

# MEN'S GRADE CRICKET LIMITED OVERS CHAMPIONSHIP MATCHES

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All men's Grade Cricket limited over competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The Auckland Cricket general playing conditions;
- (c) The conditions specified in Laws of Cricket (2017 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 Each team shall play each other team once. Match and bonus points gained from these matches shall be added to the match and bonus points gained in the Two Day Competition.
- 1.2 Formats are subject to change due to grade entries received not being compatible with the eight team per grade format outlined in 1.1.

## 2. BONUS POINTS

- 2.1 Bonus points as detailed in clause 13.2 of section: General Playing Conditions will apply in addition to match points. These points will apply only to the overall championship points tables. Finishing positions at the end of the round robin series of matches will be decided by match points only. Should teams be tied on Match points the following method will determine final placings:
  - (a) Net Run Rate, if still tied then,
  - (b) Bonus Points

## 3. HOURS OF PLAY

- 3.1 First Innings: 12:00pm – 3:00pm  
Interval: 3:00pm – 3:20pm  
Second Innings: 3:20pm – 6:20pm

## 4. LIMITATION OF INNINGS (LAW 13.1)

- 4.1 **Number of innings:** Each match will consist of two innings on one day.
- 4.2 **Number of Overs:** Each limited over match shall consist of a maximum of 45 overs in each 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.
- 5.2 **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.

- 5.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 7.1 and 7.2), the closing time for each match shall be 6.30pm, 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.

## 6. INTERRUPTIONS DUE TO WEATHER

- 6.1 **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.

- 6.2 **Second Innings Target:** Subject to clauses 6.4 and 6.5, 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.

- 6.3 Subject to clauses 6.4 and 6.5, 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 6.2 and 6.3:

- (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)
- 6.4 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.
- 6.5 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.
- 6.6 During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

## 7. THE RESULT (LAW 16)

- 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, a “no result” 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 45 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.2.
- 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 points shall be shared between the two sides.
- 7.4 **Net run rate calculations:** Refer to clause 14 of section: General Playing Conditions.

## 8. BOWLING RESTRICTIONS

- 8.1 **Number of overs per bowler:** No bowler shall bowl more than nine 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 5.2 shall apply.

## 9. NO BALL (LAW 21)

- 9.1 A bowler shall be allowed to bowl one short pitched delivery per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease.
- 9.2 In the event of the bowler bowling more than one short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 6.2 of section: General Playing Conditions.

## 10. FIELDING RESTRICTIONS

- 10.1 **No restrictions:** At the instant of delivery, there shall be no more than 5 fieldsmen on the leg side.

## 11. THE BALL (LAW 4)

- 11.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 of section: General Playing Conditions shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

## 12. CLUB COMPETITIONS

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