

R.J SIGLEY CUP 2 DAY

<i>Jurisdiction:</i>	<i>Hamilton Cricket Association</i>
<i>Grade:</i>	<i>Premier Reserves</i>
<i>Format:</i>	<i>2-Day</i>

Except as modified hereunder the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all Premier Reserve 2-Day matches.

1. THE COMPETITION

The competition will comprise a series of two-day matches. The top two teams at the end of the round robin series will then play a two-day final.

If two or more teams are equal on points at the completion of the series of matches, the final qualifier(s) will be decided by:

- (a) the most outright wins; or
- (b) 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 series.

2. THE SCORING OF POINTS

Points shall be scored in two-day matches as follows:

- Outright win **(6)**
- Tie when both teams have completed two innings **(3)**
- Win on the first innings (points to be retained no matter final result) **(4)**
- Tie on first innings (points to be retained no matter final result) **(2)**
- Drawn match when first innings result cannot be achieved or the match is abandoned without a ball being bowled. **(3)**

Bonus points (applies to the first innings of two day games only)

- .10 per 10 runs to 250 runs only i.e. maximum bonus points will be: **2.5 points**
- .25 per wicket i.e. maximum bonus points will be: **2.5 points**

Note: If play is not possible on Day One then the match will proceed as a **single innings game (not limited overs)** on Day Two. The points for a first innings lead, tie, or draw will apply as well as bonus points.

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:

Red Kookaburra 156g Club Match cricket balls, will be used in all matches.

The Umpires (including player umpires) shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play Umpires (including player 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.

The captain of the fielding side may request a new ball at the completion of 85 overs.

5. HOURS OF PLAY FOR TWO-DAY MATCHES

5.1 Hours of play for two-day matches shall be as follows:

Both days 10.30am to 6.00pm

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

5.2 Intervals for two-day matches:

a) Lunch 12.50pm to 1.30pm

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

b) Tea 3.40pm to 4.00pm

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

5.3 Play shall continue on each day until the completion of a minimum number of overs or until the scheduled cessation 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 104. This is calculated at 16 overs per hour.

The minimum number of overs per day shall be reduced by three overs for each break between innings. However, there is no reduction if the break between innings coincides with a lunch or tea interval.

- 5.4 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 until 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.

- 5.5 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.

- 5.6 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 7pm.

When the hours of play per day are extended beyond the usual 6.5 hours the minimum number of overs per day will increase by one over for every full 3.75 minutes of extra playing time (i.e. 16 overs per hour).

The total number of scheduled hours must not exceed 13 hours. Lunch and tea intervals may be adjusted to suit the extended hours, with the agreement of the Umpires.

6 LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall apply subject to the following

6.1 No Collusion

Law 15 provides an option to the captain of the batting team only, and it is not the intention that any declaration or forfeiture should become the subject of an agreement between teams, officials, captains or players.

If the Umpires have grounds for thinking that any such agreement has taken place, they shall immediately report accordingly to HCA. If HCA decides to carry out an investigation, it will conduct such enquiries as it sees fit, and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams involved.

- 6.2 No team shall be allowed to declare its first innings closed until at least one hour of play has elapsed since the start of that innings.

7. 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.

8. PLAYERS

A team to consist of 11 players, teams may have a 12th man to act as a substitute fielder for an injured player, the 12th man will not be able to bat or bowl.

Non-premier grades must notify the opposition captain of any shortfall in team numbers prior to commencement of play. On this basis any player that arrives late may play an immediate role in the game and no stand-down penalty time for batting or bowling shall be imposed on such notified players.