



NORTHLAND CRICKET ASSOCIATION
2025-26 Season

GENERAL RULES & PLAYING
CONDITIONS

SENIOR

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NCA MISSION

1. *The NCA is dedicated to creating a grassroots, family and whanau friendly cricket environment that promotes fair play, is inclusive and delivers a fun cricket experience that develops our Northland people to be high performers. Our code of conduct is led by our values and the 'Spirit of the Game'. Ensuring the NZC and NCA values, alongside the 'Spirit of the Game', is adhered to is very important and it is paramount to our reputation, success, and growth of cricket.*

NCA RATIONALE

2. The NCA believes that the reputation of the game, and the way it is played, is paramount. Players, officials and supporters are expected to show sportsmanship and tolerance towards others. The NCA believes that clubs and schools are a vital component to the reputation of the game, and those that play it. Therefore, the NCA requests, and encourages, clubs and schools to show strong leadership regarding the code of conduct and have a process in place, to work alongside players, officials and supporters in supporting the code of conduct. Our players, officials, supporters and wider communities are integral partners to New Zealand's Summer Game. It is 'A Game for All New Zealanders, A game for life.'

THE SPIRIT OF CRICKET

3. The NCA endorses fair play and tolerance by, and for, players, officials and supporters, always. The game is based on the spirit of cricket – the way the game should be played – this is vital to the success and growth of our game. Gamesmanship and competitiveness is a part of our game – sledging and bullying is not. To keep the integrity of our game intact, games can certainly be played hard, but they must be played fairly – it is up to all players, officials and spectators to adhere to and endorse fair play and tolerance of others. This is the Spirit of Cricket – **play hard but play fair**.

NORTHLAND CRICKET ASSOCIATION VALUES

4. Inclusivity, Respect, Tenacity, Optimism, Fun, Sportsmanship and Integrity

CODE OF CONDUCT

5. The Code of Conduct shall apply to all NCA cricket competitions and events, to be conducted on and off the ground. All players involved in NCA administered cricket games will recognise and play within both the laws and the spirit of the game of cricket.
6. This Code of Conduct has been established by NCA based on New Zealand Cricket, Northern Districts Cricket Association and NCA values, expectations and policies and the spirit of the game.

CAPTAIN AND CLUB RESPONSIBILITIES

- 7.1 Captains and clubs are to understand, promote and endorse the code of conduct.
- 7.2 Captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within the laws.
- 7.3 Clubs are to establish a process to follow, regarding the self-regulation of player and/or spectator behaviour.

- 7.4 Captains and Clubs are responsible for endorsing and promoting the Spirit of Cricket.
- 7.5 NCA regulates and administers the Code of Conduct for any serious matters that require an official stance and/or judgement.

NCA ADMINISTRATION

- 8.1 In regulating and administering this Code of Conduct the NCA will appoint such people as Commissioners to hear and determine any reports of alleged breaches of the Code.

CODING PROCESS

- 9.1 Any umpire, officially appointed or otherwise, can ask/instruct the captain to inform his/her players and/or spectators to follow this Code of Conduct.
- 9.2 Officially appointed umpires can award 5 penalty runs to a non-offending team, during a match on each occasion of a breach of the Code.
- 9.3 Where officially appointed umpires are officiating, they can code players, officials and/or spectators.
- 9.4 Only an officially appointed umpire can code a bowler's action, that they deem illegal. This is to be done via a phone call to the NCA General Manager and in turn, in writing, by the said umpire by Tuesday, following the match. Where no official umpires are appointed, a phone call will be made to the NCA General Manager by the following Tuesday, and the NCA will follow the correct protocols. It is recommended that non-appointed umpires do not call no balls, that are deemed to be so, by an illegal action.
- 9.5 Where no official umpires are officiating a game, a complaint of a breach may be lodged with NCA by the Chairman/Club Captain of any club officially recognised by NCA such to be in the same manner as if lodged by an official umpire.
- 9.6 While NCA prefers that alleged breaches of the code be submitted in the prescribed form as attached to this Code, NCA will accept complaints of breaches of the Code in any form, and from any person, so long as there is sufficient detail within such complaint to enable it to be properly considered with NCA reserving the right to determine whether any form of complaint will be accepted by it or not.
- 9.7 All official complaints must be lodged, in writing, to the NCA General Manager by Tuesday 12 PM, following the match (nealp@northcricket.co.nz). The NCA also encourages the club delegate to phone or meet with NCA's General Manager before official complaints are made in writing.
- 9.8 At any time, clubs can self-regulate their own player and/or spectator behaviour, by any means they see fit although that will not preclude NCA from following such process as it considers appropriate upon receipt of a complaint.

RULES OF THE CODE

- 10.1 Players and Team Officials must not indulge in unacceptable behaviour on any part of a cricket ground including the field of play. A non-exhaustive list of examples of unacceptable behaviour is set out below.

- 10.2 Players and Team Officials must not make any public announcements, media comments, social media post/comment or engage in any act, omission or conduct prejudicial to the interest of cricket or which may bring the game of cricket or any cricketer or group of cricketers into disrepute.
- 10.3 For the purposes of this Code a 'Team Official' includes any Team Manager or Team Coach appointed to manage and/or coach a team or any other person holding any official position within cricket or the club or team whose conduct is in issue.
- 10.4 This Code also applies to people other than Players and Team Officials, where such people are connected to the cricket game, venue or event in question. For example, reserves, spectators, club members, parents, as well as Club and NCA staff.
- 10.5 In the event that it is difficult to establish the identity or connection of any person alleged to have breached this Code, it is expected that Clubs will use their best endeavours to do so. If it is not possible to identify the person(s) allegedly responsible for any breach, the NCA is entitled to make a finding against a Club to whom the individual(s) could be reasonably assumed to be connected to, as if that Club had breached the Code. Clubs can be held responsible for the conduct of people connected to them.

