

NORTHLAND CRICKET

2019-2020 Season



General Rules

&

Playing Conditions

Table of Contents

Code of Conduct.....	3
General Rules.....	4
Recent Changes to Laws and Playing Conditions; Definition of 30 yard circle.....	6
Umpire’s Signals.....	10
Premier - 50 over Playing Conditions.....	11
Premier - 50 Over Points.....	13
Premier - Two Day Playing Conditions.....	14
Premier - Two Day Points.....	15
Premier, Reserve and Division 1 - T20 Playing Conditions.....	15
Premier, Reserve and Division 1 - T20 Points.....	19
Premier and Reserve - 40 Over Playing Conditions	19
Reserve and Reserve Grade - 40 Over Points.....	22
Reserve Grade - 90 over ‘Declaration Cricket’ Playing Conditions.....	22
Reserve Grade - 90 over ‘Declaration Cricket’ Points.....	23
Division 1 – 35 Over Playing Conditions.....	23
Division 1 – 35 Over Points.....	26
Contact Phone Numbers.....	26

NCA Code of Conduct

Northland Cricket Association and New Zealand Cricket Values:

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

NCA Mission

2. *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

3. 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:

4. The NCA endorses fair play and tolerance by, and for, players, officials and supporters, at all times. 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.

Captain, Club and NCA Responsibilities

5. *NCA establishes the code of conduct – based on NZC, NDCA & NCA values, expectations and/or policies and the spirit of the game.*
 - 5.1 Captains and clubs understand, promote and endorse the code of conduct.
 - 5.2 Captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within the laws.
 - 5.2 Clubs establish a process to follow, regarding the self-regulating of player and/or spectator behaviour.
 - 5.4 Captains and Clubs are responsible for endorsing and promoting the Spirit of Cricket.
 - 5.5 NCA regulates and administers the code of conduct for any serious matters that require an official stance and/or judgement.

Coding Process

- 6.1 Any umpire, officially appointed or otherwise, can ask/instruct the captain to inform his/her players and/or spectators to follow the code of conduct, set by the NCA.
- 6.2 Officially appointed umpires can award 5 penalty runs to a non-offending team, during a match.
- 6.3 Officially appointed umpires can code players, officials and/or spectators. Officially appointed NCA officials and team officials can cite players, officials and/or spectators.
- 6.4 Only an officially appointed umpire can code a bowlers 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.
- 6.5 Where no official umpires are appointed, a complaint must be lodged from the club delegate, to the NCA.
- 6.6 The NCA will have an appointed Code of Conduct Commissioner that will lead the code of conduct process/protocols. The Commissioner will be independent of the NCA and will follow the protocols set up NZC, NDCA and the NCA. The NCA Chairman will also be involved in all code of conduct matters.
- 6.7 All official complaints must be lodged, in writing, to the NCA General Manager by the Tuesday, following the match (stephenc@northcricket.co.nz). The NCA also encourages the club delegate to phone or meet with the General Manager, before official complaints are made in writing.
- 6.8 At any time, clubs can self-regulate their own player and/or spectator behaviour, by any means they see fit.

Rules of the Code

- 7.1 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.
- 7.2 Players and Team Officials must not make any public announcement or media 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 or cricketers into disrepute.
- 7.3 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.

Examples of unacceptable behaviour (Non Exhaustive)

- 8.1 A player or Team Official assaulting or attempting to assault, an umpire.

- 8.2 A player or Team Official assaulting, attempting to assault another player, Team Official or spectator.
- 8.3 A player or Team Official abusing an umpire.
- 8.4 A player or Team Official disputing, or showing dissent with, an umpire's decision, or reacting in an obviously proactive or disapproving manner either towards an umpire, their decision, or generally following an umpire decision.
- 8.5 A player or Team Official asking an umpire the reasons for a decision.
- 8.6 A player or Team Official intimidating an umpire by excessive appealing, celebrating a dismissal before the umpire makes his decision or charging or advancing towards the Umpire in an aggressive manner when appealing.
- 8.7 A player or Team Official using any language or gestures that offend, insult, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent or origin.
- 8.8 A player or Team Official abusing another player, Team Official or spectator.
- 8.9 A player or Team Official throwing the ball at or near any other person in an inappropriate or dangerous matter.
- 8.10 A player or Team Official using crude or abusive hand signals or pointing or gesturing towards the pavilion in an aggressive manner upon the dismissal of a batsman.
- 8.11 A player or Team Official using crude and/or abusive language.
- 8.12 A player or Team Official changing the condition of the ball.
- 8.13 A player or Team Official engaging in public criticism of or inappropriate comment on a match related incident or match official.
- 8.14 A captain of a team who fails to exercise responsibility for the conduct of the players in their team.
- 8.15 Any player or any umpire, referee, Team Official or Administrator who engage in any betting or gambling in relation to any game.
- 8.16 Any breach of the laws of cricket or the spirit of the game of cricket.
- 8.17 Any other behavior which is unbecoming or may be likely to bring Northland Cricket, the player or Team Official or the game of cricket generally into disrepute.

