



Champions Trophy Rules

1. The Competition

- 1.1 The competition will comprise of a series of five rounds with the six competing teams playing each other followed by a grand final.

On completion of the series of five rounds, all teams will be placed from first to sixth position according to the points obtained, if equal on points the finishing position will be decided by:

- The outright winner or by first innings result of the round robin games between the tied teams or:
- The team with the highest number of outright wins
- if still equal, then by the higher net average per wicket. A team's net average per wicket is calculated by deducting from the average runs per wicket scored by the team throughout the series, the average runs per wicket scored against the team throughout the.

- 1.2 The first class playing conditions for cricket in New Zealand will apply except where specified in these playing conditions.

- 1.3 The following rules in conjunction with the bylaws shall apply to all matches.

2. Start of Play:

Matches shall be of 2 days duration and consist of four innings (two per side).

The toss shall be conducted between the two captains and umpires 30 minutes before the scheduled start of play.

2.1 The Hours of Play:

10:15 a.m. to 5:00 p.m.

On the second day by mutual agreement the Captains may cease play one hour early provided there is no possibility of a result.

2.2 Intervals:

Lunch – 12:30pm to 1pm

An early lunch may be taken if bad weather prevents play in the morning session, subject to the agreement of the Umpires.

Tea – 3:10pm to 3:20pm

These times may be varied in the event of bad weather, subject to the approval of the Umpires.



- 2.3 Play shall continue on each day until the completion of a minimum number of overs or until the scheduled closing time, whichever is the later, but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled close of play [permitted overtime]. Any overs not completed by the permitted overtime will be lost and cannot be made up on Day 2. The initial minimum number of overs to be completed on any day (unless there is an interruption to play) is 100. This is calculated at 16 overs per hour.
- The minimum number of overs per day shall be reduced by 3 for each break between innings.
- 2.4 If play is suspended, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two bases produces the greatest number of overs.
- either**
One over for each full 3.75 minutes playing time remaining till the scheduled time for close of play
- or**
The minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for suspension of play.
- 2.5 On the last day 16 overs must be bowled in the last hour. The start of the last hour may be delayed so that it commences when 16 of the agreed minimum overs remain to be bowled.
- 2.6 **Extension of Play.**
The hours may be extended on either day to make up for lost time in a day's play because of light, weather, or any other unavoidable circumstances.
- Notwithstanding this, play must not be scheduled to go beyond 6pm
 - When the hours of play per day are extended beyond the usual 6 ¼ hours the minimum number of overs per day will increase by 1 over for every full 3.75 minutes of extra playing time (ie 16 overs per hour).
 - The total number of scheduled hours must not exceed 12 ½ hours.
 - Lunch and tea intervals may be adjusted to suit the extended hours, with the agreement of the Umpires and Match Manager.
 - Games may start up to 30 minutes early on the second day if more than one hour's play is lost on Day 1.
3. **Day One Abandoned: Change of format and/or pitch**
- 3.1 If play is not possible on Day One then the match will proceed as a single innings game (not limited overs) on Day Two. Points as outlined in Points (Clause 9) will apply.
4. **The following playing conditions are as published in the NZC 1st Class Playing Conditions**



- Substitutes and Runners
- Players returning without permission
- Fitness of Ground, Weather, and Lights
- The Pitch
- Wicketkeeper's gloves
- Dangerous and unfair bowling

5. The Ball

Kookaburra Regulation or club match balls should be used.

The captain of the fielding side may request a new ball at the completion of 80 overs.

6. Declarations, Forfeiture & Follow On – Law 14 & 15

6.1 It is not the intention that any declaration or forfeiture should become the subject of an agreement between captains. If the Umpires have grounds for thinking that such an agreement has taken place, they shall report accordingly to WVCA, and if WVCA is satisfied the agreement is proven, fines may be awarded to the teams concerned.

6.2 No team shall be allowed to declare its First Innings closed until at least one hour of playing time has elapsed since the start of that innings.

6.3 In a two-innings match, the side which bats first and leads by at least 100 runs shall have the option of requiring the other side to follow their innings.

7. Bowling Restrictions

If a player is aged Under 19 as at 01 September, the following bowling restrictions must apply:

(i) A youth pace bowler may only bowl a maximum spell of 8 overs. They must then wait a minimum of sixteen overs before they shall be permitted to bowl again. If the bowler has a pace bowlers action he/she is deemed to be a pace bowler, regardless of how fast they bowl.

(ii) A youth player who is a spin bowler is allowed to bowl their quota of overs in one spell. The spin bowler must have a spinners action, or otherwise they are deemed to be a pace bowler.

(i) A youth pace bowler may only bowl 20 overs per innings

8. Result

- a. The winner shall be decided by outright win.
- b. If an outright win is not achieved it will be decided by the first innings.



9. Points

- Outright win 6
- Tie when both teams have completed two innings 3
- Win on the first innings (points to be retained if match lost outright) 4
- Tie on first innings (points to be retained if match lost outright) 2
- Drawn match when a first innings result cannot be achieved or the match is abandoned without a ball being bowled. 3

Bonus points (Applies to the first 70 overs of each teams first innings)

Batting

1 point for each milestone reached

100, 150, 200, 250

Max batting points = 4

Bowling

1 point for each milestone reached

3, 5, 7, 9

Max bowling points = 4

- When First day is rained out, points to be allocated as follows
 - Outright win 10
 - Tied when both Innings completed 5
 - Drawn match where a result cannot be achieved 3
 - Bonus points are available

10. Players

A team may consist of twelve players. Eleven fielders only shall be on the field at any one time. One player in each side shall not be permitted to bat – this player must be nominated prior to the toss. Unlimited interchange of fielders from the 12 players nominated to take part in the match shall be allowed.

Substitutions:

(a) If a player has been selected to play in a higher representative match it shall be permissible for him to be replaced for a club match or part of a club match and for his replacement from another grade to be replaced but subject to the following conditions:

(i) If a player is not out at the end of the first days play no continuation of his innings is allowed by the replacement player.

(ii) The name/s of the player/s to be replaced and the/their replacement/s are to be provided to the opposition captain prior to the commencement of the days play.

(b) Notwithstanding condition (a) teams shall be allowed to replace three players on the second day of a two day match.



(c) Notwithstanding anything in paragraphs (a) and (b), players may be substituted with prior consent of both captains.

11. Field Restrictions

At the instant of delivery there shall be no more than two fieldsmen behind square leg.

12. No Ball

A bowler shall be allowed to bowl two short pitched deliveries per over.

A short pitched delivery is defined as a ball which passes or would have passed between shoulder and head height of the striker standing upright at the crease and signal No-ball
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. The umpire at the bowler's end shall call and signal No-ball (relates to all bowlers)

There are no "free hits" if a bowler bowls a "foot-fault" No-ball

13. Wide

If in the umpires opinion, the bowler is attempting to utilise the rough outside a batsman's leg stump, or is bowling down the leg side as a negative tactic, the umpire will call and signal wide ball, unless the ball passes sufficiently within reach of the striker for him to hit with his bat by means of a normal cricket stroke.