

SECTION 15

WOMEN'S FIRST GRADE AND EMERGING HEARTS ONE-DAY LIMITED OVER MATCHES

All women's first grade and Emerging Hearts grade limited over championship competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The general playing conditions specified in Section 3; and
- (c) The conditions specified in Laws of Cricket (2000 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will take the highest priority and the Laws of Cricket in subparagraph (c) will take the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

N.B: To be eligible to represent the Auckland Hearts, Women's Development and/or Secondary Schools Elite team's players **MUST** play a FULL club season unless special circumstances prevent this.

1. THE COMPETITION

- 1.1 Competition formats are subject to change and the ACA shall, before the commencement of each season, establish the competition format.

2. THE PLAYERS (LAW 1)

- 2.1 Each team shall be composed of 11 players. Teams may not play with less than 7 players.
- 2.2 All Emerging Hearts Division 2 players must be Under 19 years of age as at 1 September preceding the relevant season. Teams may request dispensation for older players to participate in this grade in writing to ACA.

3. HOURS OF PLAY

- 3.1 First Innings: 12:30pm – 3:05pm
Interval: 3:05pm – 3:25pm
Second Innings: 3:25pm – 6:00pm
- 3.2 For the sake of clarity, the interval between innings shall be taken at the conclusion of the first innings (regardless of the closing time of that innings), but shall not exceed 20 minutes in length

4. LIMITATION OF INNINGS (LAW 12)

- 4.1 Number of innings: Each match will consist of two innings on one day.
- 4.2 Number of overs:
 - (a) **Emerging Hearts Division One & First Grade:** Each match shall be limited to a maximum of 40 overs per innings.
 - (b) **Emerging Hearts Division Two:** Each match shall be limited to a maximum of 35 overs per innings

5. LATE START

- 5.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. Each team shall be allocated to bat for half of the total remaining overs.
- 5.2 **Closing Time:** For the purpose of determining the number of overs remaining to be bowled in a match which has a late start for any reason, the closing time for each match shall be 6pm.
- 5.3 **Interval:** The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.
- 5.4 Each team shall face 20 overs for the match to be deemed valid. 3.10pm is therefore the latest start time to complete a valid 20 over game (i.e. 40 overs x 4 minutes = 160 + 10mins change of innings: 3.10pm – 6.00pm).

6. INTERRUPTIONS DUE TO WEATHER

- 6.1 If weather interferes with play, the maximum number of overs in that match shall be reduced by a deduction of one over for each complete four minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes lost, three overs shall be deducted.
- 6.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 6.3 **Second Innings Target:** 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 of 20 overs unless the team batting first is all out sooner), 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 being calculated by the Duckworth Lewis Method.
- (a) Duckworth Lewis software is available via the CricHQ app, which can be downloaded for free for iOS and Android via the respective app stores.
 - (b) Where Duckworth Lewis is unavailable the target score shall be calculated as follows:
 - i. The target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first.
 - ii. If the team batting first was dismissed in less than its full entitlement of overs the calculation of the run rate shall be based on the full number of overs to which it was entitled.

7. THE RESULT (LAW 21)

- 7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, the match shall be deemed abandoned and competition points shared.
- 7.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match shall be deemed a draw and competition points shared.

8. BOWLING RESTRICTIONS

8.1 Number of overs per bowler:

(a) **Emerging Hearts Division One & First Grade:** no bowler shall bowl more than 8 overs in each match.

(b) **Emerging Hearts Division Two:** no bowler shall bowl more than 7 overs in each match.

8.2 **Late Start:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.

9. THE OVER

9.1 **Emerging Hearts Division One & Division Two:** Each over shall contain 6 fair deliveries, and a maximum of 8 regardless of legality.

10. THE BALL (LAW 5)

10.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of Section 3 shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

11. OTHER CONDITIONS:

11.1 **Scoring:** All scoring should be undertaken from the side-line. Standing umpires should not also complete a scorebook.

11.2 **Parents as umpires:** Where possible a parent should not umpire while their daughter is batting.

TWENTY20 PLAYING CONDITIONS

12. Any competition Twenty20 games shall be played using the above playing conditions with the following exceptions.

12.1 The maximum number of overs in any innings shall be 20.

12.2 No bowler may bowl more than 4 overs in an innings.

12.3 There is no reduction of overs rule for delays in play due to poor weather. If rain interferes in a match and play is unable to be continued without reducing the overs, then the match shall be deemed abandoned and competition points shared.

12.4 An old ball may be used upon acceptance of that ball by both captains.

12.5 All wides and no-balls that occur in the final over of each innings are to be re-bowled.