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

- 9.1 For a Level 1 offence the indicative penalty is a written censure and/or the imposition of a short term of suspension.
- 9.2 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.
- 9.3 For a Level 3 offence the indicative penalty is suspension for a period of no less than 6 weeks.
- 9.4 For a Level 4 offence the indicative penalty is suspension for a period of no less than 2 years.

Team Penalties

- 10.1 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.
- 10.2 Indicative levels of deduction of points are as follows:
- 10.2.1 A second citing / coding for a player in the same season – 2 points lost.
- 10.2.2 Suspension – 4 points lost.
- 10.2.3 Second suspension – 8 points lost.
- 10.2.4 Where there are two suspensions within a team during a season then the captain of that team will be stood down for one game.
- 10.2.5 An adult who is suspended for abuse towards a player aged 18 years or younger will automatically result in a deduction of 4 points as well as any other penalty which might be imposed.

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 games and in whites or approved coloured uniform for one day 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. Platypus and Kookaburra are the only brands 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. In the event of a team playing 12 players, the captain must inform the opposing captain and the umpires who the non-bowler (cannot be the wicketkeeper) and non-batsman 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** will be made as a recorded message on the NCA phone system or posted on Facebook, as needed - phone 438 2400, option 2. 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 to see if games will go ahead (and vice versa). If clubs are unsure, at any time, they can contact Neal Parlane (before 9am) or Stephen Cunis (after 9am).
10. **FITNESS OF WEATHER, LIGHT, and CONDITIONS** are 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 Adult Competitions Manager).
11. **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 side shall also be penalised 3 points. In the event of a default by a Reserve or Third 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 CricHQ by both teams before 9:00am on the Tuesday following the match. Alternatively, captains may agree that the team who scored the game on the CricHQ 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 CricHq and in a book. The home team is required to provide a device for scoring on CricHq (this can be negotiated by clubs, as needed). **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. Three recent Law changes, along with the marking of the 30 yard 'circle', are clarified below.

Substitutes

If the umpires are satisfied that a nominated player has been injured or become ill since the nomination of the players, they shall allow that player to have a substitute acting for him in the field. Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not. The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

Bowler attempting to run out non-striker before delivery

The bowler is permitted, before releasing the ball and before entering his/her delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible. This rule, however, is not encouraged by the NCA and players are reminded of the spirit of the game.

Bowling of High Full-Pitched Balls

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 or not it is likely to inflict physical injury on the striker. The umpire at the bowler's end shall adopt the following procedure: The umpire shall, in the first instance, call & signal NO-BALL, caution the bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the batsman of what has occurred. At the first repetition, the umpire shall call & signal NO-BALL and when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively. Any bowler, thus taken off, is not permitted to bowl again in the same innings.

The 30 yard 'circle'

Two semi-circles of radius 30 yards (27.43 metres), with the middle stump at each end of the pitch as their centres, shall be drawn on the field of play. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

Dispensations

Only three players under the age of 16 (as at September 1, before the season) are allowed to play in a Reserve Grade or Premier Grade team (three per team), at one time. Clubs should seek dispensation by contacting the Pathway Manager and/or JCB Chairman before the season starts. There is no number restriction on players seeking dispensation. This rule does **not** apply to high school teams playing in Reserve or Premier Grade.

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

www.lords.org/assets/2017-Law-Changes-Summary-Paper.pdf

Bowling Restrictions for U19 Cricketers

It is a NZ Cricket requirement that pace bowlers under the age of 18 on September 1st bowl a maximum of 6 overs per spell and a maximum of 16 overs per day. Pace bowlers under 19 on September 1st are limited to 6 overs per spell and 20 overs per day.

