c) The chair of any Club; or
- (d) Any office bearer of Cricket Wellington.

18.2 Reports of breaches of Code – Procedure:

- (a) Any report of an alleged breach of this code must be in writing. The form on Cricket Wellington website can be used.
- (b) The report must be provided to Cricket Wellington within 48 hours after the completion of the day's play.
- (c) Having received the report, Cricket Wellington must, as soon as possible and within 48 hours of the report:
 - (i) Provide the individual(s) reported, their captain, the individual's club chair (if appropriate) and the Commissioner with the report.
 - (ii) Arrange for a hearing to be held, at the earliest possible opportunity, following the alleged breach.
- (d) The hearing must be attended by:

- (i) the player;
- (ii) their captain;
- (iii) their club chair, if appropriate;
- (iv) if the report is against a Team Captain, then the Team manager or Club chair must attend.
- (v) the maker of the report.

(e) The Competitions Manager will hear and decide on the report in a manner which they consider provides for the fair and prompt determination of the alleged breach of the code. The Competitions Manager will:

- (i) ask the maker of the report for any clarifications needed;
- (ii) allow the player(s) and/or team officials reported to give evidence and allow the player(s) and/or team officials reported to make submissions; and
- (iii) provide for the principles of natural justice.

(f) The Competitions Manager, in appropriate cases, may conduct a hearing based on the submitted evidence and through phone conversations.

(g) If the individual or team official reported on does not attend the hearing, the Competitions Manager can hear and decide the report in a manner decided by the Competitions Manager.

(h) A Competitions Manager can extend the time limits in these Rules, provided that none of the parties involved are materially prejudiced.

18.3 Penalties:

The Competitions Manager shall decide what penalty, if any, is to be imposed. The Competitions Manager will:

- (a) advise the decision to the individual concerned, Cricket Wellington and the maker of the report as soon as practicable; and
- (b) provide a written decision within seven days of the hearing.

18.4 Individual Penalties:

Where a person has been found guilty of a breach of Rules 17.1, 17.2 or 17.3 the following penalties may be imposed:

- (a) A written censure, and/or
- (b) A fine not exceeding \$500, and/or
- (c) A suspension from Club and/or representative play – any suspension shall be effective immediately, unless delayed by the Competitions Manager.

In the case of a suspension from play being imposed:

- (a) reference to playing day(s) is the next playing day(s), regardless of the format.

(b) any abandoned day's play will not count towards a player's penalty being carried out.

(c) if late into the season, a suspension will carry over into the next season and will only apply to Cricket Wellington Competitions.

(d) Cricket Wellington will issue a protocol as to the definition and management of the playing day(s) with the player and player's club following any decision imposing suspension.

18.5 Team or Club Penalties:

Where a Team or Club has been found guilty of a breach of Rules 17.1, 17.2 or 17.3 the following penalties may be imposed:

(a) A reprimand and/or

(b) Cancellation of all or any part of any competition points awarded from the match to the Club's team.

(c) A fine not exceeding \$1000.

18.6 NZC Code of Conduct:

In determining the appropriate penalty, the Competitions Manager shall have regard to the levels of offence and penalty set out in the NZC Code of Conduct but shall not be bound by the same.

18.7 Payment of Fines:

Any fine imposed on any person or Club shall be paid to Cricket Wellington within seven days or as otherwise directed by the Competitions Manager. Any failure by a player to comply with this requirement will render such player ineligible for selection in any match, in any competition or any other match held under the auspices of Cricket Wellington or any affiliated body until the fine is paid. Any failure by a Registered Coach to comply with the requirement will render such Registered Coach ineligible to attend at any match, in any Competition in which the Team of which they are a Registered Coach is playing, or any other match held under the auspices of Cricket Wellington or any affiliated body, until the fine is paid.

18.8 Appeals:

Any decision and/or penalty of the Competitions Manager imposed pursuant to Rule 18.3 may be appealed to Cricket Wellington in accordance with the process outlined in Rule 6.4.

19 Application of NZ Cricket Policies

19.1 NZC Policies:

The following NZC policies have been adopted by Cricket Wellington and apply, as amended from time to time, to all players:

- NZC Code of Conduct 19/20
- NZC Domestic Anti-Corruption Code for Participants (effective 30 September 2017)

- NZC Playing Conditions 19/20

It is also a requirement that all players adhere to NZC's Helmet Policy (October 2016), as amended from time to time (together, with the above, the "NZC Policies").

In the event of inconsistency between these Rules the NZC Policies, these Rules shall apply.

20 Construction and Interpretation

20.1 Definitions:

Club: A club is an organisation that is affiliated to Cricket Wellington pursuant to clause 6 of the Cricket Wellington Constitution.

Club Team or Team: A team registered with Cricket Wellington.

College Players: Means a player who is still attending a secondary school in the Wellington Region.

Competition: Any grade managed or organised officially by Cricket Wellington.

Contracted Player: A player that has a contract with any of the Major Associations.

District Association: A District Association as defined in the New Zealand Cricket Constitution.

Financial Member: A player who has fully paid its fees/subscription for the current Season and/or does not owe its Club any money.

Laws of Cricket: means The Laws of Cricket 2000 Code - 2017 and any subsequent amendments thereto or any other code or regulations introduced in substitution therefore.

Local Player: means a player who is:

- (a) a New Zealand citizen; or
- (b) a New Zealand resident; or
- (c) an overseas player who is deemed to be a Local Player by virtue of Cricket Wellington according them Local Player status.

For the purposes of this definition a New Zealand resident is a person who is entitled to reside in New Zealand permanently and who has resided in New Zealand for the three months prior to participation in a Competition.

Major Association: A Major Association as defined in the New Zealand Cricket Constitution.

Men's Premier Grade: Grade consisting of Teams from twelve Clubs that have been selected by Cricket Wellington to compete.

Men's Premier Reserve Grade: Grade consisting of Teams from sixteen Clubs that have been selected by Cricket Wellington to compete.

Non-Contracted Player: A player that is not a Contracted Player.

NZC: means New Zealand Cricket.

Overseas Player: A player who is neither:

- a) A New Zealand Citizen; nor
- b) A New Zealand Resident, who shall be, for purposes of this definition, a person who:
 - i) is entitled to reside in New Zealand permanently; and
 - ii) has been granted 'Local Player status by Cricket Wellington prior to their playing; and
 - iii) is not otherwise defined as a Professional Player.

Premier Grade Team: Means a Team that has been entered in Men's Premier Grade, Men's Premier Reserve Grade or Women's Premier Grade.

Professional Player: Means a player, not being a contracted player of the Wellington Firebirds, who is paid more for playing cricket than the expenses that they effectively incur.

For the avoidance of doubt:

- payments include, but are not limited to, cash payments or inducements, incentive or bonus payments, rent paid by the club, third party payments, gear and/or equipment for personal use (as distinguished from Team use), cars provided by the club, and generally any payments falling under the Inland Revenue Department definition of Income;
- a Scholarship, if paid to a player in accordance with Rule 5.2, is not considered to be a payment for the purposes of this definition.

Qualifying Local Player: Means a player who:

- a) Has signed an NZ Cricket affidavit; or
- b) Has resided in NZ for preceding 12 months from 12 October.

This status will be relinquished if having obtained a 'Local Player' status – that players spends more than 2 months outside of New Zealand.

Registered Coach: means a coach of a Team in a Premier Grade or Women's Premier Grade who is registered in accordance with Rule 1.

Registration Platform: Means CricHQ or any subsequent registration platform as approved and advised by Cricket Wellington from time to time.

Scholarship Player: Means a player that is paid, or is the recipient of, a Scholarship.

Scholarship: Is a payment made to a player, in accordance with these Rules, who is enrolled in a NZQA accredited course for the current season.

Season: The season is from the 3rd Monday of October through to the 3rd Monday of April the following year.

Umpire: Umpire means an umpire officiating at the competition match, whether an Official Umpire or a player Umpire.

Unfairly Strengthen: to unfairly strengthen refers to a situation whereby the regraded player(s) are not normally a member and would not reasonably be expected to be a member of the lower grade team. Any determination (by Cricket Wellington) of whether the transfer has been unfair would

involve consideration of the player's status, their record in the higher grade, the circumstances of regrading, the state of the respective grade competitions, and the impact the player has made on the game in question.

Women's Premier Grade: Grade consisting of a number of Teams given approval by Cricket Wellington.

20.2 Interpretation:

In these Rules, unless the context otherwise requires:

- (a) a capitalised term which is defined in the Constitution of Wellington Cricket shall have the same meaning as defined in that Constitution, unless otherwise defined in clause 20.1 of these Rules, in which case the definition in clause 20.1 shall take precedence;
- (b) a player's age shall be determined as at 1 June in the year in which the relevant Season begins;
- (c) words importing any gender include all genders; and the singular includes the plural and vice versa.