For the purposes of this code, the level of any offence shall be categorised by reference to the levels of offence as are recorded in the New Zealand Cricket Code of Conduct.

INDIVIDUAL PENALTIES

- 11.1 For a Level 1 offence the indicative penalty is a written censure and/or the imposition of a short term of suspension.
- 11.2 For a Level 2 offence the indicative penalty is a period of suspension, the period of which will be dependent upon the level of the seriousness of the offending.
- 11.3 For a Level 3 offence the indicative penalty is suspension for a period of no less than 6 weeks.
- 11.4 For a Level 4 offence the indicative penalty is suspension for a period of no less than 2 years.
- 11.5 For the most serious offences the NCA reserves to itself the right to ban a person for such extended period as it considers appropriate up to and including a life ban.

TEAM PENALTIES

- 12.1 In addition to the penalties set out above penalties can include the deduction of points for the team of which the cited / coded player is a member together with a penalty on the team captain.
- 12.2 Indicative levels of deduction of points are as follows:
- 12.2.1 A second or further citing / coding for a player – 2 points or points equivalent to a draw in the relevant competition lost.
- 12.2.2 Suspension – points or points equivalent to a win in the relevant competition lost.
- 12.2.3 Second or further suspension – 8 points or points equivalent to a win in the relevant competition lost.
- 12.2.4 Where there are two suspensions within a team during a season then the captain of that team will

be stood down for one game, normally the next game in the relevant competition, this being at the discretion of the Commissioner.

- 12.2.5 An adult who is suspended for abuse towards a player aged 18 years or younger will automatically result in an additional deduction of 4 points as well as any other penalty which might be imposed.
- 12.2.6 Team and player penalties will be carried forward for three seasons. For clarity and by way of example, if a player was suspended under 12.2 above, then any further suspension within the following three-year period would be considered as a second or further suspension under 12.3 above.
- 12.3 The NCA reserves the right to publish the outcome of any proceeding under this Code of Conduct on its website.

APPEALS PROCESS

- 13.1 The Commissioner(s) appointed by the NCA under this Code have the discretion to act as inquisitors and have discretion to request people and entities connected with any allegation, to provide information or be questioned.
- 13.2 The Commissioner(s) conclusions as to fact and appropriate consequence are final and no correspondence will be entered into.
- 13.3 The Player, person or entity who is the subject of any finding has up to seven days in which to lodge an appeal with the NCA. The only grounds for appeal are that new factual evidence has come to light since the hearing, or that the finding itself is in breach of this Code.
- 13.4 The NCA has complete discretion as to whether to accept and act on any appeal, and how to proceed should an appeal be accepted.

THE NCA RESERVES THE RIGHT TO ENFORCE NDCA'S AND/OR NZC'S CODE OF CONDUCT AND SPIRIT OF THE GAME POLICIES, IF AND AS NEEDED.

GENERAL RULES

1. RULE OF COMMON SENSE.

Please ensure that this most important rule is applied at all times. Team captains are responsible to the NCA for the control and general conduct of the game.

2. CLOTHING.

All players are to be attired in whites for two-day and Declaration games and in an approved coloured uniform for one day and T20 games. All team members must wear the approved strip. Player umpires must be easily distinguished from the fielding side.

3. BALLS.

The Premier Grade shall use a four-piece ball. All other Grades can use two or four piece balls. Kookaburra is the only brand of ball approved for use in competition matches in all grades.

4. ARTIFICIAL PITCHES.

No spikes are to be worn on artificial pitches while batting or bowling.

5. ROLLING THE PITCH.

During any match the pitch can be rolled only up to 10 minutes prior to the toss on the first day and 10 minutes prior to commencement of play on the second day. The pitch shall not otherwise be rolled during the course of the match.

6. COVERS AND SCOREBOARDS.

The home team, in all grades, is responsible for providing a scoreboard for each match and for storing covers away at the end of the day's play. The batting team is responsible for updating score boards and cover duty.

7. LATE ARRIVAL.

If a team is not represented by its captain and at least six other players 15 minutes prior to the start of the game, the team present is deemed to have won the toss.

8. TEAM LISTS.

The opposing captain must be notified of players arriving late owing to work or travel difficulties. No stand down penalty time for batting or bowling shall be imposed on such notified players. A player can only take active part (substitute fielder exempted) in any one adult grade game on a Saturday unless T20 is being played in which a player may only take part in one T20 match at a time. In the event of a team playing 12 players, the captain must inform the opposing captain and the umpires who the non-bowler and non-batter are, before the toss. If it is a two-day match and the captain wishes to change the non-batter and bowler for the second half of the match, the opposing captain and umpires must be informed before commencement of the third innings.

9. CANCELLATIONS.

These will be posted on the NCA website and/or Facebook. Umpires and captains can make decisions regarding matches, after the scheduled start of play. If clubs are travelling longer distances, it is suggested that they contact home clubs/umpires to see if games will go ahead (and vice versa). If clubs are unsure, at any time, they can contact Liam Jones.

10. FITNESS OF WEATHER, LIGHT, and CONDITIONS.

This is under the jurisdiction of official umpires during the course of a match. If no official umpires are present, both captains must agree on conditions for the match to start or continue (subject to over-riding decision of the Competitions Manager).

11. VEHICLES.

No vehicles are allowed on any Council or School grounds.

12. ALCOHOL.

Under no circumstances is alcohol allowed within playing enclosures and surrounds on any Council or School grounds.