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.

Defaulting of Matches

If a club must default a team then the lowest grade team from that club must default, example is reserve grade must be the team to default not the premier team.

NORTHLAND CRICKET PLAYER SAFETY REGULATIONS

The following Player Safety Regulations will apply to all Northland Cricket Competitions from the 2018/19 Season:

1. All batsmen 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 batsman on strike, except behind the wicket on the off side. Northland Cricket recommends that they also wear a protector and shin pads.

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. **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, Kerikeri CC and Northern Wairoa CA 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 days play, or after each match (T20). This report must be sent to the NCA Competitions Manager (Neal Parlane), no later than 9am on the Tuesday following the match. Failure to do so will result in the loss of one point from the premier team. Forms can be found on CricHq – if this is, for any reason, unavailable, an email will need to be sent instead.

The Umpire's Official Signals



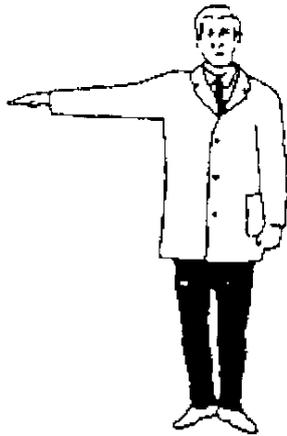
Boundary Six



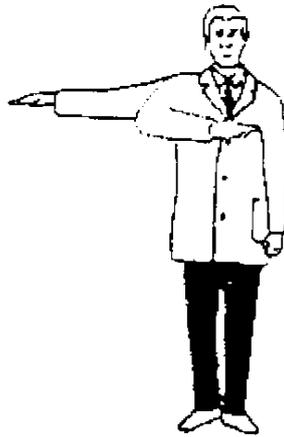
Bye



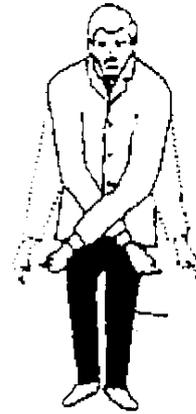
One Short



No Ball



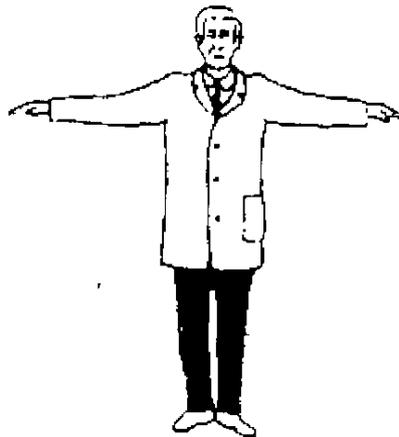
Boundary Four



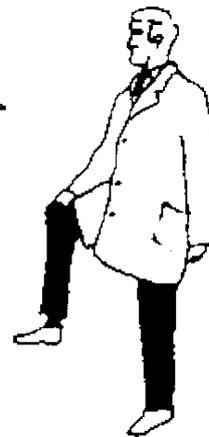
Dead Ball



Out



Wide



Leg-Bye

<u>Innings duration</u>	<u>Powerplay 1</u>	<u>Powerplay 2</u>	<u>Powerplay 3</u>
20	4	12	4
25	5	15	5
30	6	18	6
35	7	21	7
40	8	24	8
45	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:

- 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 - 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).

1. 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 batsman 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 batsman 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 batsmen 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 batsman, shall be called “WIDE” and shall also count as an allowable short-pitched delivery in that over.

WIDES:

1. Off side – if the batsman 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 batsman started in.
 - The movement of such batsman before and during the delivery, across the crease.
 - The adjustments a bowler makes, in reaction to a batsman’s movement across the crease.
3. A ball that passes above head height of the batsman, 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: <https://www.nzc.nz/media/10375/first-class-playing-conditions-2017-18-final.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. The 50 over competition will also include points collated from the 40 over competition.
- 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 (including any other 40 over matches played within the Lion Red Cup), the finalists will be the 2 sides leading on points. In the event of two or more sides being even on points, the sides with the best net runs differential (runs per wicket ‘for’ minus runs per wicket ‘against’) shall be the finalists.
- In the event of the final being washed out and an alternative date not being found, the competition winner will be the winner of the 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.
- The NCA One Day over champions will carry over as Northland’s representative in the ND club championship for the following season.

