

Provisional Auckland Business House Cricket Association (ABH Cricket)

PLAYING CONDITIONS

These rules are up to date and apply to all ABHCA games as of

10 August 2018

All proposed changes should be submitted to the committee in writing for voting and approval.

1. BYLAWS

These Playing Conditions shall be known as the "Bylaws" for the purposes of Rules 5.3 (b) (iii), 7.3 (e) and 12 of the Associations Rules. The Association Management Committee may vary or cancel these Playing Conditions from time to time as necessary.

2. MCC RULES

All matches shall be played in accordance with the Laws of Cricket as adopted by the MCC, except as otherwise provided or clarified by these Playing Conditions, and in all matters, the spirit of the game shall be upheld.

3. COMPETITION FORMAT

Each game will be of one (1) day duration limited to a maximum of 35 x 6 ball over's per side in each of their single inning. This is a one (1)-day cricket formatted competition. Refer Playing Conditions 12 and 13 regarding Wides and No Balls. The season commences on the 1st Saturday after Labour Weekend and ends on the last Saturday of March the following year, or if the 1st of April is a Saturday, then on the 1st of April. The competition requires some games to be played on a Sunday on outlying rounds. There is a break during the Christmas and New Year period and usually we do not play during Auckland Anniversary weekend.

4. HOURS OF PLAY

4.1 Hours of play will be from 1.00pm to 6.30pm on scheduled match days. Games must start at 1.00pm and definitely no later than 1.15pm. Any game not started by 1.15pm will result in a default by the team not ready to start by that time unless a delayed start is agreed by both captains. Refer Playing Conditions 6 and 21 regarding Minimum Number of Players required to start a game and Defaults. Refer Playing Condition 23 regarding delayed starts and change of innings in the case of Interruptions due to Weather. Under no circumstances shall play continue past 6.30pm on any of the grounds scheduled for ABHCA competition games.

4.2 There will be no official scheduled Drinks Break during an inning. The fielding captain may Elect to take a drinks break at the conclusion of the 17th or 18th over. If a wicket falls during the 17th or 18th over the fielding captain can elect to take drinks before the over is concluded. Drinks breaks are to be of no more than 5 minutes duration. Umpires are encouraged to retain some water for the benefit of batsmen and fielders when required. There should be no undue time wasted regarding the frequent taking of drinks.

4.3 A break of approximately 10 minutes shall be taken between innings at WHICHEVER of the following occurs first:

- a) When the batting side is all out.
- b) When 35 overs have been bowled to the side batting first.

4.4 To avoid disputes over time, the captains shall agree the time play commences by reference to a watch from both sides to be retained by either the scorers, umpires or the captains throughout the match, or by the captains themselves.

4.5 The Association may at its discretion employ the use of a bell or air horn or such instrument at the Auckland Domain to signal the start of play, change of inning. This will be an indication of time only as each game will be playing to slightly different times depending on how they are progressing.

5. TOSS

The toss shall be taken between 12:30 pm and 12.50pm if a team is not in position to toss at 12.50pm, they forfeit and their opponents are deemed to have won the toss.

The game must be commenced between 1.00pm and 1.15pm at the latest.

Playing Conditions 4, 6 and 21 regarding Hours of Play, Minimum Number of Players required to take the field and Defaults.

6. MINIMUM NUMBER OF PLAYERS PER TEAM

A team must have a minimum of 7 players ready and able to take the field at the time scheduled or a toss to be taken and before a game can be commenced. This applies to both batting and fielding sides. Any shortfall of players in a side can be either temporarily or permanently made up for the day from any extra players who may be around on adjacent games, such make up to be cleared with the opposition captain first.

7. 12TH MAN

7.1 A 12th man MUST NOT bowl or bat during the game in which they are 12th man. They can, however, carry out fielding, umpiring and scoring duties.

7.2 If a 12th man has not been nominated by the side fielding first and 11 players start the game, then any subsequent player shall be deemed to be a 12th man and the 11 players starting the game shall be deemed to be the playing 11 for fielding and batting purposes.

7.3 A 12th man may be nominated from the 11 players starting the game and Playing Condition 7.1 shall apply.

7.4 The team fielding second shall not permit a player to bowl if such player was not listed as one (1) of the 11 batsmen in their inning.

