

HCA-WVCA-CMCA Spark Premier Limited Overs

Except as modified hereunder, the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all HCA-WVCA-CMCA Combined Premier Limited Overs matches.

1. THE COMPETITION

The HCA-WVCA-CMCA Spark Premier Limited Overs (hereunder called HCA-WVCA-CMCA Combined) competition will comprise a series of 7 rounds of matches with two pools of 8 teams, where each team plays every other team in their pool, followed by a final.

1.2 Final

The final will be played at a venue to be determined by the Hamilton Cricket Association, Waikato Valley Cricket Association and Counties Manukau Cricket Association.

The team which wins the final shall be the winner of the competition. In the event of a tie in the final, the team losing the least wickets will be declared the winner. In the event of teams being equal on wickets lost, the team with the most points in their pool will be declared the winner. If teams are equal on points in their pool, the winner will be decided by most wins, and then highest Net Run Rate in their pool.

In the event of the final being rained out, a replay will be organised by the Hamilton Cricket Association, Waikato Valley Cricket Association and Counties Manukau Cricket Association.

2. POINTS

2.1 Match Result

Points shall be scored in HCA-WVCA-CMCA Combined matches as follows:

Win	4 points
Tie or no result	2 points
Loss	0 points

2.2 Competition Placing

In the event of teams finishing on equal points, the right to play in the finals will be determined as follows:

- The team with the most number of wins
- Who beat who during round robin
- The team with the highest net run rate.

A team's net run rate is calculated by deducting from the average runs per over scored by that team through the competition the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

3. LAW 2- THE UMPIRES

3.1 Light

Normally, play should continue regardless of the state of the light, but Umpires are empowered to enforce Law 2.7 and 2.8 if they deem it necessary.

4. LAW 4 – THE BALL

First Class Playing Condition 4 shall not apply and shall be replaced by:

White Kookaburra 156g Regulation or Club Match cricket balls, as approved by the HCA, WVCA or CMCA will be used in all matches.

The Umpires shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play Umpires shall periodically and irregularly inspect the condition of the balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play.

5. LAW 11 - INTERVALS

First Class Playing Condition 11 shall not apply and shall be replaced by:

5.1 Interval between innings in uninterrupted match

If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10-minute break will occur, and team two will commence its innings correspondingly earlier, and the interval will occur as scheduled.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Note: In addition to above, the length of the interval may be reduced by the umpires should exceptional circumstances arise.

5.2 Interrupted Match

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

Time Lost	Interval between Innings
1-14 minutes	No change i.e. 45 minutes
15 - 60 minutes	30 minutes
More than 60 minutes	the interval of 30 minutes may be further reduced by mutual agreement between the Umpires and both captains. The minimum interval shall be 10 minutes.

5.3 Intervals for drinks

Two drinks breaks per session shall be permitted, each one hour 10 minutes apart. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

6. **LAW 12 - START OF PLAY; CESSATION OF PLAY**

NZC First Class Playing Condition 12 shall not apply and shall be replaced by:

6.1 Hours of Play

In those matches where the start of the play is not delayed or play is not interrupted then:

(a) Preliminary rounds and final

10.30am – 2.00pm	Session 1
2.00pm – 2.45pm	Interval
2.45pm – 6.15pm	Session 2

Unless otherwise advised by the HCA, WVCA or CMCA

6.2 Revised Hours of Play

If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to:

7.00pm	Day matches
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6.3 Penalties for not bowling the required overs

If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required number of overs have been bowled. After consultation between Umpires and scorers regarding any time allowances, for each over short of the required number of overs at the scheduled or rescheduled cessation time, teams may be subject to a penalty imposed by the HCA or WVCA for each over short of the required target. The over in progress of the cessation time shall count as a complete over.

6.4 Allowances

For the purposes of determining penalties, the Umpires shall take the following allowances into account:

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball, or recover a ball.
- (d) Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under (e) above (time wasting by batting team), then such time shall be deducted from the allowance granted to such batting team in the determination of its over rate.

There shall be no allowances given for wickets falling or drinks breaks.

6.5 Verifying Allowances

Umpires are required to verify all times for allowances and stoppages in consultation with the official scorers, at the end of each session of play and at the completion of the match.

Should a team be penalized under this Condition more than once during a competition then, in addition to the fines imposed as above, the HCA and WVCA reserve the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team.

6.6 Captains

The player who is nominated as the captain in any match will be deemed to be the captain should any penalties be imposed under this Condition. Notwithstanding this, where a team's regular captain is playing in any match but is not nominated as the captain for that match (regardless of the reason), he or she may be deemed to be the Captain for the purposes of bringing any charge by the HCA or WVCA in relation to over rate penalties.