FILING OF RESULTS

A full scorecard must be uploaded to CricHQ by both teams before 9:00am on the Tuesday following the match. Alternatively, captains may agree that the team who scored the game on the CricHQ 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.

OXFORD TRUST PREMIER TWO DAY GAMES**1. HOURS OF PLAY:**

10.30am to 12.50; 40min lunch break; 1.30pm to 3.40; 20min tea break; 4pm to 6pm.

- a. 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.
- b. 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 88 of the 93 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.

<https://www.nzc.nz/media/10375/first-class-playing-conditions-2017-18-final.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 (or tied scores in a drawn game).
- 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.

FILING OF RESULTS

A full scorecard must be uploaded to CricHQ by both teams before 9:00am on the Tuesday following the match. Alternatively, captains may agree that the team who scored the game on the CricHQ 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.

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 & DIVISION 1 TWENTY/20 GAMES

1. HOURS OF PLAY AND INTERVALS:

The times below apply to Premier Grade, Reserve Grade and Division 1. Premier 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.

Division 1:

12:30pm to 1:50pm	1 st innings
1:50pm to 2pm	Change of innings
2pm to 3:20pm	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.

- 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).
- 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).
- 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 Kookaburra or Platypus ball, four-piece.
- **Reserve and Division 1** – a white two or four piece Kookaburra or Platypus
- No other ball shall be allowed.
- 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 **11.** below.

7. 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.

8. **FIELDING RESTRICTIONS:**

Premier and Reserve Grade:

- At the instant of delivery there shall be no more than 5 fieldsmen 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 fieldsmen are allowed outside the 30 yard 'circle' at the instant of delivery. For the remainder of the innings, a maximum of five fieldsmen 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 fieldsmen within 15 yards of the striker at the instant of delivery.

Division 1:

- At the instant of delivery, there are to be no more than 4 fieldsmen on the leg or off side (or two fielders behind square on the leg side)
- At the instant of delivery, there are to be no more than 4 fieldsmen outside of the 30 yard circle. Umpires and captains must use their discretion on grounds where the 'circle' is not marked.
- For the first 6 overs of each innings, a maximum of two fieldsmen are allowed outside the 30 yard 'circle' at the instant of delivery.
- In the event of an infringement, either umpire shall call and signal "No Ball".
- There is **no** restriction on stationary fieldsmen within 15 yards of the striker at the instant of delivery.
- If the total number of overs available is reduced, the number of overs with regard to fielding restrictions shall be reduced proportionately:

<u>Innings duration</u>	<u>Overs of Fielding Restrictions</u>
19 - 20	6
15 - 18	5
12 - 14	4
9 - 11	3
5 - 8	2

9. **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 batsman 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 batsman 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 batsmen 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 Division 1, 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 batsman, shall be called "**WIDE**" and shall also count as the allowable short-pitched delivery in that over.

WIDES:**Premier Grade:**

Off side – if the batsman 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 batsman started in.
2. The movement of such batsman before and during the delivery, across the crease.
3. The adjustments a bowler makes, in reaction to a batsman's movement across the crease.

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

Reserve Grade and Division 1:

Any delivery, which in the opinion of the Umpire, does not give the batsman 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 batsman, shall be called "WIDE" and shall also count as the allowable short-pitched delivery in that over.

10. 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.

11. 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 batsmen and one bowler.
- C. The nominated players are given in writing to the umpires and opposition.
- D. The umpires stand at the same end as that in which they finished the match.
- E. 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.
- F. The team batting second in the match will bat first in the one over eliminator.
- G. The same ball as used at the end of the team's innings will be used for the eliminator over.

- H. 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.
- I. The loss of two wickets ends the team's one over innings.
- J. 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.

DIVISION 1B

- 9 a side (flexibility if both teams have more players).
- Division 1 will include Year 8 to Year 13 students.
- No adults allowed.

DIVISION 1A

- 9 a side (flexibility if both teams have more players).
- Year 8-13 students.
- No adults allowed – unless both teams are short and/or **BOTH** teams agree with an adult playing.
- Adults cannot bat above 7 for 9 a side, 8 for 10 a side and/or 9 for 11 a side.
- Adults must retire at 25, and cannot come back in.
- Adults cannot bowl.
- Adults cannot wicket keep.