Administrative Matters

1. Affiliation Fees

Club fees must be paid by the following dates:

December 13th 2019 – an amount equal to 35% of the total fees is due

January 17th 2020 – an amount equal to a further 35% of the total fees is due

February 22nd 2020 – The remainder of fees are due

The penalty for non-payment of fees on time will be a deduction of points from all teams playing for the club at the time. Deductions will be as follows:

After 1 week – 1 point

After 2 weeks – Further 2 points

After 3 weeks – Further 4 points

After 4 weeks – Further 8 points

After 5 weeks – Further 16 points

2. Competition Matches

2.1 Times and Durations of matches:

Cricket Wellington shall, before the commencement of each season, establish the times of commencement, and the duration, of matches in each competition, and shall advise clubs of those times and durations before the commencement of each competition.

3. Draw

3.1 Determination of draw:

The draw in respect of each competition shall be determined by the Competitions Manager and shall be notified to each club at least three days prior to the commencement of the relevant competition.

4. Match Results

4.1 Each club shall report to Cricket Wellington the result of each match by 5pm Monday following the competition of the match. In the event a club fails to report the result by 5pm on Monday following the match a fine may be levied against that club in an amount as fixed by Cricket Wellington at the start of the season.

4.2 Any team wishing to dispute or query any aspect of a match result (including statistics, points, results etc.) must notify such dispute or query in writing to Cricket Wellington, no later than 4pm on the second Thursday following the competition of the game (for Saturday games this is the 12th day following the game), with the time being the essence in respect of that requirement.

Any notification of any dispute or query in respect of any aspect of a match result which is made after the expiry of that notification period shall be rejected by Cricket Wellington

5. Cancellation of Matches

Cricket Wellington has a policy of not cancelling Men' Premier and Premier Reserve grade and Women's Premier grade matches unless the council close the grounds or unless grounds and weather conditions are such that it would be unreasonable for play to be scheduled.

The policy for lower grades is unless Councils close their grounds cancellations will not be made on a Saturday. It is expected that teams make the decision in collaboration if the weather is such that conditions are contentious. There is an expectation that teams wait a reasonable time for the ground conditions to improve if they are damp but do not expect teams to wait more than 90 minutes after the scheduled start time.

6. Defaults and Failure to fulfil fixtures

6.1 Any proposed default must be advised to the Competitions Manager at Cricket Wellington before 12pm on the Friday preceding the scheduled match.

6.2 A default situation is where, unless advised by Cricket Wellington or agreed between the captains of both teams:

(a) A team does not show up at the appropriate ground or is, for any reason including not having the minimum number of players ready and willing to take the field, unable or unwilling to commence play more than 30 minutes after the scheduled or rescheduled start time for the commencement of the match, time for that grade OR

(b) A team does not comply with 6.1

6.3 In the case of a default, the appropriate points will be awarded to the team defaulted to in accordance with the Playing Conditions for that grade. In the case of a default in a Men's one-day match, both teams may agree to play the appointed match at another date subject to Cricket Wellington's approval.

7. Player Replacement Rule

7.1 Selection of player:

If a player in a Men's Premier Grade Two Day Competition is unable to play one day of a match, he may not play the other day of that match, unless:

(a) his inability to play arises as a result of;

- i) his selection in a Representative Match; or
- ii) him being one of a maximum of two players in that Team who is unable to play for reasons other than representative selection; and

(b) Such player's Team captain has, prior to the commencement of the first day of the match and at the same time as team lists are exchanged in accordance with any regulations made pursuant to bylaw 10.1, notified the opposing Team's captain of

- i) any such situation;
- ii) the name of such player; and
- iii) the name of any replacement player pursuant to clause 7.2 of this section.

7.2 Replacement of player:

If, in accordance with clause 7.1 of this section, a player in a Two Day Competition is to play only one day of a match of a Two Day Competition, his/her Club may use a replacement player in his/her stead for the other day of such match, subject to such replacement player obtaining a regrade in accordance with the bylaws, if required. Such replacement player may participate fully in such match. If such replacement player, for any reason, does not play in such match, he/she shall not play in any other match on the relevant day except as provided in clause 7.4 of this section.

7.3 Replacement of player in lower teams:

If a Club uses a replacement player or replacement players from another Team pursuant to clause 7.2 of this section, another player or players from that Club may play for that Team, subject to that other player or players obtaining a regrade in accordance with the bylaws, if required. If a player is used as a substitute for another player in accordance with clause 8 of this section, any other player from that Club may play for the Team for which that player normally plays, subject to that other player obtaining a regrade in accordance with the bylaws, if required.

7.4 Original player's availability:

Should the player to be replaced pursuant to clause 7.2 of this section become available to play in the relevant match, he/she shall play in that match and the replacement player shall play in the match in which he/she was originally to have played. If the replacement player was not scheduled to play in any other match on the relevant day, he/she shall not play in any match on that day.

7.5 Maximum number of replacement players:

For the avoidance of doubt, in any situation where player replacements are being used for other than representative selection purposes, the maximum number of players that can be replaced in any Team shall be two for Premier & Reserve grades and four for all other grades

8. Qualification Criteria for Premier Cricket (Division 1 and 2)

All Division 1 and 2 teams must adhere to the qualification criteria to play Premier Cricket. Please find qualification criteria in the appendix.

GENERAL PLAYING CONDITIONS

Except as otherwise provided for in these playing conditions, all matches shall be played in accordance with the Laws of Cricket (2017 Code)

In addition, all players, clubs and umpires shall comply with the bylaws of Cricket Wellington in force from time to time.

1. Starting Time

1.1 Defaults:

If a team, for any reason, is unable or unwilling to commence play for more than 30 minutes after the scheduled or rescheduled time for commencement play on either day of a two-day match or on the day of one day match, the match shall be lost by that team. If the other team is ready to commence play at the scheduled or rescheduled time it may, in lieu of accepting a default, decide to play the match, in which case the time lost shall be made up on the day or days allotted for the match. A team, whether batting or fielding, shall constitute a minimum of seven players ready and willing to take the field.

2. The Toss (Law 13)

2.1 Toss for the innings:

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. The winner of the toss shall notify their decision to bat or field to the opposing captain immediately following the toss. Once notified, the decision cannot be changed.

2.2 Deputy:

If the captain is unavailable at the time of the toss, a deputy may act in their stead. An appointed deputy must be nominated to play the game.

2.3 Team Lists:

Premier Men, Reserve Grade and Premier Women are required to exchange team lists before the start of play.

3. Balls to the Over (Law 17)

3.1 Number of balls:

Six balls shall be bowled in each over.

4. Mode of Delivery (Law 21)

4.1 No Underarm bowling:

No bowler shall deliver the ball underarm

5. Time on Ground

5.1 Sole Arbiters:

Umpires shall be the sole arbiters of time in respect of play. Any clock on the ground may be used as a guide.

6. Wides and No Balls (Law 21 and Law 22)

6.1 Wide balls:

The following rules shall apply in respect of wide balls;

(a) Two Day Matches: if a bowler delivers the ball so wide of the wicket, that, in the sole opinion of the umpire, it passes out of reach of the striker standing in a normal guard position, the umpire shall call and signal “wide” as soon as it has passed the line of the striker’s wicket

(b) Limited Overs Matches: Any offside or leg-side delivery which, in the sole opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide. Umpires shall consider the level at which the match is being played before such strict enforcement of this rule.

(c) Timed Matches: As per ‘Two Day Match’, except that the ‘Limited Overs Wide’ interpretation shall be used for all bowlers whom Umpires consider to be bowling down the leg side as a negative tactic. The Umpires shall notify the bowler and the fielding captain of his intention to invoke the ‘one day wide’ interpretation.

6.2 No Balls:

The following rules shall apply in respect of full pitched deliveries above waist height:

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, whether it is likely to inflict physical injury on the striker. In the event of such a delivery being bowled, the Umpire at the bowler’s end shall adopt the following procedure (which procedure shall apply throughout the whole of an innings, and not just during one over):

Premier Men (Division 1 and 2), Premier Women, Premier Reserve (Division 3 and 4):

(a) On the first occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No Ball, caution the bowler, issue that bowler with a first and final warning and inform the other umpire, the captain of the fielding team and the batsman of what has occurred

(b) On the second occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off forthwith and to have the over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Umpires shall not allow the bowler, thus take off, to bowl again in the same innings.

(c) Report the occurrence to both Captains and to Cricket Wellington which shall take any further action which is considered to be appropriate against the bowler concerned.