7.5 No player joining the game after the completion of the 1st inning shall be permitted to bat in the 2nd inning of the game.

7.6 Any reported breach of this playing condition may result in the offending team

forfeiting half the points gained for that match.

8. BATTING LIMITATIONS

8.1 The side batting 1st MUST NOT bat beyond 3.40pm except in those circumstances provided under Playing Condition 23 (Interruptions due to Weather). If by that time 35 overs have not been bowled, its inning shall be deemed to have been completed. An over commenced prior to 3.40pm shall be completed before the close of the inning.

8.2 The side batting 2nd will then be entitled to the same number of overs bowled to the team batting 1st and there shall be no restriction to the number of overs per bowler for the team fielding 2nd except as outlined in Playing Condition 23 below (Interruptions due to Weather) and subject to Playing Condition 9.2. Teams unable to bowl 35 overs in the allotted time will only disadvantage themselves by not being able to earn additional batting and bowling bonus points. On no account must play continue beyond 6.30pm on any of the grounds scheduled for ABHCA competition games. Any reported breach of this Playing Condition may result in the offending teams forfeiting half the points gained for that match. If by 6.30pm, the side batting 2nd has not received the same number of overs bowled to the side batting 1st, the game shall be won by the side with the higher average run rate. An over commenced prior to 6.30pm shall be completed before the close of the inning and game.

8.3 No player is entitled to have a runner while batting regardless of whether the injury was incurred prior to or during the game.

8.4 Any batsman may retire at any time providing that the batsman shall not bat again during that inning.

8.5 Any batsman retiring hurt is entitled to recommence their inning at the fall of any wicket but not before a wicket has fallen.

9. BOWLING LIMITATIONS

9.1 Each team should maintain a MINIMUM AVERAGE over rate of 16 overs per hour for each game in all circumstances. Teams unable to bowl 35 overs in the allotted time will only disadvantage themselves by not being able to earn additional batting and bowling bonus points throughout the season. No bowler may bowl more than 7 x 6 ball overs. Refer Playing Conditions 12 and 13 regarding Wides and No Balls. Refer Playing Condition 23 (Interruptions due to Weather) for further restrictions.

9.2 There shall be no restrictions to length of bowlers run up. However, bowlers and captains are encouraged to keep run ups to as short a length as possible to ensure the game is played at sufficient pace and to avoid any unnecessary time wasting. Bowlers should not waste time in getting back to their bowling mark between deliveries and field changes should be kept to a minimum.

9.3 Under arm bowling IS NOT permitted. No bowler shall bowl 2 consecutive overs.

9.4 If for any reason a player has to leave the field during an inning, that player must wait until the same number of overs have been bowled while they were off the field before they themselves can be permitted to bowl again. A player cannot resume the game and immediately start bowling until the required number of overs have been bowled.

To illustrate, if a player has left the field of play after 10 overs have been bowled and does not re-join the game until 15 overs have been bowled, then that player cannot start bowling until after another 5 overs have been bowled.(being the number of overs that the player was off the field), subject to Playing Condition 9.2.

Any player joining the fielding side after the game has started, must wait until the same number of overs have been bowled, prior to them joining the game, before they themselves can be permitted to bowl.

To illustrate, if a player joins the fielding side after 10 overs have been bowled, then that player cannot start bowling until after another 10 overs have been bowled (being the number of overs that the player was off the field).

In a game reduced to less than 35 overs per side which has not been affected by the weather, there shall be no restriction to the number of overs per bowler for the team fielding 2nd except subject to Playing Condition 9.2.

Each side shall use an **ABH approved new ball** for each match, which shall be presented to the opposing captain or inspection prior to an inning commencing. If a ball is not approved for use by the committee, the batting captain can request for an alternative ball to be used or provide the fielding side with an approved ball of sufficient quality and standard. Failing that, if the opposing captain agrees, a ball in good shape, retaining hardness and shine shall be used.

10. BOUNDARIES

10.1 Boundaries are to be agreed to by both captains before the commencement of each game and every player is to be made aware of what constitutes a boundary for that day and for that game.