13. DEFAULTS.

Clubs must default lower grade teams where necessary so as to be able to field a team in a higher grade.

If a premier team defaults, the non-offending team shall be awarded the maximum number of points gained in that round, and the defaulting team shall lose the equivalent number of points. If a Premier side

defaults and their Reserve Grade team plays, that Reserve Grade side shall be penalised the average of points scored by the other teams in that round. In the event of a default by a Reserve Grade team, the non-offending team will be awarded the maximum number of points gained that round. Disqualification from the competition may result if a team defaults two or more games, subject to Club Delegate/NCA ratification.

14. PLAYERS FROM ANOTHER CLUB.

Players who have already played at least two games for another club during the season may play for another team who is short of players (except under the circumstances of **8.** above); **BUT** the opposing captain must be informed; **AND** the team with the “outside player” will be awarded only half the match points if they win, with the other points going to the losing team.

15. QUALIFICATION FOR FINALS.

To be eligible for finals, players must have played a minimum of **four** playing days in the season for the club in the relevant grade. Dispensation in special circumstances may be granted upon application to the Club Delegate/NCA ratification.

16. FILING OF RESULTS.

A full scorecard must be uploaded to PlayHQ by the team scoring home team (team listed first if at a neutral venue) before 9:00am on the Tuesday following the match. Alternatively, captains may agree that the team who scored the game online on the PlayHQ app will upload their scoring of the game. Failure to meet this requirement will result in the deduction of one competition point from the offending team’s points for that game. Any subsequent failures by the same team will incur the deduction of a further point for each additional failure.

17. SCORING AND SCORE BOARDS.

All games are to be scored on PlayHQ, with the home team scoring live, unless agreed that the away team will score live. The home team (or team listed first at a neutral venue) is required to provide a scoreboard. **NOTE:** Where specific circumstances arise, which are not covered under the Northland Playing Conditions which follow, then the current rules governing New Zealand First Class cricket will apply.

Some of cricket’s laws have been changed from time to time. To view those law changes in their entirety please use the link below.

<https://www.lords.org/mcc/the-laws-of-cricket#>

CLUB DELEGATES

Each club is to have a senior club delegate. This person will represent their club and is the person who will be the main point of contact for the NCA. This delegate (or another nominated person) must attend any meeting that the NCA facilitates and represent their club (can be via Zoom).

Failure to attend a meeting will result in the loss of one point for club team in senior competitions, for each meeting not attended.

NB: Rodney CA or Kerikeri CC can request that an NCA representative represents their club, as required.

CAPTAINS REPORTS

Each premier captain will be expected to fill in an umpire's report after each day's play (40 over, 50 over, and T20), or after each match (Two day). This report can be found on PlayHQ. Reserve Grade teams must also enter a captain's report if their match had an appointed umpire. Reports must be done by 9am on the Tuesday following the completion of the match.

NORTHLAND CRICKET PLAYER SAFETY REGULATIONS

The following Player Safety Regulations will apply to all Northland Cricket Competitions:

1. All batters **must** wear a helmet. Note: we recommend that this applies to net practices well.
2. All wicketkeepers **must** wear a helmet or facemask when standing up to the stumps.
3. All players, regardless of age, **must** wear a helmet when fielding closer than 7 metres from the stumps of the batter on strike, except behind the wicket on the off-side. Northland Cricket **recommends** that they also wear a protector and shin pads. Players under the age of 18 are not permitted to field closer than 7 metres from the bat.
4. Northland Cricket **strongly recommends** that the helmets that are worn, are of British standard **BS7928:2013**.

BOWLING RESTRICTIONS FOR U19 FAST/MEDIUM PACE BOWLERS FOR TWO DAY GAMES

AGE AS AT OCTOBER 1 PRIOR TO SEASON):

- 19+:** No restrictions.
- 18:** No more than 20 per day and 8 per spell.
- 17:** No more than 16 per day and 6 per spell.
- 16:** No more than 14 per day and 6 per spell.
- 15:** No more than 12 per day and 5 per spell.
- 14:** No more than 10 per day and 5 per spell.
- 13:** No more than 10 per day and 5 per spell.

The restriction does not apply in one day games where a bowler can only bowl a maximum of 10 overs anyway. The rule is made in the interest of safety and after extensive research findings in Australia and N.Z.

At the completion of a spell a bowler must wait for the same number of overs bowled in that spell to be bowled at that end before

NCA PLAYING CONDITIONS

PREMIER Grade (50 overs)

- HOURS OF PLAY:** 10:30am to 1:50pm 1st Innings
1:50pm to 2:20pm Lunch
2:20pm to 5:40pm 2nd Innings

Should a side complete its 50 overs before 1:50pm then the 30min break shall be observed but the 2nd innings' times will be readjusted accordingly.

- THE TEAMS and THE TOSS:** Captains must toss for the choice of innings on the field of play not less than 15 minutes before the scheduled start of play.

- THE BALL:** The ball shall be a Leather **four-piece white Kookaburra (156g)**.

- LENGTH OF INNINGS:**

- Games consist of 50 overs per innings, with a maximum of 10 overs per bowler.
- A minimum average of 16 overs per hour over the innings should be maintained. Captains are reminded of their responsibility to ensure this is achieved.
- Drinks breaks are to be taken on the field of play, should not exceed 3 minutes and are part of the time allowed per innings.
- If the team fielding first fails to bowl 50 overs by 2.20pm (or within 3 hours and 20 minutes of the commencement of its opponent's innings), it shall continue until 50 overs have been bowled, or the opposition is dismissed. Its batting innings will then be limited to the same number of overs as it had bowled to its opponents at 2.20pm. An over in progress at the time shall count as a completed over.
- The team fielding second is expected to be in position to bowl the first ball of the last of its 50 overs within 3 hours and 20 minutes of the commencement of the second innings of the game. In the event of a team failing to do so, the full quota of overs shall be completed, and the batting side credited with 6 runs for every whole over that has not been bowled. An over in progress at the time shall count as a completed over.