DIVISION 1 FORMAT: The sides will be made up of 9 players per side. If a side has less than 9 players, their innings will close at the fall of the last wicket. If a team has less than 9 players, a batsman can bat twice but those runs, and those of the partnership, will not be taken into account in the final team total. If a team has 10 players their innings will close at the fall of the 8th wicket. The 10th player may bat but his/her score and that of the partnership will not be taken into account in the final total – unless both teams have 10 players and it is agreed to play 10 a side. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend some fielders to make up the numbers.

DIVISION1 OVERS: Overs are to be 6 balls in duration and wides and no balls are to be re bowled (to a maximum of 8 balls). This is for both 1A and 1B Grades.

TWENTY/20 COMPETITION AND POINTS

- Teams will play a round robin format with 4 points for a win, 2 points for a no result and 0 points for a loss
- 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.
-
- In the event of the final being washed out and an alternative date not being found, the competition winner will be the winner of the round robin. Should there be two sides even on points at the completion of the round robin, the winner will be the side with the best net runs differential (runs per over 'for' minus runs per over 'against').

PREMIER AND RESERVE – 40 OVER GAMES

1. BALL:

- Premier – White ball – 156g Four Piece Kookaburra or Platypus
- Reserve – White ball – 156g Two Piece or Four Piece Kookaburra or Platypus

2. HOURS OF PLAY:

- 12.30pm to 3.10pm (2 hours 40)
- **30min** interval
- 3:40pm to 6:20pm

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 are 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.

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

Premier and Reserve: there are no designated Powerplay overs, but throughout the match, a maximum of five fieldsmen 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.

Division 1 (if applicable): at the instant of delivery, there may not be more than four fieldsmen on the leg side and/or the off side, or more than two behind square leg.

Division 1 (if applicable): there are no designated Powerplay overs, but throughout the match, a maximum of four fieldsmen 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.

6. 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.

7. 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:

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 - 40 overs, scored 200 runs, average = 5, 2nd team's innings is reduced to 28 overs, therefore 28 x 5 = 140, plus 1, equals 141 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 batsman 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 batsman 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 batsmen 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:**

Premier Grade:

1. Off side – if the batsman 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 batsman started in.
- The movement of such batsman before and during the delivery, across the crease.
- The adjustments a bowler makes, in reaction to a batsman's movement across the crease.

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

Reserve Grade (and Division 1 if applicable):

Any delivery, which in the opinion of the Umpire, does not give the batsman 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 batsman, shall be called "WIDE" and shall also count as an allowable short-pitched delivery in that over.

8. 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.

9. DIVISION 1 (if applicable)

Division 1 is intended to be primarily a development grade. The following rules apply for Division 1:

- Adult players are not allowed to play unless teams are short of players. If an adult plays, they must not bat above 7 or bowl more than two overs. Adults cannot wicket keep.
- Division 1 will include Year 8 to Year 13 students.

40 OVER COMPETITION AND 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. In Premier cricket, the 40 over matches will count as Lion Red Cup matches.
- Premier and Reserve Grade – 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.
- Division 1 (if applicable) – there are no bonus points.
- At the completion of the round robin, the finalists will be the 2 sides leading on points. In the event of two sides being even on points, the finalists will be decided by the round robin games. 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 finalists.
- In the event of the final being washed out and an alternative date not being found, the competition winner will be the winner of the round robin. Should there be two sides even on points at the completion of the round robin, the winner will be the winner of the round robin between those sides, or if this is inconclusive the winner will be the side with the best net runs differential.

RESERVE GRADE 90 OVER 'DECLARATION' CRICKET

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

HOURS OF PLAY: 12.30pm to 6.00pm, with a 20minute interval between innings.

LENGTH OF MATCH AND INNINGS:

The match consists of a minimum total of 90 overs.

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.

Drinks breaks are to be taken on the field of play and should not exceed three minutes.

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 five fieldsmen on the leg side at any one time, and not more than two 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 6 points for a win, 3 points for a tie (or tied scores in a drawn game), 2 points for a draw and 0 points for a loss.

In the event of two sides being even on points, the winner will be decided by the round robin games. If the round robin game is a draw then the winner shall be decided by best runs differential (runs per wicket for minus runs per wicket against), 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.