All Other Grades:

(a) On the first occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball, caution the bowler, issue the bowler with a first warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.

(b) On the second occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball, caution the bowler, issue the bowler with a second and final warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred

(c) On the third occasion on which a bowler bowls such a delivery, the umpire shall call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off and to have over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Umpires shall not allow, thus taken off, to bowl again in the same innings.

(d) Report the occurrence to both Captains and to Cricket Wellington which shall take any further action which is considered to be appropriate against the bowler concerned.

Umpire guidelines where such a delivery is not subject to the warning process are:

- Deliveries that are so wide of the striker cannot be considered as likely to inflict physical injury and will only be subject to the No ball call with no official caution or warning process.
- As a further guide, it is expected that balls around the belt height will be called and if the height is marginal (very close and you have a small amount of doubt), the playing condition will be applied accordingly. i.e. if in doubt, call No ball.

6.3 No Balls:

The following rules shall apply in respect of short pitched deliveries above shoulder height:

Premier Men (Division 1 and 2), Premier Women, Premier Reserve (Division 3 and 4)

(a) Refer to relevant competition playing conditions for allowed number of short pitched deliveries per over.

(b) Law 21.10 which applies to a ball bouncing over head height of a striker, shall apply except that such a ball shall be called a Wide Ball rather than a No Ball.

All Other Grades:

(a) Law 41.6 shall be replaced but the following;

(i) If a ball passes or would have passed above the shoulder height of the striker standing upright at the crease, the umpire shall call and signal "No Ball"

(ii) The procedures of cautioning shall apply as per 6.2

6.4

Laws 21 and 41.7 of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 6.2 and 6.3

7. Boundaries (Law 19)

7.1 Interference by person:

Unless arrangements are made to the contrary, where a ball, which in the sole opinion of the umpire would have reached or crossed the boundary, is stopped by a spectator or by a player from an adjacent game, then, if such interference is intentional, it shall be deemed to have reached the boundary, but if such interference is unintentional, the ball shall not be deemed to have reached the boundary. The

action of a spectator or player from another match in picking up the ball shall be deemed to be an intentional action for the purposes of this clause

7.2 Obstructions overhanging the field of play:

Where trees, sight screens or other permanent structures grounded outside the field of play overhang the field of play, unless team captains agree to the contrary (and communicate such arrangements to the umpires prior to the start of play), as soon as the ball strikes the overhanging obstruction, the umpire shall award a boundary six to the striker.

7.3 Permanent obstructions within the field of play:

Where there are permanent obstructions within the field of play, unless the team captains agree to the contrary (and communicate such contrary arrangements to the umpires prior to the start of play), as soon as the ball strikes such obstruction, the umpire shall award a boundary four to the striker, regardless of whether or not the ball strikes the obstruction on the full.

8. Fitness of ground, weather and light (Law 2)

8.1 Fitness:

The Laws of Cricket will apply except for the following:

(a) In all grades without official umpires, agreement in matters of suitability of playing conditions (weather, ground and light) shall be between captains. Where the captains do not agree 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, and the captain of the batting side on matters of light. In disputed cases, or in action by either captain without reference to the other on the matter, on application, shall be determined by Cricket Wellington, the onus of proof being the captain making the application. Note: Where matches are being played on parks where official umpires are adjudicating in another match the captains should approach them for guidance

8.2 No Spiked Footwear:

Spiked footwear shall not be worn on artificial pitches while batting, bowling or wicket-keeping to avoid damage. Clubs whose players use such footwear in these circumstances shall reimburse Cricket Wellington/The relevant city council/School for the costs of repairs.

9. Covering the Pitch (Law 10)

9.1 Mandatory Covers:

Covers are mandatory for pitches used for Premier Men's and Premier Reserve Men's grade matches (Division 1 to 4). The home team shall cover the pitch and the surrounding area by 8pm the evening before the match and have the covers removed (if appropriate to do so) by 8am the morning of the match. If two teams are playing at a venue other than either's home ground then the team listed first on the draw will be assigned home ground responsibilities.

The covers may be left off the pitch on the night prior to the commencement of play on any day to assist with the drying of the pitch. Both captains must agree to this taking place.

Any infringement of the above playing conditions will result in a deduction of 4 championship points from the "home club" at the discretion of Cricket Wellington whose decision shall be final. In addition, the following application shall apply:

One Day and Timed Game:

If infringement results in the game not commencing in time to allow a result to be achieved, the visiting team will be awarded 4 points

If the game commences and a result is achieved, the points will be awarded according to the outcome.

If the game commences in time for a result to be achieved but is interrupted later in the game, such as weather and the match cannot be concluded, the points will be shared.

Two Day Game:

If there is an infringement on either day the points penalty will apply. If despite the infringement a result is achieved (by either team), the points will be awarded according to the outcome of the match. If a result is not achieved and more than 1 hour's play is lost as a direct result of the infringement, the visiting team will be awarded the following:

10 points – if no result achieved on first innings or first innings won by visiting team or 8 Points - if there was a first innings tie or 6 points – if first innings was won by the infringing team

To clarify, a win or a tie on first innings with no outright result is deemed to be a drawn game

9.2 Minimum Size:

The minimum size of the area to be covered in the above grades is 24 x 7 metres.

10. Practice on Pitches (Law 26)

For all grades except Premier (Division 1 & 2), Premier Reserve (Division 3 & 4) and Premier Women's:

10.1 No Practice:

If, in respect of any ground, the condition of the pitch or ground is deemed to be such that a match shall not be commenced or played on a pitch, practises shall not be allowed on that pitch. No person may test a pitch for bounce before the commencement of play by bowling or bouncing a ball on it.

11. Allocation of Pitches for matches

Pitch: A match shall be played on the pitch allocated in the Cricket Wellington draw.

11.1

Cricket Wellington reserves the right to transfer any match from its allocated pitch at any time prior to the day of the match, if, upon inspection, the pitch is deemed unsuitable for play having regard to the level of the grade scheduled for the pitch. Cricket Wellington may disregard "home" advantage when reallocating the match to a suitable pitch.

12. Alternative Pitches

12.1 Unfit Pitches:

If, for any reason, a ground official or ground authority deems a pitch to be unfit for play during a match, or that undue delay would occur because of the pitch's condition before the commencement of play, an alternative pitch may be used with the prior consent of the Competitions Manager. The alternative pitch may be at the same ground or any other ground under Cricket Wellington's control. The suitability of the alternative pitch shall be determined by a majority decision of the ground official

of the ground where the alternative pitch is situated, the captains of the teams to play on such pitch and the official umpires.

13. Competition Points

13.1 Limited Overs:

The competition points for all limited overs grades (Including Twenty20 Grades and women's grades) Shall be:

RESULT TYPE	POINTS
Win	4
Tie	2
No Result/Abandoned	2
Loss	0
Bonus Points – Only applicable for Premier (Division 1 & 2), Premier Reserve (Division 3 & 4) and Lower Grades (Division 5-8) (x 1.25 run rate)	1

13.2 Two Day Cricket:

The competition points for all two-day cricket championship competition shall be:

RESULT TYPE	POINTS
Outright (including 4 for first innings)	12
First Innings Lead	4
Outright after trailing	8
Outright after first innings tie	10
Tie	5
Tied First Innings	2
No Result on First Innings	2
Bonus Points (In Addition)	
Each Wicket	0.25
Each Run	0.01
Win by an innings or by 10 Wickets	4
Win by 7 wickets or 100 runs	2

13.3 Timed Cricket (100 Overs):

The competition points for all timed cricket competitions shall be:

RESULT TYPE	POINTS
Win	10
Tie	6
No Result/Abandoned	2
Winning Draw	4
Losing Draw	2
Bonus Points (In addition only with a Win, Winning/Losing Draw);	N/A

<p>Batting - 1 point for reaching each of 150, 175, 200 & 225 – This will apply for the full duration of the innings in all divisions. A maximum of 4 points can be awarded.</p> <p>Bowling - 1 point is awarded for the 3rd, 5th, 8th and 10th wicket. A maximum of 4 points can be awarded.</p>	
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13.4 Defaults and Byes:

The competition points awarded where grades are affected by defaults or byes shall be determined using the following criteria;

(a) Default in a limited overs game: The team defaulted against shall receive points equivalent to the team scoring the most points in the same round. For clarity, if every other game in the same round is declared a ‘no result’, the team defaulted against shall receive points equal to ‘no result’. The team defaulting shall not receive points

(b) Default in a two-day game and timed cricket: The team defaulted against shall receive points equivalent to the team scoring the most points in the same round (including bonus points). The team defaulting shall not receive points.