- FIELDING RESTRICTIONS**

- At the instant of delivery, there may not be more than 5 fielders on the leg side (or two behind square on the leg side).
- For Powerplay 1 (overs 1 to 10 inclusive), a maximum of two fielders are allowed outside the 30 yard 'circle' at the instant of delivery. (See page 5 for the definition of the 'circle'). There is no longer a requirement for two stationary catchers at any time in the innings.
- For Powerplay 2 (overs 11 to 40 inclusive) a maximum of four fielders are allowed outside the 30 yard 'circle' at the instant of delivery.
- For Powerplay 3 (overs 41 to 50 inclusive), a maximum of five fielders are permitted outside the 30 yard 'circle'.
- In the event of an infringement of any restriction above, either umpire shall call and signal "No Ball".
- If the total number of overs available is reduced, the number of overs with regard to fielding restrictions and Powerplays shall be reduced proportionately, as in the following examples:

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20 overs	4	12	4
25 overs	5	15	5
30 overs	6	18	6
35 overs	7	21	7
40 overs	8	24	8
45 overs	9	27	9

6. DELAYED START

If the commencement of play is delayed owing to conditions, or where play is suspended, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each). The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour in the time remaining before 5:40pm. For subsequent delays, allow one over for every 4 minutes lost. Scores should be noted after 20 overs, in case of rain affected play, and then every subsequent over.

In the event of a delayed start or interruption, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance - e.g., innings is reduced to 37 overs: two bowlers can bowl 8 overs each, three bowlers can bowl a maximum of 7 overs each.

If the start of play is delayed by either side not being in position to start at the appointed time, the offending side will have its available batting overs reduced by one for each 4 minutes lost.

7. ACHIEVING A RESULT

A minimum of 20 overs must be faced by the team batting first. The second team then has up to 20 overs to pass their total. If the first team bats a full innings and then the second innings is reduced because of conditions, the second team's target is determined:

1. By the Duckworth-Lewis method, if that is available, or
2. By dividing the first team's total by the number of overs faced to give a runs per over average and then multiplying the second team's allotted overs by that average, and adding 1 run for the total required to win e.g. 1st innings - 50 overs, scored 236 runs, average = 4.72, 2nd team's innings is reduced to 28 overs, therefore $28 \times 4.72 = 132.16$, plus 1, equals 134 to win (round up any fraction or decimal).

8. NO BALLS and WIDES

NO BALLS and FREE HITS:

The delivery following any no-ball (whether for foot fault, waist high full toss, short pitched bowling or fielding restriction infringement) shall be a free hit for which ever batter is facing it. (However, see **8** below regarding artificial pitches). If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall be a free hit for which ever batter is facing it.

For any free hit delivery, the striker can only be dismissed under the circumstances that apply for a no ball, even if that delivery is a wide. In the event of a free hit there can be no change to fielding positions unless the batters have changed ends, or to rectify a fielding restriction infringement.

NO BALLS - HIGH FULL TOSSES:

Any delivery which passes, or would have passed, above waist height of the striker standing upright at the crease shall be called and signalled No Ball.

NO BALLS - SHORT PITCHED BOWLING:

1. Two fast short-pitched balls shall be allowed per over. Any further such deliveries will be called as No Balls.
2. A fast short-pitched delivery is defined as any ball which passes, or would have passed, above the shoulder height of the striker standing upright at the crease.
3. A penalty of one run for a No Ball shall be awarded. This penalty stands in addition to any other runs which are scored.
4. A ball that passes above head height of the batter, shall be called "WIDE" and shall also count as an allowable short-pitched delivery in that over.

WIDES:

1. Offside – if the batter does not have an opportunity to play a reasonable scoring shot, the delivery shall be called a Wide (subject to Clause A – below). This is often measured by way of a 'Wide guideline' marked on the pitch.
2. Leg side – any delivery that passes down the leg side shall be deemed wide (subject to Clause A – below).

Clause A: A Wide is, overall, deemed a Wide, at the umpire's discretion, by way of:

- The initial position/stance in which the batter started in.
 - The movement of such batter before and during the delivery, across the crease.
 - The adjustments a bowler makes, in reaction to a batter's movement across the crease.
3. A ball that passes above head height of the batter, shall be called "WIDE" and shall also count as an allowable short-pitched delivery in that over.

9. ARTIFICIAL PITCHES – ADDITIONAL RULE:

On artificial pitches, a delivery which pitches on the edge of the mat or off the artificial pitch shall be called NO BALL (not a wide), and that delivery shall immediately become a dead ball. The batting side is credited with one run for the no ball but will not be awarded a free hit and cannot score any further runs from the ball. The ball will be re-bowled.

10. SITUATIONS NOT COVERED BY PLAYING CONDITIONS:

Where specific circumstances arise that are not covered under these Northland playing conditions, then the current New Zealand Cricket Playing Conditions will apply.

See: [NZC Playing Conditions 2022-23.pdf](#)

PREMIER 50 OVER POINTS

- Teams will play a round robin format with 4 points for a win, 2 points for a tie or a no result and 0 points for a loss.
- One bonus point will be awarded should a side reach its winning target within 40 overs or by bowling out or restricting a side to a score of under 80% of their target.
- If the winning team does not achieve the bonus point, it is awarded to the losing team.
- At the completion of the round robin the highest ranked team will qualify for the final. The second finalist will be decided in a playoff match between the No. 2 & 3 ranked teams at highest qualifier's home ground. In the event of two or more sides being even on points, the side with the best net runs differential (runs per wicket 'for' minus runs per wicket 'against') will qualify for the playoff match.
- In the event of the final being washed out and an alternative date not being found, the competition winner will be the higher placed team at after completion of round robin. Should the two sides be even on points at the completion of the round robin, the winner will be the side with the best net runs differential.

