

SECTION 7

WOMEN'S PREMIER LIMITED OVER COMPETITION

All women's premier 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 teams players **MUST** play a FULL club season unless special circumstances prevent this.

N.B. Please refer to 'A guide to player eligibility' in the Club Cricket Handbook.

1. THE COMPETITION

1.1 Each team will play each of the other teams, at least once, in three separate competitions which are the Pritchard Cup, the Pearl Dawson Trophy and a Twenty20 competition. Competition formats are subject to change and shall be notified to each club prior to the commencement of the competition.

1.2 **Overall Premier Championship:** Each team will be awarded points equivalent to the reverse order of their finishing place in each competition and multiplied by a weighting which shall be Pritchard Cup x1, Pearl Dawson Trophy x1 and the twenty20 competition x1.5. (E.g. Pritchard Cup: 1st place awarded 8 points multiplied by 1 equals a weighted points of 8). The overall champion will be the team with the highest points after being multiplied by the weighting.

2. RESERVE DAYS

2.1 Reserve days may be allocated as and when required by ACA.

3. THE PLAYERS (LAW 1)

3.1 Each team shall be composed of 11 players. Teams may not play with less than 9 players.

4. HOURS OF PLAY

4.1 First Session: 11:30am – 2:45pm
Interval between innings: 2:45pm - 3:25pm
Second Session: 3:25pm - 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)

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 3¼ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but the second innings shall be limited to the same number of overs as it bowled in the 3¼ 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 3¼ 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, 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 numbers 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.

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 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 numbers 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:** 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 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. 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 7.3 of this section.
- 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 semi-final or final of a competition) the match shall be replayed on the next date set down for play in that competition. Where no date is set down (e.g. When a final is tied on the last advertised reserve day for the competition, a date may be set for the replay by the ACA.)
- 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 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 25.15 yards (23 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. CLUB COMPETITIONS

- 13.1 **Points:** All points gained in the women's premier grade limited over competitions shall be applied towards the Club Championship.