If all teams in a competition have an equal number of byes, no points shall be awarded for the bye. When there is an unequal number of byes in a grade, points shall be awarded as follows;

(a) Bye in a limited overs grade: The team with the bye shall receive points equivalent to the team scoring the most points in the same round (including bonus points).

(b) Bye in a two day grade and timed cricket: The team with the bye shall receive points equivalent to the team scoring the most points in the same round (including bonus points)

N.B. A bye caused by a team withdrawing from a competition shall be treated the same as a bye caused by uneven team numbers

13.5 Competition Championship:

Division (Grade) winners will be determined as per the below.

From time to time Cricket Wellington may introduce a variation to this rule for certain grades. If this is the case any changes in the conditions will be circulated to all participating clubs in writing. Please note below the set out Divisions for Premier Grade (Division 1 & 2) and Premier Reserve (Division 3 & 4) for 2019/20 season.

Division 1 (Premier)	Division 2 (Premier)	Division 3 (Prem Res)	Division 4 (Prem Res)
Eastern Suburbs CC	Naenae CC	Eastern Suburbs CC	Onslow CC
Hutt District CC	North City CC	Hutt District CC	North City CC
Johnsonville CC	Petone-Riverside CC	Johnsonville CC	Naenae CC
Karori CC	Upper Hutt CC	Karori CC	Upper Hutt CC
Onslow CC	Victoria University CC	Petone-Riverside CC	Wainuiomata CC
Taita CC	Wellington Collegians	Taita CC	Sri Lankan Sports Club CC
		Victoria University CC	Wellington Indian Sports Club CC
		Wellington Collegians	Eastern Suburbs CC

Winners will be awarded by the following:

(a) Premier Grade (Division 1)

- (i) The Pearce Cup will be awarded to the winner of the Three Day Final. The two teams to play in the final will be the top two teams from Division 1 (Two Day and One Day Grade). If there is no result, the top qualifier of (Division 1) will win the cup.
- (ii) The Ewen Chatfield Trophy will be awarded to the winner of the One Day Final. The two teams to play in the final will be the top two teams from Division 1 (One Day Grade). If there is no result, the top qualifier of the One Day grade (Division 1) will win the trophy. The team winning the One Day Competition (Division 1) will represent Cricket Wellington at the National Championship.

(b) Premier Grade (Division 2)

- (i) The Hazlett Trophy will be awarded to the overall winner of Division 2. This will be decided from accumulated points received from the Two Day and One Day competitions. There will be no final for this competition.

(c) Premier Reserve Grade (Division 3)

- (i) The Alan Isaac Trophy will be awarded to the overall winner of Division 3. This will be decided from accumulated points received from the Timed and One Day competitions. There will be no final for this competition.

(d) Premier Reserve Grade (Division 4)

- (i) The Division 4 title will be awarded by the overall winner of Division 4. This will be decided from accumulated points received from the Timed and One Day Competition in Division 4. There will be no final for this competition.

Promotion and Relegation in Division 1-4

- (i) Automatic promotion and relegation will exist between all divisions with the winner of the lower division replacing the last placed team in the higher division for the following season.
- (ii) Reserve teams cannot be promoted any higher than Division 3
- (iii) A Premier team (1st team) will only be relegated from Division 2 by the promotion of a Club not having a team in Division 1 or 2 in winning Division 3.

For all other Grades:

- (i) Winners will be determined by the highest two-day competition points obtained plus weighting points received from the one-day competitions, which are allocated based on finished positions

13.6 Equal Competition Points:

In Two Day and Timed grades the first method for determining a final placing when two or more teams are tied on points at the end of a competition stage shall be most outright wins. If two or more teams are still tied then the order shall be highest net average runs per wicket.

In One-Day and T/20 Grades the final placing when two or more teams are tied on points shall be decided by Net Run Rate.

14. Balls

14.1 Use of balls:

Law 4 of the Laws of Cricket and the instructions to umpires issued by the MCC shall apply to the use of balls in any match except:

- (a) In all matches a new ball shall be used in each innings
- (b) A new ball may be requested by the fielding team in Men's Premier during the course of either innings after the completion of 80 overs.
- (c) A four-piece ball shall be used in all Men's Premier and Premier Reserve, 1st Grade and Premier Women's grade matches, but in all other matches a two-piece ball shall be used.
- (d) Only one brand and type of ball may be used by each team in each match

14.2 Approved Balls:

The schedule of approved balls is as follows:

Division/Grade	Kookaburra	Dukes
Men's		
Premier One Day (Division 1 & 2)	White Regulation or Club Match – 156g	
Premier T/20 Cricket (Division 1 & 2)	White Club Match or Senator – 156g	
Premier Two-Day Cricket (Division 1 & 2)	Red Regulation – 156g	
Premier Reserve One Day (Division 3 & 4)	White Club Match – 156g	
Premier Reserve Timed (Division 3 & 4)	Red Regulation – 156g	
1 st Grade	Red 156g 4 piece	
2 nd to 4 th Grade	Red 156g 2 piece	Red 156g 2 piece
Lower Grade One Day Cricket	Red 156g 2 piece	Red 156g 2 piece
Lower Grade T20 Cricket	Red 156g 2 piece	Red 156g 2 piece
Women's		
Premier Women's One-Day and T/20	White Club Match – 142g	
Premier 2 Women's	Red 142g	Red 142g
Premier Girls	Red 142g	Red 142g

14.3 Changing a ball:

A ball may only be changed during an innings in the following circumstances:

- (a) On the direction of umpires appointed by CW to control the match; or
- (b) Following agreement by the captains; or

(c) Where the ball has clearly lost its spherical shape; or

(d) Where the string is coming out of the seam

15 Teams fielding less than eleven players:

15.1 Sides deemed all out:

Where a team in a two-day or timed grade has less than eleven players that team will be, and is deemed to be, dismissed by the fielding side when only one of its players remains who has not been dismissed. For the avoidance of doubt, such a team may only declare its innings closed in the following circumstances:

(a) where that team has seven players, before the fall of the sixth wicket

(b) where that team has eight players, before the fall of the seventh wicket

(c) where that team has nine players, before the fall of the eighth wicket; and

(d) Where that team has ten players, before the fall of its ninth wicket

15.2

Clause 15.1 shall be applied at any point of the match. If a team has a player who is unable to bat due to injury, illness or domestic selection, they shall still be included as a player for the purpose of clause 15.1 above.

15.3

If the batting side has begun the match with less than the full complement of players, the bowling side shall be due bonus points for wickets that they do not have the opportunity to take.

Should a team start with the full complement of players, but subsequently have a player unable to bat due to injury, illness or domestic selection, bowling bonus points shall not be applicable for such wickets that are unable to be taken.

The purpose of this rule is to ensure bowling teams are not disadvantaged by the opposition being unable to field a full side.

16. Women Playing in Men's Competitions

16.1

Women are permitted to play in a Men's competitions where there is no cricket available for them to play in their usual grade, or at any time with the permission of CW

17. Penalty Runs

17.1

Penalty runs shall apply in Premier Men's and Women's Grade competitions.

17.2

Penalty runs shall only be awarded in all other grades under the following rules:

28.2 – Fielding the ball and;

28.3 – Protective helmets belonging to the fielding side

MEN'S PREMIER AND PREMIER RESERVE GRADE PLAYING CONDITIONS

LIMITED OVER CHAMPIONSHIP COMPETITION – PREMIER AND PREMIER RESERVE ONE-DAY COMPETITION (Division 1-4)

1. THE COMPETITION

1. Premier Grade Competition Structure (Division 1 and 2):

(a) Preliminary Round: The six teams in each division will play a series of ten matches home and away in the competition

(b) Finals Stage: At the end of the Preliminary Round the top two will contest the final for Division 1 Only

1.2 Premier Reserve Grade Competition Structure (Division 3 and 4):

(a) Preliminary Round: The eight teams in each division will play a series of fourteen matches home and away in the competition

2. THE FINALS

2.1 Date:

The Men's Premier Grade limited over final (Division 1) will be played on Thursday 6th February 2020.

2.2 Final:

The final shall be played at the home ground of the team with the highest placing competition points followed by the higher Net Run Rate at the end of the round-robin stage of the competition. In the unlikely event that NRR is equal, the team with the most wins in the round-robin stage shall have home advantage, if this is also equal, the result of the match between the two sides in the round-robin stage shall decide the home team. If this match had no result, CW shall apply a method of their choosing to determine the home team.

The above is subject to the host club's home ground being of the required Premier Grade

standard to host the final. CW reserves the right to move the final to an alternate ground if the home team's ground is deemed unfit.