OXFORD TRUST PREMIER TWO DAY GAMES

1. HOURS OF PLAY:

10.30am to 12.50	Session 1
40min lunch break.	
1.30pm to 3.40.	Session 2
20min tea break.	
4pm to 6pm.	Session 3

If nine wickets are down at the time of the tea interval, play shall continue for a period not exceeding 30 minutes, or until the innings ends, whichever occurs first.

If an innings ends, or there is a stoppage caused by the weather within 30 minutes of the time of the tea interval, the tea interval shall be taken immediately. If applicable, the 20minute tea interval shall include the 10minute interval between innings.

2. THE TEAMS and THE TOSS:

Captains must toss for the choice of innings on the field of play not less than 15 minutes before the scheduled start of play. Any substitution of players must be notified and agreed to by both captains prior to start of play on Day 2.

If a player is replaced for the second day of a game owing to representative cricket, the replacement may continue batting or bowling in the same innings as the player he/she has replaced.

Unless Day 1 is entirely washed out a non-rep replacement player may not bat or bowl in either teams first innings. Please note: clubs can discuss the spirit of cricket in cases like this, and decide on what part a player can possibly take, on Day 2, by mutual agreement.

3. BOWLING RATE:

A minimum average of 17 overs per hour over the innings should be maintained. A minimum of 100 overs must be bowled in the day. This figure allows for the scheduled lunch and tea intervals.

On the first day, play ceases at the completion of the over in progress at 6pm only if the day's quota of overs (100) has been reached. Otherwise play will continue until the required number of overs has

been bowled.

On the second day, play can finish at 5pm, unless extra time is claimed if a result can be achieved. In that case a minimum of 17 overs must be bowled from the commencement of the last hour of play. This so-called "last hour" shall begin once the over in progress at 5pm has been completed, except that if the required quota of overs has not been reached by 5pm, the commencement of the "last hour" will begin once the quota has been reached. If for example, there is a chance for a result, and only 78 of the 83 overs have been bowled by 5pm (after allowing 3 overs for any change of innings), then the remaining 5 overs are to be completed before the mandatory last hour's 17 overs are to be bowled.

4. LOSS OF PLAYING TIME OWING TO WEATHER:

Deduct one over from the day's total overs for each 3.5mins lost. There is no provision for claiming extra time for playing time lost. Nor is there any provision for replacing the two-day format by some other format.

5. SITUATIONS NOT COVERED BY PLAYING CONDITIONS:

Where specific circumstances arise that are not covered under the Northland Cricket Association's playing conditions, then the current New Zealand Cricket Playing Conditions will apply. Refer to NCA.

[NZC Playing Conditions 2022-23.pdf](#)

OXFORD TRUST TWO DAY COMPETITION AND POINTS

Teams will play a round robin format with points allocated as follows:

- 4 points for a first innings win and 8 points for an outright win. No points will be given for either a first innings or an outright loss. First innings points are retained, whatever any further result.
- First Innings points will be split evenly, 2 each, in the event of a first innings draw or tie.
- Outright points will be split evenly, 4 each, in the event of an outright tie
- Batting bonus points (0.01 per run) will be awarded in each team's first innings for each completed 50 runs, only up to the completion of the 75th over. Eg 199 runs = 1.5 points; 233 runs = 2 points.
- Bowling bonus points will be awarded in the first innings, up to the completion of the 75th over, at three wicket intervals. i.e. 3 wickets = 1 point, 6 wickets = 2 points, 9 wickets = 3 points.

THE TWO-DAY COMPETITION WINNER

NO FINAL WILL BE PLAYED. The winner will be the team with the most points at the end of the round robin competition.

In the event of two sides being even on points, the winner will be the decided by the round robin game. If three or more sides are even on points and/or the round robin games are inconclusive, the team with the best net runs differential (runs per wicket 'for' minus runs per wicket 'against') will be the winner.

PREMIER & RESERVE T20 GAMES

1. HOURS OF PLAY AND INTERVALS:

The times below apply to Premier Grade and Reserve Grade. Please refer to the draw for start times regarding only one T20 being played on a day.

Premier and Reserve Grade:

10:30am to 11:50am	1 st innings – Game 1
11:50am to 12pm	Change of innings
12pm to 1:20pm	2 nd innings
2pm to 3:20pm	1 st innings Game 2
3:20pm to 3:30pm	Change of innings
3:30pm to 4:50pm	2 nd innings

No drinks intervals are permitted.

2. LENGTH OF INNINGS:

Games consist of 20 overs per innings, with a maximum of 4 overs per bowler.

1. If the team fielding first fails to bowl the required number of overs by the end of the scheduled time, play shall continue until the end of the innings and a penalty shall be applied (see 7 below).
2. If the team fielding second fails to bowl the required number of overs by the end of the scheduled time, play shall continue, subject to conditions and light, until the end of the innings and a penalty shall be applied (see 7 below).
3. When playing time has been lost, the revised number of overs should be based on the rate of 4 minutes per over.

3. THE BALL:

The ball shall be:

Premier – a white Leather Kookaburra four-piece only.

Reserve and Collegiate – a white two or four piece Kookaburra only.

A new ball shall be used for Game 1 and may then be used for the second match on the same day.

