

SECTION 5

MEN'S PREMIER AND PREMIER RESERVE GRADE LIMITED OVER CHAMPIONSHIP COMPETITION

All men's Premier and Premier Reserve 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;
- (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 be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority.

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

1. THE COMPETITION

1.1 Grade Composition:

- (a) At the commencement of the season, ACA will allocate 14 Premier Grade teams into one of two seven-team sections of the Premier Grade limited over championship competition.
- (b) At the commencement of the season, ACA will allocate 16 Premier Reserve Grade teams into a separate Premier Reserve Grade Major Championship competition consisting of 8 teams and a separate Premier Reserve Grade Minor Championship competition consisting of 8 teams.

1.2 Premier Grade Competition Structure:

- (a) **Preliminary Round:** Once the 14 teams are allocated to one of two sections (White or Blue) they will play a series of seven matches against the seven teams in the opposing section.
- (b) **Knockout Stage:** At the conclusion of the Preliminary Round the top three finishing teams in each section shall advance to the knockout stage. The winners of each section will qualify automatically for a home semi-final. The other two teams in each section will play each other in a preliminary semi-final with home advantage to the team finishing second in each section

The draw for the preliminary semi-finals is as follows:

Game 1: 2nd White Section v 3rd White Section
Game 2: 2nd Blue Section v 3rd Blue Section

The winners of the preliminary semi-finals will advance to the semi-finals.

The draw for the semi-finals is as follows:

Game 1: 1st White Section v winner preliminary semi-final White Section
Game 2: 1st Blue Section v winner preliminary semi-final Blue Section

The winners of the semi-finals will advance to the final.

- 1.3 **Premier Reserve Grade Competition Structure:**
- (a) **Preliminary Round:** Each of the 8 teams in the Premier Reserve Grade Major and the Premier Reserve Grade Minor competitions will play a round robin series of seven matches against the seven other teams in the same competition.
 - (b) **Final:** At the conclusion of the Preliminary Round, the teams placed first and second in each of the Premier Reserve Grade Major and the Premier Reserve Grade Minor competitions will compete in the final for the relevant competition.

2. THE FINALS

- 2.1 **Date:** The Men's Premier Grade limited over final will be played on Sunday 19 March 2017. The Men's Premier Reserve Grade Major and Minor limited over finals will each be played on Sunday 19 February 2017 at a ground to be specified by the ACA.
Final: The winners of the semi-finals advance to the final, with the venue being Eden Park #2 (subject to availability). Should Eden Park not be available then, subject to ACA approval and otherwise as specified by ACA, the winner of the toss of a coin shall have home ground advantage.
- 2.2 **Reserve days:** Should any preliminary semi-final, semi-final or final be cancelled or abandoned, the match shall be played on the next available reserve day specified in clause 3.2 or 3.3 as appropriate. Should any of these days conflict with the availability of the original venue, the captains of the teams playing in the match will toss a coin with the winner taking the home advantage, provided that its ground is both available and of the required standard for play in the opinion of the ACA.
- 2.3 **Tied final match on last available reserve day:** In the event of the last available reserve day being required to play the final and the result of that match being a tie, the match shall be replayed on a date to be determined by the ACA.

3. RESERVE DAYS

- 3.1 **Preliminary Rounds:** There shall be no reserve day for any of the Preliminary Round matches.
- 3.2 **Premier Grade Knockout Stages and Finals:** The reserve days scheduled for the Premier Grade preliminary semi-finals, semi-finals and final are: for the preliminary semi-finals 12 February 2017, for the semi-finals 26 February 2017, and for the final **26 March 2017**. Should there be a need for additional reserve days, ACA will allocate them accordingly.
- 3.3 **Premier Reserve Grade Finals:** The reserve day for the Premier Reserve Grade finals is 26 February 2017.

4. HOURS OF PLAY

- 4.1 First session: 11:00am – 2:30pm
Interval: 2:30pm – 3:10pm
Second Session: 3:10pm – 6:40pm
- 4.2 Where the start of play is delayed or 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
Up to 20 minutes	40 minutes
Between 20 and 80 minutes	35 minutes
Between 80 and 110 minutes	30 minutes
Between 110 and 140 minutes	20 minutes
More than 140 minutes	10 minutes

4.3 **Completion:** There shall be a five minute interval at the completion of 25 overs in each innings, but if a wicket falls in the 25th over this five minute interval shall be taken immediately. The closing time for each match shall be 6.40pm.

5. LIMITATION OF INNINGS (LAW 12.1)

5.1 **Number of innings:** Each match will consist of two innings on one day.

5.2 **Number of overs:** Each team shall bat for one innings which shall consist of a maximum of 50 overs.

5.3 **Completion of innings:** If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3½ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled in the 3½ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.

5.4 **Limitation on overs in second innings:** If the last wicket in the first innings falls within two minutes of the expiration of the 3½ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).