2.3 Reserve days:

Should the final be cancelled or abandoned, the match shall be played on the next available reserve day specified in clause 3.2 as appropriate. Should any of these days conflict with the availability of the original venue, the captains of the teams playing in the match will toss a coin with the winner taking the home advantage, provided that its ground is both available and of the required standard for play in the opinion of the CW.

2.4 Final eligibility:

To play in a Limited Overs final, a player must have played (or been named to play in the case of abandoned games) in 40% or more of scheduled days before the date of the final (limited overs or two-day) for that team in that grade in the season. Representative players who were unavailable due to representative duty are excluded from this rule. Representative players are eligible for Premier (only) finals if available.

e.g. Player A has played 1 limited overs game (out of 7) and 8 two-day days (out of 10 scheduled to that point). The player has played 9 of 17 scheduled days or 53% of days - Player A is eligible.

Player B has played 5 LO games and 0 two-day days. The player has played 5 of 17 scheduled days or 29% of days - Player B is not eligible.

In addition to the above, any player who does not meet these criteria but has played all their cricket in that season at the same grade or lower, shall be eligible to play in a final.

3. RESERVE DAYS

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

3.2 Premier Grade Finals: A reserve day for the final will be communicated by the Competitions Manager to both teams a fortnight before the finals scheduled date.

4. HOURS OF PLAY

4.1:

Start of Play and First Innings: 11:00am – 2:30pm
Advised Interval: 2:30pm – 3:00pm
Second Innings: 3:00pm – 6:30pm

4.2

Where the start of play is delayed or play is interrupted, and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time lost = Interval between innings

Up to 80 minutes = 30 minutes

Between 81 and 140 minutes = 25 minutes

Between 141 and 170 minutes = 20 minutes

Between 171 and 200 minutes = 15 minutes

More than 200 minutes = 10 minutes

5. LIMITATION OF INNINGS (LAW 13.1)

5.1 Number of innings:

Each match will consist of two innings on one day.

5.2 Number of overs:

Each team shall bat for one innings which shall consist of a maximum of 50 overs.

5.3 Completion of innings:

If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3½ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled in the 3½ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.

5.4 Limitation on overs in second innings:

If the last wicket in the first innings falls within two minutes of the expiration of the 3½ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).

5.5 Dismissal:

Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

5.6 Extension of innings:

If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 5.3, 5.4, or 5.5 of this section, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

6. LATE START

6.1 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 allocating one over for each complete 4.2 minutes of playing time remaining until the scheduled closing time for the game.

6.2 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. Where the total remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler as necessary to make up the balance. 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.

6.3 Latest Scheduled Time:

Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall be 7.30pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

7. INTERRUPTIONS DUE TO WEATHER

The start of play in Premier and Premier Reserve matches may be delayed for up to an hour without the loss of any time taking the latest scheduled time a game can finished to 7:30pm.

7.1 Deduction of overs:

If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the number of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.

7.2 Second Innings Target Premier and Premier Reserve Men's Grade:

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 CricHQ application.

8. THE RESULT (LAW 16)

8.1 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.

8.2 No result:

If play has been abandoned in a match and less than 20 overs have been faced by the team batting second and that team is not all out, an 'abandoned match' shall be declared. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 7.2.

8.3 Tied matches:

If a match ends with both sides tied on the same number of runs scored the match shall finish as a tie (irrespective of the number of wickets lost). Where the match is a Final the result will be determined by a Super Over, played as per the conditions in the Premier Cricket T/20 Playing Conditions.

8.4 Net run rate calculations:

Net Run Rate calculations are computed by CricHQ once scorecards have been accepted by Competitions Manager.

9. BOWLING RESTRICTIONS

9.1 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 6.2 shall apply.

10. NO BALL (LAW 21)

10.1 Short-Pitched Deliveries:

A bowler shall be allowed to bowl two short-pitched deliveries per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than two short-pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 6.2 of section: General Playing Conditions.

10.2 Free Hits:

The delivery following all modes of No Ball shall be a 'free hit' for whichever batsman is facing it. If the delivery of the 'free hit' is not a legitimate delivery (any kind of No Ball or a wide ball), then the next delivery will become a 'free hit' for whichever batsman is facing it. For any 'free hit' delivery, the striker

can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the 'free hit' is called a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker or if the No Ball was a result of a fielding restriction breach in which case the fielding captain must make the minimum changes(s) necessary to rectify the breach.

11. FIELDING RESTRICTIONS

11.1

At the instant of delivery, there may not be more than 5 fielders on the leg side.

11.2

In addition to the restriction in clause 11.1 above, further 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.

11.3

The following fielding restrictions shall apply:

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

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

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

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

11.4

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	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	4	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

11.5

If play is interrupted during an innings and the table in 11.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 11.5

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.

11.6

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.

11.7

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

12. SCOREBOARD

12.1 Scoreboard:

The batting team shall always keep the scoreboard up to date.

12.2 Scoring:

For Premier games the home team shall live score unless prior arrangement has been made with the away team to live score.

13. CLUB COMPETITIONS

13.1 Points:

All points gained in limited over competitions shall be applied towards the Club Championship

MEN'S PREMIER GRADE PLAYING CONDITIONS TWO DAY MATCHES FOR DIVISION 1 AND 2

1. THE COMPETITION

1.1

Each team shall play each other team once. Match and bonus points gained from these matches shall be added to the match and bonus points gained in the One Day Competition.

2. HOURS OF PLAY

2.1

First Session: 11:00pm – 1:30pm Interval: 1:30pm – 2:10pm Second Session: 2:10pm – 4:30pm Afternoon Tea: 4:10pm – 4:30pm Third Session: 4:30pm – 6:30pm or completion of 100 over's minimum whichever is the latest. First Day's play must not extend past 7.30pm and the scheduled last hour of play of the match must commence no later than 6.30pm.

3. MINIMUM OVERS AND OVER RATES

3.1

On each day of a Premier Grade match, a minimum of 100 overs shall be bowled, based on an average of 15 overs bowled each hour.

If play is suspended the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greatest number of overs.

(a) Either one over for each full four minutes playing time remaining from the commencement (or re-commencement) of play to the scheduled time for the close of play

(b) Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play.

(c) Two overs are to be reduced from the minimum to be bowled for a change of innings, except where this occurs at a suspension of play (including the lunch interval), when there will be no reduction.

N.B. Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time.

4. THE FOLLOW ON (LAW 14)

4.1

Enforcement: If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

4.2

No outright win: Where a two-day match is reduced to a limited overs match, as per clause 11.1 there shall not be an outright win.

5. DECLARATIONS AND FORFEITURE (LAW 15)

5.1

Entitlement to declare: The team batting first shall be entitled to declare its first innings closed on the first day but such declaration shall not be made before the elapse of one hour of actual playing time.

5.2

Restrictive declaration: Either team's first innings cannot be declared prior to a minimum of one hour of playing time, unless the batting team has been dismissed sooner.

6. ADVANCEMENT OF INTERVAL (LAW 11)

6.1

Advancement: If, in any match, adverse weather or ground conditions will or does curtail play, the captains may agree to advance the time for the commencement of the lunch interval, but they shall not advance any such time by more than 30 minutes.

7. INNINGS CLOSING NEAR INTERVAL (LAW 11)

7.1

Inclusion of interval: If an innings closes 15 minutes or less before the time fixed for the lunch interval, such lunch interval shall then be taken and shall be deemed to include the 10-minute interval between innings.

8. LAST HOUR OF MATCH (LAW 12)

8.1

Number of overs: A minimum of 15 overs shall be bowled in the last hour on the final day of all competition matches. If both captains agree, the match may be concluded at any time during the last hour regardless of whether this minimum has been bowled. On the final day of a match, drinks shall be taken, either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

8.2

Intervals between innings and interruptions of play: If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour, there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration of any such interval or interruption.

The minimum number of overs to be bowled after a resumption of play in the last hour shall be calculated as follows:

(a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match or, in the case of a first interval or interruption, the deduction shall be made from a minimum of 15 overs. No time shall be made up for any interruptions that commence after the start of the last hour.

(b) In the case of a later interval or interruption, a deduction shall be made from the minimum number of overs which should have been bowled following the resumption of play in the last hour,

(c) The deductions shall be based on the following factors;

- i) The number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption, in the last session of play;
- ii) The number of overs lost as a result of the interval or interruption (one six-ball over for every full four minutes of interval or interruption);
- iii) Any over left uncompleted at the end of an innings is to be excluded from these calculations;
 - (aa) Any over left uncompleted at the start of an interruption of play is to be completed when play is resumed and shall count as one over bowled;
 - (bb) An interval is to start at the end of an innings and shall end 10 minutes later. The interval is to start on the call of “time” and end on the call of “play”
- (d) If an innings is completed and a new innings has commenced during the last hour of the match, the number of overs to be bowled in the new innings shall be an amount equal to the one over for every four minutes or part thereof remaining for play or alternatively, a number of overs which is equal to the minimum quota of overs to be completed under the circumstances specified in (a), (b) and (c) above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed.