4. THE TEAMS and THE TOSS:

Captains must toss for the choice of innings on the field of play not less than 15 minutes before the scheduled start of play.

5. DELAYED START OR INTERRUPTION:

If the commencement of play is delayed owing to conditions, or where play is suspended, the object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 5 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before the finish

of play at 1.20pm and 4:50pm respectively. For subsequent delays, allow one over for every 4 minutes lost. Scores should be noted after 5 overs, in case of rain affected play, and then every subsequent over.

6. ACHIEVING A RESULT

Where there are no interruptions after play has started and both teams have had the same opportunity to bat for the agreed number of overs, the team scoring the most runs shall be the winner.

Minimum of five overs must be faced by the first team. The second team then has up to 5 overs to pass their total. If the first team bats a full innings and then the second innings is reduced because of conditions, the second team's target is determined:

(a) by the Duckworth-Lewis method, if that is available, or

(b) by dividing the first team's total by the number of overs faced to give a runs per over average and then multiplying the second team's allotted overs by that average, and adding 1 run for the total required to win e.g. 1st innings - 20 overs scored 168 runs, average = 8.4, 2nd team's innings is reduced to 14 overs, therefore $14 \times 8.4 = 117.6$, plus 1, equals 119 to win. (Round up any fraction or decimal)
In the event of a tie, the winner shall be decided by a one over per side eliminator over. **See 7.**

7. ONE OVER PER SIDE - ELIMINATOR OVER

- a. The one over per side eliminator will commence 5 minutes after the conclusion of the match.
- b. Prior to the commencement of the eliminator, each team selects three batters and one bowler.
- c. The umpires stand at the same end as that in which they finished the match.
- d. If appointed umpires are officiating, they choose the end from which to bowl and both teams bowl from that end. If no umpires are officiating the eliminator over will be bowled from the same end as the last over of the match.
- e. The team batting second in the match will bat first in the one over eliminator.
- f. The same ball as used at the end of the team's innings will be used for the eliminator over.
- g. Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.
- h. The loss of two wickets ends the team's one over innings.
- i. If the scores are tied after the eliminator over, the team to hit the most 6's win. If scores are still tied, the team that hit the most 4's win. If scores are still tied, a coin will be tossed.
- j. The winning team of the eliminator over will receive 3 points and the team which loses the eliminator over will still receive 1 point.

8. BOWLING RATE:

A minimum average of 15 overs per hour must be maintained over each innings.

In the event of a delayed start or interrupted match, where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has already been exceeded before the interruption. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. E.g., after 8 overs the innings is reduced to 12 overs (meaning there are four overs left). Two bowlers can bowl 3 overs, and three bowlers can

bowl 2 overs. If the opening bowlers have already bowled 4 overs each, they count as the bowlers allowed an extra over. Any remaining bowlers may not bowl more than 2 overs.

Sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour and twenty minutes of beginning the innings. In the event of a team failing to do so, the full quota of overs shall be completed, and the batting side credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match.

9. **FIELDING RESTRICTIONS:**

Premier and Reserve Grade:

At the instant of delivery there shall be no more than 5 fielders on the leg side (or two fielders behind square, on the leg side).

For the first 6 overs of each innings, a maximum of two fielders are allowed outside the 30 yard 'circle' at the instant of delivery. For the remainder of the innings, a maximum of five fielders are permitted outside the 30 yard 'circle'.

In the event of an infringement, either umpire shall call and signal "No Ball".

There is **no** restriction on stationary fielders within 15 yards of the striker at the instant of delivery.

Innings duration	Overs of Fielding Restrictions
19 – 20	6
15 – 18	5
12 – 14	4
9 – 11	3
5 – 8	2

10. **NO BALLS and WIDES:**

NO BALLS and FREE HITS:

The delivery following any no-ball (whether for foot fault, waist high full toss, short pitched bowling or fielding restriction infringement) shall be a free hit for which ever batter is facing it. (However, see **10** below regarding artificial pitches). If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall be a free hit for which ever batter is facing it. For any free hit delivery, the striker can only be dismissed under the circumstances that apply for a no ball, even if that delivery is a wide. In the event of a free hit there can be no change to fielding positions unless the batters have changed ends, or to rectify a fielding restriction infringement.

NO BALLS - HIGH FULL TOSSES: Any delivery which passes, or would have passed, above waist height of the striker standing upright at the crease shall be called and signalled No Ball.

NO BALLS - SHORT PITCHED BOWLING:

In Premier, Reserve Grade and Collegiate Grade, one fast short-pitched ball shall be allowed per over. Any further such deliveries will be called as No Balls.

A fast short-pitched delivery is defined as any ball which passes, or would have passed, above the shoulder height of the striker standing upright at the crease.

A penalty of one run for a No Ball shall be awarded. This penalty stands in addition to any other runs which are scored.

A ball that passes above head height of the batter, shall be called “**WIDE**” and shall also count as the allowable short-pitched delivery in that over.

WIDES:

Premier Grade:

Offside – if the batter does not have an opportunity to play a reasonable scoring shot, the delivery shall be called a Wide (subject to Clause A – below). This is often measured by way of a ‘Wide guideline’ marked on the pitch.

Leg side – any delivery that passes down the leg side shall be deemed wide (subject to Clause A – below).

Clause A: A Wide is, overall, deemed a Wide, at the umpire’s discretion, by way of:

1. The initial position/stance in which the batter started in.
2. The movement of such batter before and during the delivery, across the crease.
3. The adjustments a bowler makes, in reaction to a batter’s movement across the crease.

A ball that passes above head height of the batter, shall be called “WIDE” and shall also count as the allowable short-pitched delivery in that over.