7. **LAW 13 – INNINGS**

7.1 Duration

A match will consist of one innings per team, and each innings will be limited to 50 overs. Matches are to be of one day's duration. A minimum of 20 overs per team will constitute a match.

7.2 Interrupted Match – No Over Reduction

In an interrupted match, which includes a match where the start of play is delayed, or where play is suspended, but where it is possible for both sides to bat for 50 overs by 7.00pm:

7.2.1 Each team shall bat for 50 overs unless all out earlier.

7.2.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The lunch break will be shortened as required with a minimum of 30 minutes for lunch.

7.2.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

7.2.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

7.2.5 Penalties shall apply for not bowling the required number of overs as set out in HCA-WVCA-CMCA Combined Condition 6.3 above.

7.3 Interrupted Match – Over Reduction

In matches where the start is delayed or where play is suspended and it is not possible to complete a 50 over match:

7.3.1 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 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the time remaining before close of play at 7.30pm or 10.00pm in any day/night match. Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs are to be rounded up.

7.3.2 If the number of overs of the team batting first is reduced, a fixed time will be specified for the close of its innings by applying the provisions of HCA-WVCA-CMCA Combined Conditions 6.2 and 7.3.1. In the event of the team fielding second failing to bowl, if necessary, the reduced numbers of overs by 7.30pm in a day match or 10.00pm in any day/night match, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

7.3.3 If, owing to suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same

number of overs as the team batting first, they will bat for a number of overs to be calculated as in 7.3.1.

7.3.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs. To constitute a match, a minimum of 20 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.

7.4 Number of overs per bowler

No bowler shall bowl more than 10 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

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

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

8. **LAW 15 – DECLARATION AND FORFEITURE**

First Class Playing Condition 15 shall be replaced by:

The Captain of the batting team may not declare his innings closed at any time during the course of the match.

9. **LAW 16 – THE RESULT**

- 9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 9.2 All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared “no result” matches.
- 9.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an interrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.
- 9.4 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- 9.5 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 20 overs unless the provisions of HCA-WVCA-CMCA Combined Condition 9.1 applies, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target

is calculated by the Duckworth-Lewis/Stern method (see Duckworth-Lewis/Stern Regulations - DLS).

- 9.6 At the interval between innings or whenever a revised target has been set, a printout of 'par' scores (the score for which if the match was abandoned the match would be tied) for the end of each over will be supplied (by the scorers) to both team's dressing rooms and to the match Umpires, and ground authority.
- 9.7 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match (unless the provisions of HCA-WVCA-CMCA Combined Condition 9.1 applies), then the result shall be decided by the DLS system.

10. LAW 21 – NO BALL

10.1 Free Hit

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

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- (a) there is a change of striker; or
- (b) the No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

11. LAW 22 – WIDE BALL

- 11.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 11.2 Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

- 11.3 A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No ball shall be scored as Wides.

11.4 Guidelines and Application

Umpires need to ensure a balance between the application of the Law and the Playing Condition.

11.4.1 Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and should be called Wide.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a Wide for the purposes of this Condition as there has been a reasonable opportunity for the batsman to score.

The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called Wide when the batsman moves across to the off stump from his original stance.

Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any Wide call.

11.4.2 Offside

Applying HCA-WVCA-CMCA Combined Condition 11.2 above in conjunction with Law 22, any delivery that passes outside the Wide guideline, with the batsman in a “normal” batting stance, should be called Wide.

For clarity:

- (a) If the batsman brings the ball sufficiently within reach and the ball passes outside the Wide “guideline” then it is not a Wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the Wide guideline, and if he fails to make contact with the ball, the delivery will not be called a Wide.
- (b) In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called Wide.
- (c) When a right arm bowler is bowling around the wicket to a right hand batsman, or left arm bowler bowling around the wicket to a left hand batsman and bowls full yorkers on the off side marked guideline, this is deemed a negative tactic, and the delivery should be called Wide.

11.4.3 Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed or calling a Wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows:

- (a) By the batsman playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well.
- (b) Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20s) shall apply on both sides of the stumps.
- (c) Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

12. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

12.1. Fielder absent or leaving the field

First Class Playing Condition 24.2 shall apply except that the maximum penalty time shall be 90 minutes rather than 120 minutes;

13. LAW 28 THE FIELDER

13.1.1 Field restrictions

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

13.1.2 In addition to the restriction contained in HCA-WVCA-CMCA Combined Condition 13.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.

13.1.3 The following fielding restrictions shall apply:

A 30-yard fielding circle shall apply.