9. LOSS OF TIME DUE TO WET WEATHER ON THE FIRST DAY

9.1

Loss of time: If playing time is lost on the first day due to adverse weather conditions and only one team has batted, and that team has not completed its innings by the scheduled closing time for that day, that team may continue its innings on the second day for a time equivalent to half of any time lost on the first day, or half the numbers of overs lost on the first day, whichever is the greater.

10. CANCELLATION OF PLAY ON FIRST DAY

10.1

If the first day of a match is cancelled (defined as having less than two hours of actual playing time played), that match shall be played on the second day and shall become a limited overs match to be played under the same conditions as the limited overs competition as per section: Men’s Grade Cricket Limited Overs Matches.

11. NO BALL (LAW 21)

11.1

A bowler shall be allowed to bowl one short-pitched delivery per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease.

11.2

In the event of the bowler bowling more than one short-pitched delivery in an over, the umpire shall call and signal No Ball and invoke the procedures of cautioning as described in clause 6.2 of the General Playing Conditions.

12. BONUS POINTS

12.1

Bonus points as detailed in clause 13.4 of the General Playing Conditions will apply in addition to match points.

MEN'S LOWER GRADE CRICKET ONE DAY MATCHES

1. THE COMPETITION

1st Grade (Division 5) – 50 Overs

2nd to 4th Grade (Division 6-8) – 45 Overs

2. HOURS OF PLAY

1st Grade (Division 5)

Start of Play and First Innings: 12:00pm – 3:30pm Advised Interval: 3:30 – 3:50pm Second Innings: 3:50pm – 7:20pm

2nd to 4th Grade (Division 6-8) – 45 Overs

Start of Play and First Innings: 12:30pm – 3:10pm Advised Interval: 3:10pm – 3:30pm Second Innings: 3:30pm – 7:00pm

Where the start of play is delayed or play is interrupted, and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time lost = Interval between innings

Up to 80 minutes = 30 minutes

Between 81 and 140 minutes = 25 minutes

Between 141 and 170 minutes = 20 minutes

Between 171 and 200 minutes = 15 minutes

More than 200 minutes = 10 minutes

3. LIMITATION OF INNINGS (LAW 13.1)

3.1 Number of innings:

Each match will consist of two innings on one day.

3.2 Number of overs:

Each team shall bat for one innings which shall consist of a maximum of 50 overs for 1st Grade & 45 Overs for 2nd to 4th Grade

3.3 Completion of innings:

If the team fielding first fails to bowl 50 or 45 overs before the scheduled time that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled within the scheduled time. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.

3.4 Limitation on overs in second innings:

If the last wicket in the first innings falls within two minutes of the expiration of the scheduled innings completion time the second innings shall be limited to the same number of overs as were bowled in

the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).

3.5 Dismissal:

First Grade

Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

Second Grade to Fourth Grade

Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs.

3.6 Extension of innings:

If the team fielding during the second innings fails to bowl 50 overs (First Grade) or 45 Overs (Second to Fourth Grade) or the number of overs calculated in accordance with clauses 5.3, 5.4, or 5.5 of this section, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

4. LATE START

4.1 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 allocating one over for each complete 4.2 minutes of playing time remaining until the scheduled finishing time for the game.

4.2 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. Where the total remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. 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.

4.3 Closing time:

Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall be 7.30pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

5. INTERRUPTIONS DUE TO WEATHER

The start of play in matches may be delayed for up to an hour without the loss of any time taking the scheduled latest time a game can finished to 7:30pm.

5.1 Deduction of overs:

If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the number of overs to be bowled will be calculated as one over for each complete four

minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.

6. THE RESULT (LAW 16)

6.1 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 is dismissed or until the maximum number of overs which are to be bowled in that innings is bowled, whichever occurs first.

6.2 No result:

If play has been abandoned in a match, less than 20 overs have been faced by the team batting second and that team is not all out, an 'abandoned match' shall be declared. Both teams shall be awarded 2 points.

6.3 Tied matches:

If a match ends with both sides tied on the same number of runs scored the match shall finish as a tie (irrespective of the number of wickets lost)

6.4 Net run rate calculations:

Net Run Rate calculations are computed by CricHQ once scorecards have been accepted by Competitions Manager.

7. BOWLING RESTRICTIONS

7.1 Number of overs per bowler:

First Grade

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 6.2 shall apply.

Second to Fourth Grade

No bowler shall bowl more than nine 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 6.2 shall apply.

8. NO BALL (LAW 21)

8.1

A bowler shall be allowed to bowl two short-pitched deliveries per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than two short-pitched deliveries in an over, the umpire shall call and signal No Ball and invoke the procedures of cautioning as described in clause 6.2 of section: General Playing Conditions.

8.2

The delivery following all modes of No Ball shall be a 'free hit' for whichever batsman is facing it. If the delivery of the 'free hit' is not a legitimate delivery (any kind of No Ball or a wide ball), then the next delivery will become a 'free hit' for whichever batsman is facing it. For any 'free hit' delivery, the striker

can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the 'free hit' is called a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker or if the No Ball was a result of a fielding restriction breach.

9. FIELDING RESTRICTIONS

First Grade Only

9.1

At the instant of delivery, there may not be more than 5 fielders on the leg side.

9.2

In addition to the restriction in clause 11.1 above, further 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.

9.3

The following fielding restrictions shall apply:

(a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

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

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

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

9.4

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	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	4	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

9.5

If play is interrupted during an innings and the table in 11.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 9.5

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.

9.6

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.

9.7

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

10. THE BALL (LAW 4)

10.1

Approved balls: Only balls which are approved balls as specified in clause 15 of section: General Playing Conditions shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

11. SCOREBOARD

11.1 Scoreboard:

The batting team shall always keep the scoreboard up to date.

MEN'S PREMIER RESERVE GRADE CRICKET TIMED MATCHES

1. THE COMPETITION

1.1

Each team shall play each other team once. Match and bonus points gained from these matches shall be added to the match and bonus points gained in the One Day Competition, this will decide the winners of Division 3 and Division 4. Timed matches are one innings per side.

1.2

Timed Cricket (100 Overs)

Hours of Play and Last Hour

First Innings: 11.00am – 2.30pm

Interval: 2.30pm – 3.00pm

Second Innings: 3.00pm – 6.30pm

Last Hour: 5.30pm or when at the start of the 85th Over

The interval should be between innings

2. OVERS AND REQUIRED OVER RATE

The match will conclude on one of these events;

- the second team batting is bowled out
- the second team batting scores more than the first team
- the completion of 100 overs or at 6.30pm, whichever occurs second, but no later than 7.30pm

2.1 Teams are expected to bowl on average 15 overs in an hour

2.2 Play is continued until 100 overs have been bowled or until 7.30pm, whichever occurs first.

3. LIMITATION AND DECLARATION ON FIRST INNINGS OF TIMED CRICKET

3.1

- There shall be a limitation of 55 overs on the innings of the team batting first
- The team batting first may declares its innings closed before the end of its allotted overs
- The minimum number of overs for the team batting second shall be the greater of (i) 100 overs less the number of overs bowled (an over that has been started shall be considered to have been completed) and (ii) one over per 4 minutes of playing time remaining as at the commencement of their innings

4. LAST HOUR OF MATCH

4.1

Number of overs: A minimum of 15 overs shall be bowled in the last hour on. If both captains agree, the match may be concluded at any time during the last hour regardless of whether this minimum has been bowled. Drinks shall be taken, either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

5. MATCH POINTS AND PLAY

5.1

The following points will be awarded at the conclusion of the match:

- Win - 10 points
- Tie - 6 points each
- Loss - 0 points

Results from a Winning/Losing Draw

- Winning Draw – 4 points

The team which has achieved the higher run rate will earn a winning draw and be awarded all bonus points earned.

- Losing Draw – 2 points

The team with the lower run rate will earn a losing draw and be awarded 2 points plus all bonus points earned.

If the run rates are identical, the team that batted first will be considered to have the higher run rate.

For the purpose of calculating run rates, if a team declares in the first innings, the run rate is calculated based on the number of overs batted. If a team is bowled out in the first innings, they will be considered to have batted all the overs that were available to them immediately prior to the fall of the last wicket.