DIVISION 1 – 35 OVER GAMES**DIVISION 1**

Division 1 is intended to be primarily a development grade (Year 8-13). The following rules apply for Division 1:

DIVISION 1B

- 9 a side (flexibility if both teams have more players).
- Division 1 will include Year 8 to Year 13 students.
- No adults allowed.

DIVISION 1A

- 9 a side (flexibility if both teams have more players).
- Year 8-13 students.
- No adults allowed – unless both teams are short and/or BOTH teams agree with an adult playing.
- Adults cannot bat above 7 for 9 a side, 8 for 10 a side and/or 9 for 11 a side.
- Adults must retire at 25, and cannot come back in.
- Adults cannot bowl.
- Adults cannot wicket keep.

DIVISION 1 FORMAT: The sides will be made up of 9 players per side. If a side has less than 9 players, their innings will close at the fall of the last wicket. If a team has less than 9 players, a batsman can bat twice but those runs, and those of the partnership, will not be taken into account in the final team total. If a team has 10 players their innings will close at the fall of the 8th wicket. The 10th player may bat but his/her score and that of the partnership will not be taken into account in the final total – unless both teams have 10 players and it is agreed to play 10 a side. In the interests of fairness, it is hoped that if a side is short of fielders, the opposition will lend some fielders to make up the numbers.

DIVISION1 OVERS: Overs are to be 6 balls in duration and wides and no balls are to be re bowled (to a maximum of 8 balls). This is for both 1A and 1B Grades.

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

HOURS OF PLAY:

- 12:30pm to 2:50pm
- **30min** interval
- 3:20pm to 5:40pm

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.

LENGTH OF INNINGS:

Games consist of 35 overs per innings, with a maximum of 7 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 are to be taken on the field of play, should not exceed 3 minutes and are part of the time allowed per innings.

FIELDING RESTRICTIONS:

At the instant of delivery, there may not be more than four fieldsmen on the leg side and/or the off side, or more than two behind square leg.

There are no designated Powerplay overs, but throughout the match, a maximum of four fieldsmen 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 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.

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 - 35 overs, scored 180 runs, average = 5.14, 2nd team's innings is reduced to 28 overs, therefore $28 \times 5.14 = 143.9$, plus 1, equals 145 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 batsman is facing it. (However, see 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 batsman 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 batsmen 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.

Any delivery, which in the opinion of the Umpire, does not give the batsman 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 batsman, shall be called "WIDE" and shall also count as an allowable short-pitched delivery in that over.

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.

35 OVER COMPETITION AND 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.

At the completion of the round robin, the finalists will be the 2 sides leading on points. In the event of two sides being even on points, the finalists will be decided by the round robin games. 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 finalists.

In the event of the final being washed out and an alternative date not being found, the competition winner will be the winner of the round robin. Should there be two sides even on points at the completion of the round robin, the winner will be the winner of the round robin between those sides, or if this is inconclusive the winner will be the side with the best net runs differential.

Contact Phone Numbers Club Cricket

City: Stacy Hyndman 021 360 171 (Premier); Brad Lang 027 612 5573 (Reserves); Vaughan Witten 021 074 7151 (committee); Derek Slatter 027 496 2575 (Division 1).

Kaipara Flats and Rodney: Rory Christopherson 021 216 4733; Brendan Bracewell 021 042 2026; Liam Jones 021 0833 4455

Kamo: Ben Hyde 027 474 3356 (Premier); Steve Cowan 027 627 1692 (Reserves and Division 1).

Maungakaramea: Neal Parlane 027 431 7669 (Premier); Stephen Cunis 021 211 5524 (Reserves); Carl Tomich 021 351 985 (Premier and Reserves); David Kay (Division 1) 027 237 7266.

Onerahi-Central: Todd Beerhe 027 504 7699 (Premier); Sam Walker 022 315 8055 (Premier, Reserve and Division 1); Stephen Guy 021 228 8108 (Reserves). Shane Heswall 027 524 0543 (Division 1).

Whangarei Boys' High School: Mark Oldridge 027 449 9260 (Reserves).

Bream Bay: John Cunningham 022 111 3310 (Reserves), David Kay (Division 1) 027 237 7266.

Tikipunga: Rob Ganey 021 058 3071 (Reserves)

Kamo High School: Roger Turner 027 445 4454 (Reserves and Division 1)

Kerikeri HS: Mike Clent 021 386 272 (Division 1)

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