

## Rules for Wellington Vintage Cricket 2017

The Spirit of Cricket is expected to be observed at all times.

“...Cricket is a game that owes much of its unique appeal to the fact it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse the spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with captains...” MCC Laws 2003.

Culture of the Championship. Whilst the structure of the competition provides for a competitive approach, the Vintage grade is designed to give an opportunity for cricketers of all standards despite their advancing years, to continue to participate in a sport we all love.

1. The Laws of Cricket apply except for variations mentioned herein.
2. Age. To play in any game a player must have reached 35 years of age during the year of the competition.
3. Umpires. Both captains shall agree on non-official umpire(s). After consulting both captains, umpires have the final say on whether play will start, continue, resume or cease due to rain, or unsafe ground conditions.
4. Players. Only eleven fielders can be on the field at any one time, and only eleven players can bat. Fielders may rotate at any time, after notifying the nearest umpire.
5. Commencement Time. Each Match is to commence at 1pm unless there has been a prior arrangement between Captains.
6. Innings. Each Innings is to be a maximum of 35 overs.
7. Drinks Breaks. To be taken at agreed intervals, with reference to the prevailing temperature.
8. Retirements. Batsmen must retire on the stroke of scoring 35 runs. Subject to dismissal of all other batsmen, retired batsmen may return to the crease in the order that they retired.

Captains are reminded in the interest of positive cricket they have the discretion to retire batsmen who do little more than occupy the crease. After such batsmen have been at the crease for a minimum of six (6) overs captains have the ‘option’ of retiring them – such batsmen may not be returned and will be recorded as retired out.

Any batsman retiring due to genuine injury or illness with the umpire’s agreement, before scoring 35 runs may return to continue his innings as per normal ‘retired hurt’ rules.

9. Bowlers. All bowlers are to be restricted to a maximum of six (6) overs each. The run up should not be greater than 10 metres.
10. Wide Delivery: Any off side or high or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. In the interests of keeping the game moving the maximum number of balls in any over is 8, ie maximum of two wides or no balls per over.

11. Substitute Runners: Injured batsmen will be entitled to have a runner if injured during the match in progress.
12. Balls. Red two piece balls are the preferred ball for all games.
13. Adverse Weather. During adverse weather conditions the aim is to provide maximum playing time wherever possible without endangering individual safety.
14. Backup Synthetic Pitches. To be used subject to availability, whenever play on a turf pitch is unlikely to commence before 2pm. If rain or unsafe ground conditions prevent any match which commenced on turf from being fully played out, it may be completely restarted on the alternate Synthetic Pitch, provided less than twenty (20) overs of the first team's innings have been bowled. The restarted game will be reduced to twenty (20) overs for each team's innings. If more than twenty (20) overs have been bowled, the match shall not be restarted and will be called a draw. If the game cannot be restarted, and if the captains agree, with the approval of the umpire(s) teams may play a reduced over game or may agree to replay the game the following week if the ground is available. (Check with Cricket Wellington).
15. Transfer of Games. Team captains may agree to transfer games to the following week where a team can not play on the designated playing day or where a game has been cancelled due to weather. Captains must check with Cricket Wellington to get a ground allocated.