In either event, an over that has been started will be deemed to have been completed. Declarations are not permitted in the second innings

Bonus points are awarded to the losing team and to both teams in the event of a drawn match as

follows:

a) Batting:

1 point for reaching each of 150, 175, 200, 225 runs – This will apply for the full duration of the innings in all divisions. A maximum of 4 points can be awarded.

b) Bowling:

1 point is awarded for the 3rd, 5th, 8th and 10th wicket. A maximum of 4 points can be awarded.

6. THE BALL

6.1

Approved balls: Only balls specified in clause 14 of section the General Playing Conditions shall be used.

7. DISRUPTIONS DUE TO WEATHER

7.1 Start Time:

If the start of a timed match is delayed the total number of overs available shall be reduced by one for each completed period of 4 minutes lost.

7.2 Minimum Length of match:

A match may only begin if there is time for 40 overs to be bowled.

7.3 Interruptions to Play:

If play is interrupted after the start of the match then the total number of overs available shall be calculated as follows:

At the time of the restart the number of overs remaining shall be calculated as the total amount of time left in the match to 6.30pm. i.e. if 120 minutes are remaining then 30 overs will be bowled. If tea is not taken between innings then it must last no longer than 20 minutes in order to allow for 10 minutes between innings and no loss of playing time.

MEN'S LOWER GRADE CRICKET TWO DAY MATCHES

1. THE COMPETITION

1.1

Each team shall play each other team once. Match and bonus points gained from these matches shall be added to the match and bonus points gained in the One Day Competition.

1.2

Formats are subject to change due to grade entries received not being compatible with the eight team per grade format outlined in 1.1.

2. HOURS OF PLAY

2.1

1st Grade:

First Session: 12:00pm – 3:00pm Interval: 3:00pm – 3:30pm Second Session: 3:30pm – 6:30pm

2.2

2nd to 4th Grade:

First Session: 12:30pm – 3:20pm Interval: 3:20pm – 3:40pm Second Session: 3:40pm – 6:30pm

2.3

The session closing time shall be observed only if

(i) the required number of overs have been completed or

(ii) if time is lost, in which case the closing time shall be used to calculate the number of overs remaining in the day. (Refer clause 4 of this section)

3. LIMITATION ON FIRST INNINGS IN TWO DAY MATCH (LAW 13.1)

3.1

1st Grade (Division 5): There shall be a limitation of 55 overs per team in the first innings of each team

3.2

2nd to 4th Grade (Division 6 to 8): There shall be a limit of 50 overs in the first innings of each team

4. MINIMUM OVERS AND OVER RATES

4.1

On each day of a 1st Grade match, a minimum of 90 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.2

On each day of a 2nd to 4th grade match or any other adult two-day grade match, a minimum of 85 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.3

Reduction to minimum: If play is suspended the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greatest number of overs.

(a) Either one over for each full four minutes playing time remaining from the commencement (or re-commencement) of play to the scheduled time for the close of play

(b) Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play.

(c) Two overs are to be reduced from the minimum to be bowled for a change of innings, except where this occurs at a suspension of play (including the lunch interval), when there will be no reduction.

N.B. Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time.

5. THE FOLLOW ON (LAW 14)

5.1

Enforcement: If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

5.2

No outright win: Where a two-day match is reduced to a limited overs match, as per clause 11.1 there shall not be an outright win.

6. DECLARATIONS AND FORFEITURE (LAW 15)

6.1

Entitlement to declare: The team batting first shall be entitled to declare its first innings closed on the first day but such declaration shall not be made before the elapse of one hour of actual playing time.

6.2

Restrictive declaration: Either team's first innings cannot be declared prior to a minimum of one hour of playing time, unless the batting team has been dismissed sooner.

7. ADVANCEMENT OF INTERVAL (LAW 11)

7.1

Advancement: If, in any match, adverse weather or ground conditions will or does curtail play, the captains may agree to advance the time for the commencement of the lunch interval, but they shall not advance any such time by more than 30 minutes.

8. INNINGS CLOSING NEAR INTERVAL (LAW 11)

8.1

Inclusion of interval: If an innings closes 15 minutes or less before the time fixed for the lunch interval, such lunch interval shall then be taken and shall be deemed to include the 10-minute interval between innings.

9. LAST HOUR OF MATCH (LAW 12)

9.1

Number of overs: A minimum of 15 overs shall be bowled in the last hour on the final day of all competition matches. If both captains agree, the match may be concluded at any time during the last hour regardless of whether this minimum has been bowled. On the final day of a match, drinks shall be taken, either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

9.2

Intervals between innings and interruptions of play: If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour, there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration of any such interval or interruption.

The minimum number of overs to be bowled after a resumption of play in the last hour shall be calculated as follows:

(a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match or, in the case of a first interval or interruption, the deduction shall be made from a minimum of 15 overs. No time shall be made up for any interruptions that commence after the start of the last hour.

(b) In the case of a later interval or interruption, a deduction shall be made from the minimum number of overs which should have been bowled following the resumption of play in the last hour,

(c) The deductions shall be based on the following factors;

i) The number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption, in the last session of play;

ii) The number of overs lost as a result of the interval or interruption (one six-ball over for every full four minutes of interval or interruption);

iii) Any over left uncompleted at the end of an innings is to be excluded from these calculations;

(aa) Any over left uncompleted at the start of an interruption of play is to be completed when play is resumed and shall count as one over bowled;

(bb) An interval is to start at the end of an innings and shall end 10 minutes later. The interval is to start on the call of "time" and end on the call of "play"

(d) If an innings is completed and a new innings has commenced during the last hour of the match, the number of overs to be bowled in the new innings shall be an amount equal to the one over for every four minutes or part thereof remaining for play or alternatively, a number of overs which is equal to the minimum quota of overs to be completed under the circumstances specified in (a), (b)

and (c) above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed.

10. LOSS OF TIME DUE TO WET WEATHER ON THE FIRST DAY

10.1

Loss of time: If playing time is lost on the first day due to adverse weather conditions and only one team has batted, and that team has not completed its innings by the scheduled closing time for that day, that team may continue its innings on the second day for a time equivalent to half of any time lost on the first day, or half the numbers of overs lost on the first day, whichever is the greater.

11. CANCELLATION OF PLAY ON FIRST DAY

11.1

If the first day of a match is cancelled (defined as having less than two hours of actual playing time available), that match shall be played on the second day and shall become a limited overs match to be played under the same conditions as the limited overs competition as per section: Men's Grade Cricket Limited Overs Matches.

12. NO BALL (LAW 21)

12.1

A bowler shall be allowed to bowl one short-pitched delivery per over. A short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease.

12.2

In the event of the bowler bowling more than one short-pitched delivery in an over, the umpire shall call and signal No Ball and invoke the procedures of cautioning as described in clause 6.2 of section: General Playing Conditions.

13. THE BALL (LAW 4)

13.1

Approved balls: Only balls specified in clause 14 of section General Playing Conditions shall be used.

14. BONUS POINTS

14.1

Bonus points as detailed in clause 13.4 of section: General Playing Conditions will apply in addition to match points.

ONE DAY ADULT GRADE COMPETITIONS

1. HOURS OF PLAY

1.1

First Innings: 1:00pm – 3:35pm

Interval: 3:35pm – 3:55pm

Second Innings: 3:55pm – 6:30pm

1.2

For the sake of clarity, the interval between innings shall be taken at the conclusion of the first innings (regardless of the closing time of that innings) but shall not exceed 20 minutes in length.

2. LIMITATION OF INNINGS (LAW 13.1)

2.1

Number of innings: Each match will consist of two innings on one day.

2.2

Number of overs: Each match shall be limited to a maximum of 40 overs per innings.

3. LATE START

3.1

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 allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. Each team shall be allocated to bat for half of the total remaining overs.

3.2

Closing Time: For the purpose of determining the number of overs remaining to be bowled in a match which has a late start for any reason, the closing time for each match shall be 6:30pm.

3.3

Interval: The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.

3.4

Each team shall face 20 overs for the match to be deemed valid. 3.40pm is therefore the latest start time to complete a valid 20 over game.

4. INTERRUPTIONS DUE TO WEATHER

4.1

If weather interferes with time after the commencement of play, there shall not be any subtraction of the number of overs specified in clause 3.2.

4.2

Adverse weather: If each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed abandoned and competition points shared.

5. BOWLING RESTRICTIONS

5.1

Number of overs per bowler: No bowler shall bowl more than eight overs in each match.

5.2

Late Start: 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. Where the total remaining overs are not divisible by 5, one additional over shall be allowed to maximum number per bowler as necessary to make up the balance.

6. THE RESULT

6.1

Tied Matches: If a match ends with both sides tied on the same number of runs scored, the match shall be a tie (irrespective of the number of wickets lost).

7. THE BALL

7.1

Approved balls: Only balls specified in clause 14 section the General Playing Conditions shall be used.

