

# ONE DAY ADULT GRADE COMPETITIONS – PROVISIONAL

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All one day adult grade 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 **Grading Rounds:** Each grade shall consist of 10 teams. A nine week grading round will take place with each team playing each other team in the grade once. Points will be awarded in accordance with clause 13.1 of section: General Playing Conditions.

1.2 **Championship rounds:** After the conclusion of the grading rounds, the competition will take the following format:

- (a) the two teams which have the highest number of points will be promoted into the next highest grade, and the two teams which have the lowest number of points will be relegated to the next lowest grade
- (b) All grades will play a further nine championship rounds with points awarded in accordance with clause 13.1 of section: General Playing Conditions. The team with the highest number of points at the conclusion of the Championship rounds will be the winner of their respective grade. For the sake of clarity there will be no finals rounds.

N.B The Championship rounds shall commence with all teams on zero points.

1.3 Formats are subject to change due to entries received not being compatible with the ten team per grade format shown above.

## 2. HOURS OF PLAY

2.1 First Innings: 12:30pm – 3:05pm  
Interval: 3:05pm – 3:25pm  
Second Innings: 3:25pm – 6:00pm

2.2 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.

## 3. LIMITATION OF INNINGS (LAW 13.1)

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

3.2 **Number of overs:** Each match shall be limited to a maximum of 40 overs per innings.

## 4. LATE START

- 4.1 **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.
- 4.2 **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.
- 4.3 **Interval:** The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.
- 4.4 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).

## 5. INTERRUPTIONS DUE TO WEATHER

- 5.1 If weather interferes with time after the commencement of play, there shall not be any subtraction of the number of overs specified in clause 3.2.
- 5.2 **Adverse weather:** If each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed abandoned and competition points shared.

## 6. BOWLING RESTRICTIONS

- 6.1 **Number of overs per bowler:** No bowler shall bowl more than eight overs in each match.
- 6.2 **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.

## 7. THE RESULT (LAW 16)

- 7.1 **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.

## 8. THE BALL (LAW 4)

- 8.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 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.

## 9. NO BALL (LAW 21)

- 9.1 Any delivery that passes or would have passed above the shoulder height of the batsman standing upright at the crease shall be called and signalled a no-ball.
- 9.2 In the event of a no-ball being called as per 9.1 above, the umpire shall invoke the procedures of cautioning as described in clause 6.3 of section: General Playing Conditions.

## SUNDAY ONE DAY GRADES PLAYING CONDITIONS

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10. **Any Sunday One Day Grade competition game shall be played using the above playing conditions with the following exceptions.**
- 10.1 All players must be at the ground for the toss by 12.45pm. The team (minimum of 7 players present) arriving late (after 1pm) forfeits the toss. Play must commence promptly at 1pm.
- 10.2 First Innings: 1pm – 3:20pm  
Interval: 3:20pm – 3:40pm  
Second Innings: 3:40pm – 6pm
- 10.3 The maximum number of overs in any innings shall be 35.
- 10.4 No bowler may bowl more than 7 overs in an innings.
- 10.5 **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.
- 10.6 **Approved balls:** Only balls which are approved balls as specified in clause 15 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.