Reserve Grade:

Any delivery, which in the opinion of the Umpire, does not give the batter a reasonable opportunity to play a scoring shot shall be called a Wide. As a guide, on the leg side, a ball landing outside the leg stump and going further away shall be called a Wide. The above provisions do not apply if the striker makes contact with the ball.

A ball that passes above head height of the batter, shall be called “WIDE” and shall also count as the allowable short-pitched delivery in that over.

11. ARTIFICIAL PITCHES – ADDITIONAL RULE

On artificial pitches, a delivery which pitches on the edge of the mat or off the artificial pitch shall be called NO BALL (not a wide), and that delivery shall immediately become a dead ball. The batting side is credited with one run for the no ball but cannot score any further runs from the ball. The ball will be re-bowled.

T20 COMPETITION AND POINTS

Premier and Reserve Grade:

- Teams will play a round robin format with 4 points for a win, 2 points for a no result and bye; and 0 points for a loss

- **Premier Grade:**

At the completion of the round robin, the finalists will be the two sides leading on points. In the event of two sides being even on points, the side/s with the best net runs differential (runs per over ‘for’ minus runs per over ‘against’) will be the finalist/s. The final will be played in the afternoon on the same day as the final round robin game at Bourne Dean Reserve.

- **Reserve Grade:**

At the completion of the round robin, the semi-finalists will be the four sides leading on points (1v4) &

(2v3). In the event of sides being even on points, the side/s with the best net runs differential (runs per over 'for' minus runs per over 'against') will be the semi-finalist/s.

- In the event of the semi-final being washed out, the teams finishing 1st and 2nd after "round robin" play will qualify for the final. Semi-finals will be played at Kensington Park in afternoon on the same day as the final round robin fixtures. The final will be Sunday Nov 23rd on the top qualifiers artificial pitch of choice.
- If either Premier or Reserve grade finals are washed out and no alternative date is found the competition winner will be the highest ranked team after round robin play.

RESERVE GRADE– 40 OVER GAMES

1. BALL

Reserve – White ball – 156g Leather Two Piece or Four Piece Kookaburra

2. HOURS OF PLAY

12.30pm to 3.10pm (2 hours 40)

30min interval

3:40pm to 6:20pm

Teams may agree to start early if a ground is available. Competition Manager, Neal Parlane and any appointed umpire must be advised.

3. THE TEAMS and THE TOSS:

Captains must toss for the choice of innings on the field of play not less than 15 minutes before the scheduled start of play.

4. LENGTH OF INNINGS:

Games consist of 40 overs per innings, with a maximum of 8 overs per bowler.

In the event of a delayed start or interrupted match, where the overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance - e.g., innings is reduced to 32 overs: two bowlers can bowl 7 overs each, three bowlers can bowl a maximum of 6 overs each.

Drinks break is to be taken on the field of play, should not exceed 3 minutes and are part of the time allowed per innings.

5. FIELDING RESTRICTIONS.

Reserve: at the instant of delivery, there may not be more than 5 fielders on the leg side, or more than two behind square leg.

Reserve: there are no designated Powerplay overs, but throughout the match, a maximum of five fielders are allowed outside the 30 yard 'circle' at the instant of delivery. Umpires and captains must use their discretion on grounds where the 'circle' is not marked.

DELAYED START:

If commencement of play is delayed owing to conditions, or where play is suspended, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before 6:20pm. For subsequent delays, allow one over for every 4 minutes lost. Scores should be noted after 20 overs, in case of rain affected play, and then every subsequent over.

If the start of play is delayed by either side not being in position to start at the appointed time, the offending side will have its available batting overs reduced by one for each 4 minutes lost.

ACHIEVING A RESULT:

Minimum of 20 overs must be faced by the team batting first. The second team then has up to 20 overs to pass their total. If the first team bats a full innings and then the second innings is reduced because of conditions, the second team's target is determined:

By the Duckworth-Lewis method, if that is available, or

By dividing the first team's total by the number of overs faced to give a 'runs per over' average and then multiplying the second team's allotted overs by that average, and adding 1 run for the total required to win e.g. 1st innings - 40 overs, scored 200 runs, average = 5, 2nd team's innings is reduced to 28 overs, therefore $28 \times 5 = 140$, plus 1, equals 141 to win (round up any fraction or decimal).

NO BALLS and WIDES

NO BALLS and FREE HITS:

The delivery following any no-ball (whether for foot fault, waist high full toss, short pitched bowling or fielding restriction infringement) shall be a free hit for which ever batter is facing it. (However, see 9 below regarding artificial pitches). If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall be a free hit for which ever batter is facing it. For any free hit delivery, the striker can only be dismissed under the circumstances that apply for a no ball, even if that delivery is a wide. In the event of a free hit there can be no change to fielding positions unless the batters have changed ends, or to rectify a fielding restriction infringement.

NO BALLS - HIGH FULL TOSSES:

Any delivery which passes, or would have passed, above waist height of the striker standing upright at the crease shall be called and signalled No Ball.

NO BALLS - SHORT PITCHED BOWLING:

Two fast short-pitched balls shall be allowed per over. Any further such deliveries will be called as No Balls. A fast short-pitched delivery is defined as any ball which passes, or would have passed, above the shoulder height of the striker standing upright at the crease.

A penalty of one run for a No Ball shall be awarded. This penalty stands in addition to any other runs which are scored.

WIDES:

Any delivery, which in the opinion of the Umpire, does not give the batter a reasonable opportunity to play a scoring shot shall be called a Wide. As a guide, on the leg side, a ball landing outside the leg stump and going

further away shall be called a Wide. The above provisions do not apply if the striker makes contact with the ball.

A ball that passes above head height of the batter, shall be called “WIDE” and shall also count as an allowable short-pitched delivery in that over.