8. NO BALL

8.1

Any delivery that passes or would have passed above the shoulder height of the batsman standing upright at the crease shall be called and signalled a No Ball.

8.2

In the event of a No Ball being called as per 9.1 above, the umpire shall invoke the procedure of cautioning as described in clause 6.3 of section: General Playing Conditions.

SATURDAY MEN'S TWENTY20 COMPETITION (Except Premier)

1. THE COMPETITION

1.1

Competition formats are subject to change and CW shall, before the commencement of each season, establish the competition format.

2. HOURS OF PLAY

2.1

First Innings: 2:00pm – 3:20pm

Interval: 3:20pm – 3:30 pm

Second Innings: 3:30pm – 4:50pm

3. LIMITATION OF INNINGS (LAW 13.1)

3.1

Number of innings: Each match will consist of two innings on one day.

3.2

Number of overs: Each team shall bat for one innings which shall consist of a maximum of 20 overs.

4. LATE START

4.1

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 allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game.

4.2

Closing time: For determining the number of overs remaining to be bowled in a match which has a late start for any reason, the closing time for each match shall be 6:05pm. If a minimum of 5 overs per team cannot be completed, the match shall be declared abandoned.

5. INTERRUPTIONS DUE TO WEATHER

5.1

If weather interferes with time after the commencement of play, there shall not be any subtraction of the number of overs specified in clause 3.2.

5.2

Adverse weather: If each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed abandoned and competition points shared.

6. THE RESULT (LAW 16)

6.1

Tied matches: If a match ends with both sides tied on the same number of runs scored the match shall finish as a tie

7. BOWLING RESTRICTIONS

7.1

Number of overs per bowler: No bowler shall bowl more than four overs in each match.

7.2

Late Start: 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.

8. TIMED OUT (LAW 40)

8.1

Law 40 shall apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute & thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the pitch immediately after a wicket falls.

9. THE BALL (LAW 4)

9.1

Approved balls: Only balls which are specified in clause 14 of the General Playing Conditions shall be used. An old ball shall be used only on the acceptance of that ball by both captains.

10. NO BALL (LAW 21)

10.1

Any delivery that passes or would have passed above the shoulder height of the batsman standing upright at the crease shall be called and signalled a No Ball.

10.2

In the event of a No Ball being called as per 10.1 above, the umpire shall invoke the procedures of cautioning as described in clause 6.3 of the General Playing Conditions.

PREMIER WOMEN'S (P1) AND PREMIER GIRLS CONDITIONS

	Premier Women Joy Lamason One Day Trophy	Premier Women Maureen Peters T20 Plate	Premier Girls Cooper Wakefield Cup	Premier Girls Justine Dunce Cup
Number of Players	11 (minimum 8)	11 (minimum 8)	8 (minimum 7)	8 (minimum 7)
Club Attire	Full coloured clothing	Full coloured clothing	Full coloured clothing	Full coloured clothing
Match Ball	4 Piece White	4 Piece White	2 Piece Red	2 Piece Red
Number of Overs Per Innings	11 Players = 40 Overs 9 Players = 34 Overs 8 Players = 28 Overs	20	30	20
Maximum Number of Overs per Bowler	8 overs (40 over) Reduced overs requires minimum of 5 bowlers	4 Overs (20 Over) Reduced overs requires minimum of 5 bowlers	5 Overs Max 8 Ball Overs Minimum of 6 bowlers	4 Overs Max 8 Ball Overs Minimum of 5 bowlers
Fielding Restrictions	Overs 1-8: 2 Max of 2 fielders outside the inner ring Overs 9-40: Minimum of 6 fielders inside the inner ring	Overs 1-6: Max of 2 fielders outside the inner ring Overs 7-20: Minimum of 6 fielders inside the inner ring	Equal or More fielders must be inside the circle than outside at all times-count not including bowler/ keeper	Equal or More fielders must be inside the circle than outside at all times-count not including bowler/ keeper
Rule Clarification	All No Balls = Free Hit Height No Ball - Seam Bowler: A ball that passed or would have passed above waist height of the batter standing upright at the popping crease Spin Bowler: Above shoulder height	All No Balls = Free Hit Height No Ball – Seam Bowler: A ball that passed or would have passed above waist height of the batter standing upright at the popping crease Spin Bowler: Above shoulder height	All No Ball = Free Hit Wide: As a guide; 75% outside the off stump to return crease and 50% down leg stump LBW: Please refer to Junior Handbook	All No Ball = Free Hit Wide: As a guide; 75% outside the off stump to return crease and 50% down leg stump LBW: Please refer to Junior Handbook

	<p>Wides; Anything outside the 'off side wide line' and anything pitching outside leg stump and going down leg side past the batter (ie. If a ball pitches outside off stump or in line with the stumps and moves down leg it will not be called a wide)</p> <p>No Powerplays past 8th over</p>	<p>Wides: Anything outside the 'off side wide line' or ANY ball that goes down leg side past the batter.</p>		
Cancellation of Matches	Please see general playing conditions	Please see general playing conditions	Please see general playing conditions	Please see general playing conditions
Overs Per Team required to constitute a match	20	5	15	5

PREMIER 2 WOMEN'S (P2)

Twenty20 rules will apply with the following exceptions:

1. Each side shall comprise eight players per team.
2. Games will have a maximum of 20 overs (or 25 overs by agreement) per side with a bowling limit of 4 overs per person (5 overs for a 25 over innings).
3. Bowlers are to have a maximum run-up of 15 metres.
4. A maximum of eight ball overs for both divisions will apply. A bowler can bowl under-arm if they have bowled two wides or no balls in a row.
5. If the ball passes the boundary line on the full then eight runs will be scored.
6. A batsman must retire on 40 (20 over innings, retire at 50 in a 25 over innings). The batsman can return to bat when all other batsmen have been dismissed. Batsmen will return in the order in which they retired.
7. After seven wickets have fallen the not out batsman will face all deliveries until dismissed or to the completion of the overs. A batsman who has been dismissed will continue with the

not out batsman.

8. There are no LBW's.
9. Where the number of overs in the innings of the team batting second has to be revised the target score shall be the average runs per over for the team batting first multiplied by the revised number of overs, e.g. Team 1 score 80 in 20 overs, Team 2 have 16 overs then the target is 16×4 plus one = 65.
10. Scheduled hours of play:

Number of overs per team	20
First Session	2:00 – 3:20pm
Break between innings	3:20 – 3:40pm
Second Session	3:40 – 5pm
Overs per team required to constitute a game	5 overs
Latest time game can start to constitute a match	4:10pm
Maximum number of overs per bowler used	4 (5 for a 25 over game)

Appendix

Cricket Wellington Qualification Criteria for Division 1 and 2 (Men's Premier Cricket)

Cricket Wellington have committed to clubs to run the highest standard of club cricket within the region. Therefore, we are asking all clubs to meet the following criteria in order to qualify for Men's Premier Cricket this season.

Financial Criteria

<u>Criteria</u>	<u>Evidence to provide</u>	<u>Evidence Provided</u>	<u>Criteria Met – Yes/No</u>	<u>If not, please state why</u>
2018/19 Annual Accounts & Incorporated Societies Certificate (to assess solvency)	2018/19 Copy of Annual Accounts & Incorporated Societies Certificate			
2019/20 Budget (to assess solvency)	2019/20 Copy of Budgets			

Resourcing Criteria

<u>Criteria</u>	<u>Evidence to provide</u>	<u>Names to be stated</u>	<u>Criteria Met – Yes/No</u>	<u>If not, please state why</u>
1 x Level Two Premier Team Coach or higher	Name of Coach			
Scorer provided to score home and away games	Name of scorers for games			

Infrastructure Criteria

<u>Criteria</u>	<u>Evidence to provide</u>	<u>Evidence Provided</u>	<u>Criteria Met – Yes/No</u>	<u>If not, please state why</u>
Clubrooms with occupancy of minimum 50 people	Images or council plans to show inside and outside of clubrooms			
Changing rooms for players and officials (separated)	Images or council plans to show inside and outside of changing rooms			
Toilets (available for spectators and players/officials)	Images of toilets			
Scoreboard readable from pitch (noting runs, pitch, overs and target score)	Image of scoreboard			
Covered Scorers Facility	Image of scorers facility			
2 Lane minimum artificial surface practice facility	Image of artificial surfaces			
Covers (7m wide minimum), with 50m Hessian and sufficient pegs/sandbags	Image of covers			
Boundary flags or rope for premier ground	Image of boundary flags			

Please note that if your club doesn't have a clubhouse/changing rooms, you will need to provide evidence to show how your club is actively achieving to provide for opposition teams.