5.5 **Dismissal:** Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

5.6 **Extension of innings:** If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 5.3, 5.4, or 5.5 of this section, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

6. LATE START

6.1 **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.

6.2 **Bowling restrictions:** 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. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs. For the sake of clarity, where the total remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

6.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall be 6.40pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

7. INTERRUPTIONS DUE TO WEATHER

7.1 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the number of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.

- 7.2 **Second Innings Target Premier Men's Grade Only:** 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 was 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 which is inbuilt into the CricHQ application.
- 7.3 **Second Innings Target – Premier Reserve Men's Grade Only:** Subject to clauses 7.5 and 7.6, if, with no further play possible, the team batting second has not had the opportunity to complete the agreed number of overs, after the minimum number of overs required to constitute a match have been bowled, and has neither been all out, nor has passed its opponents score, the result shall be decided as follows: The runs scored by the team batting second shall be compared with the runs scored by the team batting first in the same number of overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total of the number of overs bowled to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.
- 7.4 Subject to clauses 7.5 and 7.6, if, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs as are available to the team batting second, counted back from the end of the innings of the side batting first, or one more run than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.

Examples of Application of Rules 7.3 and 7.4:

- (a) Side batting first scores 215 in 50 overs (50 in the first 20 overs, 165 in the remaining 30 overs.) Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 166, being one more run than the runs scored by the side batting first) over its last 30 overs (at an average of 5.5 runs per over)
- (b) Side batting first scores 215 in 50 overs (110 in the first 20 overs, 105 in the remaining 30 overs). Average run rate for the whole innings = 4.3 per over. Side batting second has 30 overs available to it. Target is 130 being one more run than the average runs per over achieved by the side batting first throughout the duration of its innings multiplied by number of overs bowled, or available, to side batting second ($4.3 \times 30 = 129$). This is higher than runs scored by the side batting first in its last 30 overs.
- 7.5 In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average 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 it was dismissed.
- 7.6 If the target score of the team batting second involves a fraction of a run, the target score becomes the next highest whole number (i.e. if the target score is 125.32 the winning score becomes 126) and there cannot be a tie.
- 7.7 During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

8. THE RESULT (LAW 21)

- 8.1 **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 of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 8.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where there is no reserve day allocated for the abandoned match, or an 'abandoned match' also occurs on the reserve day, both teams shall be awarded equivalent to the average number of points gained by teams that completed

matches in the same round or 1.5 points, whichever is higher. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 7.2 or 7.3 respectively.

8.3 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 points shall be shared between the two sides. Where the match is a knockout fixture (such as a preliminary semi-final, semi-final, or final of a competition) the result of the match will be determined as follows:

(a) The team who lost the least amount of wickets

(b) A 'bowl out' contest shall apply to achieve a result

Five players, from each side (selected from the players nominated for the match) will bowl, over-arm, two deliveries each at a wicket (conforming to Law 8) from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, and then the second bowler from Team A will bowl two deliveries and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval. If a bowler bowls a 'no-ball' it will count as one of his two deliveries but will not count towards the score of the team. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the wicket.

8.4 Net run rate calculations: Refer to clause 14 of Section 3.

9. BOWLING RESTRICTIONS

9.1 Number of overs per bowler: No bowler shall bowl more than ten overs in an innings. In the event of a delayed or interrupted match where the overs are reduced for both teams, or the team bowling second, Clause 6.2 shall apply.

10. NO BALL (LAW 24)

10.1 A bowler shall be allowed to bowl two short pitched deliveries per over. For a definition of short pitched deliveries see clause 21.1 of Section 3

In the event of the bowler bowling more than two fast short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 21.1 of Section 3.

10.2 For Men's Premier Grade Only: The delivery following all modes of no-ball shall be a 'free hit' for whichever batsman is facing it. If the delivery of 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' delivery, 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 a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker or if the no-ball was a result of a fielding restriction breach.

11. FIELDING RESTRICTIONS

11.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

11.2 In addition to the restriction in clause 11.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which

they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

11.3 The following fielding restrictions shall apply:

- (a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

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

11.4

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	First Powerplay	Second Powerplay	Third Powerplay
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

- 11.5 If play is interrupted during an innings and the table in 11.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 11.5

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

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

- 11.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 11.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

12. THE BALL (LAW 5)

- 12.1 **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.

13. SCOREBOARD AND GROSVENOR CUP POINTS

- 13.1 **Scoreboard:** The batting team shall keep a scoreboard up to date at all times.
- 13.2 **Scoring:** For Premier games the home team shall live score unless prior arrangement has been made with the away team to live score.
- 13.3 **Grosvenor Cup:** The Umpires Association shall take into account the operation of the scoreboard in respect of the award of the Grosvenor Cup.

14. CLUB COMPETITIONS

- 14.1 **Points:** All points gained in limited over competitions shall be applied towards the Club Championship