At the instant of delivery:

- (a) Powerplay 1: no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (b) Powerplay 2: no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (c) Powerplay 3: no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 13.1.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 13.1.5 If play is interrupted during an innings and the table in HCA-WVCA-CMCA Combined Condition 13.1.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Example:

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+19+6. Therefore the middle powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4. When play resumes, the final powerplay fielding restrictions apply for the remaining 3.1 overs.

13.1.6 At the commencement of the middle and final powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

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

14. LAW 41 – UNFAIR PLAY

14.1 Time Wasting

In relation to Laws 41.9 and 41.10, umpires should fully take into account in limited over matches any deliberate slowing down of the time by either batsmen or fielders where it may be seen to be to the disadvantage of an opposition team e.g. in the case of a team fielding second slowing down the game knowing it might win a shortened match on run rate, or in the case of a team batting first slowing down the game to reduce the number of overs available to the team batting second.

14.2 Law 41.6 - Bowling of dangerous and unfair short pitched deliveries

Law 41.6 shall apply however Law 41.6.3 shall be replaced by the following:

41.6.3 The following shall apply:

- (a) A bowler shall be limited to two fast short-pitched deliveries per over.
- (b) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The Umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- (e) For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this Condition shall also count as one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in paragraph (a) above, the umpire at the bowler's end shall signal No ball on each occasion. A differential signal shall be used to signify this fast short-pitched delivery. The Umpire shall call and signal No ball and then tap the head with the other hand.
- (g) If a bowler delivers a third fast short-pitched ball in an over, not only must the Umpire call No ball but when the ball is dead, he shall caution the bowler, inform the other Umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply throughout the innings.
- (h) If a bowler is No balled a second time in the innings for the same offence, the Umpire shall advise the bowler this is his final warning. This warning shall also apply throughout the innings.

- (i) A third such offence in the same innings shall cause the Umpire to invoke Law 41.6.4 i.e. the bowler shall be removed forthwith and cannot bowl again in that innings.

15. SCORING REQUIREMENTS

Matches must be submitted via PlayHQ by **10.00am the following morning**. This is inclusive of the match scorecard and captain's reports. Failing to submit a PlayHQ result will result in a \$150 club fine or 4-point deduction. Failing to enter a captain's report will be a \$150 club fine.

16. 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.

HCA-WVCA-CMCA Combined Premier Limited Overs

APPENDIX A

Calculation sheet for use when a delay or interruptions occur in the first innings

Time

Net playing time available at start of the match	<u>420 minutes</u>	(A)
<i>(Amend for other One Day competitions as required)</i>		
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)	_____	(F)
Remaining playing time available [A - F]	_____	(G)
G divided by 4.2 (to 2 decimal places)	_____	(H)
<i>(Amend for other One Day competitions as required)</i>		
Max overs per team [H /2] (round up fractions)	_____	(I)
Maximum overs per bowler [I / 5]	_____	
Duration of Powerplay overs (initial, batting side)	_____ + _____ + _____	

Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings [I x 4.2]	_____	(K)
Rescheduled first innings cessation time [J + (K – B)	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [L + M]	_____	(N)

Rescheduled second innings cessation time [**N + K**] _____ **(O)***

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying HCA-WVCA-CMCA Combined Conditions Clause 7.3.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX B

Calculation sheet to check whether an interruption during the first innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use
of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [$R / 4.2$] (round up fractions) _____ (S)

(Amend for other One Day competitions as required)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix A

If S is less than or equal to T then the first innings is terminated and go to Appendix C.

APPENDIX C

Calculation sheet for the start of the second innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix B) _____ (A)

Scheduled length of innings: [$A \times 4.2$] _____ (B)

(Amend for other One Day competitions as required)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler [$A / 5$] _____

Duration of Powerplay overs _____ + _____ + _____

APPENDIX D

Calculation sheet for use when interruption occurs after the start of the second innings

Time

Time at start of innings	_____	(A)
Time at start of interruption	_____	(B)
Time innings in progress	_____	(C)
Restart time	_____	(D)
Length of interruption [D – B]	_____	(E)
Additional time available: (Any unused provision for extra time or for earlier than scheduled start of second innings)	_____	(F)
Total playing time lost [E – F]	_____	(G)

Overs

Maximum overs at start of innings	_____	(H)
Overs lost [G / 4.2] (rounded down)	_____	(I)
<i>(Amend for other One Day competitions as required)</i>		
Adjusted maximum length of innings [H – I]	_____	(J)
Rescheduled length of innings [J x 4.2]	_____	(K)
<i>(Amend for other One Day competitions as required)</i>		
Amended cessation time of innings [D + (K – C)]	_____	(L)

Overs per bowler and fielding restrictions

Maximum overs per bowler [J / 5]	_____
Duration of of Powerplay overs _____ + _____ + _____	