



Thames Valley Senior Comp Playing conditions

1 The Competition

- (a) The competition will comprise of a series of seven round robin fixtures followed by a final between the two best placed teams in round robin.
- (b) On completion of the series of seven rounds, all teams will be placed from first to seventh position according to the points obtained, if equal on points the finishing position will be decided by:
- The winner of the round robin games between the tied teams:
 - If there are three or more teams tied, their final position will be determined by the higher net run rate
 - Net run rate. A teams net run rate is calculated by deducting from the average runs per over scored by that team throughout 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 a match where a team is all out in less than their full quota of overs, the calculation of its average run rate and of the average runs per over scored against the bowling team 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 it was dismissed.
- (b) Matches are to be completed in one day.
- (c) The first-class playing conditions for cricket in New Zealand will apply except where specified in these playing conditions or special tournament rules given in 14.
- (d) The following rules in conjunction with the bylaws shall apply to all matches.

2 Recommended Hours of Play

In those matches where the start of play is not delayed, or play is not interrupted matches should be played within these guidelines:

FIRST INNINGS	11am – 1.15pm
INTERVAL (see below)	1.15 pm – 1.45 pm
SECOND INNINGS	1.45 pm – 4.00 pm

For uninterrupted matches where overs have not been completed by 4pm please refer to Rule **3 a) 5** for further instruction.

For those matches where start is delayed, or play is suspended please refer to Rule **3 b) 2** for more information.

An interval shall be taken at the conclusion of the innings of the team batting first, irrespective of the time the innings closes and the length of the innings. After the scheduled 30 -minute break, the team batting second shall commence their innings.



Where the start of play is delayed, or play is interrupted the length of the break between the innings will vary as follows:

<i>TIME LOST</i>	<i>INTERVAL BETWEEN INNINGS</i>
Up to 80 minutes	30 minutes
Between 80 and 140 minutes	25 minutes
Between 140 and 170 minutes	20 minutes
Between 170 and 200 minutes	15 minutes
Over 200 minutes	10 minutes

One drinks break is permitted per innings. Except under conditions of extreme heat, extra intervals for drinks breaks are permitted.

3 Length of Innings

(a) In an uninterrupted match:

- 1)** Each team shall bat for 30 overs unless all out earlier.
- 2)** If the team fielding first fails to bowl the required number of overs by the scheduled time for the first innings, play shall continue until the required number of overs has been bowled.

(b) In matches where the start is delayed or where play is suspended, and it is not possible to complete a 30 over match

- 1)** 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 15 overs per team). 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 a scheduled finish time no later than 6.00pm.
- 2)** If the number of overs of the side batting first is reduced, no fixed time shall be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by the scheduled finish time the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- 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 3 (b) (1).
- 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.

4 The Result

- (a)** A result can only be achieved if both teams have batted for at least 15 overs, or 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.



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CRICKET**

- (b) All other matches in which one or both teams have not had an opportunity of batting for a minimum of 15 overs shall be declared a no result match.
- (c) In a match in which both teams have had the opportunity of batting for the agreed number of overs the team scoring the higher number of runs shall be the winner.
- (d) In the event of a tie in round robin matches the result will be decided by a super over. First ball dismissals apply for the Super Over and batting team will only have 2 wickets. If Batting team loses 2 wickets during the super over their innings will be finished.
- (e) If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out nor has passed its opponents score the game shall be declared a no result.
- (e) In a rain interrupted match or a match interrupted through any other cause the key figure shall be the Duckworth Lewis score/method (to be used if scored on PlayHQ). If not scored on PlayHQ the figure shall be the calculated target. The target shall be the average run rate multiplied by the number of overs to be bowled.

5 Points

<i>A WIN</i>	<i>4 POINTS</i>
<i>NO RESULT</i>	<i>2 POINTS</i>
<i>A LOSS</i>	<i>1 POINT</i>
<i>DEFAULT</i>	<i>0 POINTS</i>

6 Number of Players

- (a) The minimum number of players required to start a match is 9.
- (b) If a team cannot start with 9 then, after consultation with the opposition captain, teams can agree to continue as a competition game or the team with less than 9 must default.
- (c) It is the responsibility of the batting team to provide two umpires and a minimum of one scorer during their entire innings. Failure to provide these officials can result in a default.
- (d) 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.
- (e) To be eligible for the play-off games, a player must have played 4 games in the round robin phase of competition. Clubs must seek approval from Waikato Valley Cricket Association if a player does not meet these criteria and submit their query to: competitions@ndca.co.nz



7 Number of Overs per Bowler

No bowler shall bowl more than 5 overs in an innings. In a delayed or interrupted match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one sixth of the total overs allowed

Where the total overs are not divisible by 6 then an 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 must 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.

8 Field Restrictions & Power play

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

- No more than 5 fielders are permitted on the leg side.

9 Wide Bowling

Umpires are instructed to apply a very strict and consistent interpretation in order to prevent negative bowling.

Any delivery which does not give the batsman a reasonable opportunity to score shall be called a wide. A penalty of 2 run shall be awarded for a "wide" and recorded as a "wide".

A ball that passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket shot shall be called Wide

This penalty shall stand in addition to any other runs which are awarded.

Please have your wides marked by chalk or removable tape before start of the game so it remains same for both teams.

10 Dead Ball

Any ball landing on the edge of the concrete pads shall be called dead ball.

11 No Ball

A free hit is to be awarded to all modes of No Ball



Bowlers are not permitted to bowl fast short pitched deliveries (Bouncers). 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. For any subsequent bouncer should be called a 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)

If a bowler bowls a "foot-fault" a No-ball shall be called

If the No ball was called for having too many fielders outside the circle, the field can be changed for the Free Hit even if there is no change in striker

Field changes are not permitted for the free hit delivery unless there is a change of striker. A batsman cannot be dismissed off a free hit other than under the circumstances of a no ball delivery.

12 Declarations

The captain of the batting side may not declare his innings closed at any time during the match.

13 The Ball

A new kookaburra 2 piece 156g ball must be used each innings. Kookaburra Crown or Red King as minimum standard. 1 Ball per game and home team needs to provide the ball for the entire game.

14. Special Tournament rules

- Teams to bring their own new ball to each game
- Minimum standard required for the ball is Kookaburra Crown - <https://www.cricketexpress.co.nz/product/kookaburra-crown-ball-156g---red/crbkoprco156.aspx>
- Boundaries any ware between 45-60M.
- Players needs to wear all protective equipment such as Pads, Gloves, box as minimum. Helmets are highly recommended for Adults and for anyone under 19's helmets are mandatory.
- No Player should walk out to bat without Gloves and pads.
- 6 ball max overs (last over 6 legal balls) wides and No balls +2 runs.
- In case of no ball in the 6th ball of the over there wont be any free hit carried on to the next over and over will be completed.
- No Bouncers allowed – No Ball (+ 2 runs)
- Max 5 fielders on the legside
- Any no ball is a free hit! – High full toss(beamer), Bouncer, over stepping, too many fielders on Leg side etc
- 50 balls automatic retirement, you can come back to bat if all others are dismissed.
- 5 overs max per bowler.
- All matches need to be scored on CRICHQ. It is recommended that you operate a scorebook as well.
- Clubs are free to rearrange games and times to suit their members availability. it is strongly recommended that we get all 7 rounds in if some game dates are affected by bad weather.
- Teams can agree at the start around LBW rule and whether to play overs in blocks from one end of the pitch.
- Consistency of wides – both captains agreeing at the start of the game regarding wides, wide guidelines to be marked before the start using removable tape or chalk.