9. ARTIFICIAL PITCHES – ADDITIONAL RULE

On artificial pitches, a delivery which pitches on the edge of the mat or off the artificial pitch shall be called NO BALL (not a wide), and that delivery shall immediately become a dead ball. The batting side is credited with one run for the no ball but cannot score any further runs from the ball. The ball will be re-bowled.

40 OVER COMPETITION AND POINTS

Teams will play in two pools of seven (Blue & White). Each round, the two teams with a bye (one from each pool) will play a randomised cross over game for normal competition points. With 4 points for a win, 2 points for a tie or a no result and 0 points for a loss. Bonus points included.

Quarterfinals will be played on the first Saturday after round robin matches have been completed. These are pool cross over games in 4 quarter finals: QF 1, (B1 (H) v W4), QF 2 (B2 (H) v W3), QF 3: (W1 (H) v B4) & QF 4 (W2 (H) v B3). Semi-finals: 1 v 3 & 2 v 4.

The winners of each QF will crossover for Sunday semifinals, hosted at the highest qualifiers ground of choice.

On Quarter and Semi-finals, for a grass pitch to be fixtured; **both teams must have played one grass game in round robin**. The final will be on a Sunday at Cobham Oval.

One bonus point will be awarded should a side reach its winning target within 32 overs (or 80% of the allotted overs in a weather affected game), or by bowling out or restricting a side to a score of under 80% of their target.

If the winning team does not achieve the bonus point, it is awarded to the losing team.

At the completion of pool play, the semi-finalists will be the 2 sides leading on points in each pool. Top placed team in each pool will play the second placed team from the other pool. In the event of two sides in a pool being even on points, the semi-finalists will be decided by the round robin game between the two sides. If three or more sides are even on points and/or the round robin games are inconclusive, the sides with the best net runs differential (runs per wicket ‘for’ minus runs per wicket ‘against’) will be the semi-finalists.

In the event of a quarter or semi-final being washed out, the team to advance to the final will be the higher placed team from the round robin.

In the event of the final being washed out and an alternative date not being found, the competition will be shared.

RESERVE GRADE 90 OVER 'DECLARATION' CRICKET

BALL: Red Ball – Two Piece or Four Piece 156g Leather Kookaburra

HOURS OF PLAY: 12.30pm to 6.00pm, with a 20minute interval between innings. Teams are welcome to agree to play earlier if the allocated ground is available.

LENGTH OF MATCH AND INNINGS:

The match consists of a minimum total of 90 overs. More overs are permitted if bowled before the 6pm or scheduled finish time.

The team batting first may face **a maximum of 50 overs** before they must declare. They can declare before the 50 overs are bowled.

The second innings will continue until **the minimum 90 overs** for the day or the 6pm scheduled finish time is reached, whichever occurs second. **The bowling side may bowl more than the allotted overs if they hurry through their overs, example the 90 overs are up at 5.45 so they are entitled to keep bowling until 6:00pm.** No overs are deducted for the between-innings interval.

THE RESULT:

To win, a team must either bowl out the opposition for less than its own score or chase and attain the target score.

Should the side batting second fail to reach the target, but not be bowled out, the result will be declared a draw.

LOSS OF PLAYING TIME OWING TO WEATHER:

Deduct one over from the day's total overs for each 3.5mins lost. There is no provision for claiming extra time for playing time lost. Should the interruption or delay occur during the first innings of the game, the maximum duration of the first innings is reduced from 50 overs by half the number of overs to be deducted. For example, if play is delayed by 56 minutes, 16 overs have been lost. Therefore, the team batting first has a maximum of 42 overs to bat and the team batting second has a minimum of 32 overs to bat OR 6pm is reached – whichever is last to occur.

BOWLING RESTRICTIONS:

Up to two bowlers in a team may bowl a maximum of 13 overs each. No other bowlers may bowl more than 10 overs.

TWO DAY RULES APPLY

Two-day rules concerning wides and no balls will apply.

There are no fielding restrictions imposed on the fielding side except that there can be no more than two fielders behind square leg.

Where specific circumstances arise that are not covered under these Northland playing conditions then the current rules governing New Zealand First Class cricket will apply.

RESERVE GRADE 'DECLARATION' CRICKET COMPETITION AND POINTS

Teams will play a round robin format with **20 points for a win, 10 points for a tie** (a tie is the team being bowled out for the same score as the first batting team) + bonus points earned, **8 points for a winning draw** + bonus points earned, **4 points for a losing draw** + bonus points earned and **0 points for a loss** + bonus points earned. A winning draw is awarded to the team with the highest run rate in a drawn match.

Batting bonus points will be awarded in each team's innings for each completed 50 runs, only up to the completion of the 45th over. E.g., 199 runs = 3 points; 200 runs = 4 points.

Bowling bonus points will be awarded in both innings, up to the completion of the 45th over, at three wicket intervals. i.e., 3 wickets = 1 point, 6 wickets = 2 points, 9 wickets = 3 points. If a batting team has 9 players or less and is bowled out the bowling team will receive 3 bowling points.

An example of how points and bonus points work is below:

Team A bats for 45 overs and scores 275/8 dec (6.1 an over). Team B score 135/9 (3 an over) in 45 overs. Team A would receive **8 points** for a winning draw + 5 batting points + 3 bowling points = **16 points**. Team B would receive **4** for losing draw + 2 batting points + 2 bowling points = **8 points**.

In the event of two sides being even on points, the winner of the competition will be decided by the team who got the most competition points from the round robin game between the two sides. If three or more sides are even on points and the round robin games are inconclusive, the side with the best net runs differential (runs per wicket 'for' minus runs per wicket 'against') will be the winner.

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