

HCA TWILIGHT RULES 2025-26



Game Duration

- Each game shall consist of one innings per team.
- Each innings shall consist of 20 overs. Each over shall be six balls.
- Games start at 5.30pm sharp.
 - A team must have a minimum of 7 players to constitute a game, by 5.45pm to constitute a game.
 - If a team does not have 7 players ready to play at 5.35pm, then the team automatically loses the toss and forfeits the game at 5.45pm.
- The first innings should be completed no later than 6.40pm.
 - If the full 20 overs have not been bowled by this time, the innings is reduced and the team to bat receives the same number of overs.
- The fielding side may bowl from one end, with batter's swapping ends at the completion of each over.

Equipment

- White Kookaburra Commander

Batting Retirement

- Batters must retire upon scoring 30 runs. This occurs when their last scoring shot equals or passes 30 runs.
 - At 29, a batter scored a 4, they will be retired on 33 not out.
- If the batting team is dismissed before the allotted overs are complete, the not out batters may bat again but retire on the same basis.
- If there is more than 1 not out batter, they must bat in order of first retired.
- If a team commences play with only 7 players (the minimum permissible) the not out batter may return to bat only after all other team players have batted.
- If players field for a team and for any reason forfeit their turn to bat to provide a not out batter with an advanced opportunity to bat again that opportunity to bat again is forfeited.

Bowling Restrictions

- Each bowler may bowl a max of two overs.
- If a team has 9 players or less, some players will be required to bowl 3 overs.
 - These players must be elected by the batting captain during the innings.
- There will be no LBWs.

Wides

- Balls down the legside no closer than 6 inches from the leg stump shall be deemed a wide.
- Balls on the offside which pass outside the pitch marking guidelines shall be deemed a wide.
- Wide balls are automatically 2 runs and are not re-bowled except for in the 20th over.
- A batter may be run out or stumped off a wide.

No Balls

- A delivery shall be a no ball if the bowler oversteps the front crease on delivery.
- A delivery which passes above the batters' waist height
- No balls are automatically 2 runs and must be re-bowled.
 - If a batter hits a no ball, the runs off the bat will be counted plus the 2 extra.
- A batter may be run out off a no ball.

Eligibility

- Players may only play for a team in a semi or final if the player has played a minimum of 5 games for the team during the season.
- Social Grade: No team can have players from either Premier or Senior A teams.
- Semi Social Grade: Teams can have no more than 2 Premier/Senior A players per game.

Points

Result	Points
WIN	4
LOSS	1
TIE	2
BYE	-
ABANDONED	2

The team listed first on the draw is responsible for entering the match score via PlayHQ.
Please contact competitions@ndca.co.nz if you require support.