10.2 A ball shall be regarded as a boundary if it is either intentionally or unintentionally stopped by a spectator or player from an adjacent game. This also applies if the ball should strike the wickets of an adjacent game.

11. WIDES

11.1 If a bowler delivers the ball so high over the batsman or so wide of the wicket, which, in the sole opinion of the umpire, does not give the batsman a reasonable opportunity to score, a Wide shall be called and signalled as soon as the ball passes the wickets at the strikers end.

11.2 A wide shall not be called if the ball passes between the batsman and the stumps. A wide shall not be called if the batsman, by moving, either brings the ball within reach or causes the ball to pass out of reach.

11.3 To assist the calling of wides, a line shall be painted outside the leg stump for both left and right hand batsman. A ball passing outside the offside line for a right hand batsman (a leg side wide for a left hand batsman) is not a wide and vice versa.

11.4 The "Return Crease" either side of the stumps is NOT necessarily the yardstick for measuring a wide.

11.5 Both captains need to agree on where wides should be called prior to the commencement to the game and inform their teams.

11.6 If the ball hits the batsman on the pads or anywhere else or the batsman hits a ball, a wide shall not be signalled.

11.7 During the first 30 overs of each innings, a wide shall be scored as two (2) runs and the ball is not to be re-bowled. If runs are scored following a wide delivery (i.e. byes, overthrows, or the ball goes to the boundary) all runs shall be scored as wides (i.e. 2 + extra runs scored)
For overs 31 to 35 each wide, one (1) run shall be scored to the batting side as a Wide and an extra ball shall be bowled. If runs are taken off such a delivery, then all runs shall be scored as Wides and an extra ball shall be bowled.

11.8 If a bowler bounces a ball above a batsman's head it shall be deemed a wide.

12. NO BALLS

12.1 A full toss above waist high regardless of the pace of the bowling shall be called and signalled as a No Ball. A ball passing over the strikers' shoulder but not above the head standing in an upright stance at the crease shall be called and signalled as a No Ball by either umpire as soon as the ball passes the batsman.

12.2 If no part of a bowlers' front foot is behind the "Popping Crease" whether grounded or not while delivering the ball, a No Ball shall be called and signalled.

12.3 If a bowler's back foot touches, crosses or is outside the "Return Crease" while delivering the ball, a No Ball shall be called and signalled.

12.4 If there are more than 2 fielders between the wicket keeper and behind square leg, a No Ball shall be called and signalled.

12.5 During the first 30 overs of each innings each No Ball not scored off by the batsman, two (2) runs shall be scored to the batting side as a No Ball and the ball shall not be re-bowled. If extra runs are scored following a No Ball delivery (i.e. byes, overthrows, or the ball goes to the boundary) all runs shall be scored as no balls (i.e. 2 + extra runs scored). If the batsman hits a no ball and scores runs scorers shall record two (2) runs as no balls and the additional runs are to be credited to the batsman.

12.6 For any No Ball called during overs 31 to 35, one (1) run shall be awarded to the batting side as a No Ball and an extra ball shall be bowled. Any additional runs following the No Ball call can then be added as described in 12.5 above.

13. SCORING

13.1 Each team is to provide their own scorebook for matches.

13.2 Each team should endeavour to provide a scorer for each game. If this is not possible, then it is the responsibility of the batting team to score both books.

13.3 Scorers shall sit in close proximity throughout the duration of the match and the scorebooks checked on a regular basis to ensure that they are in agreement. Scorers are not permitted to wander onto the field of play while carrying out their duties as scorer.

13.4 Scorers are to acknowledge the umpires that they have received and understood their signals for wides, no balls, boundaries, short runs etc.

13.5 Any discrepancy between scorebooks after the end of the 1st inning shall be resolved prior to the commencement of the 2nd inning. There shall be no discrepancy over the scores at the end of the match.

13.6 The batting team shall update team scoreboards after every 2 overs and after every over during the last 5 overs of an inning. Even though the scoreboard does not belong to the team that is batting, it is a courtesy to the team fielding and to the batsmen to keep this useful visual aid as up to date as possible.

14. UMPIRES AND UMPIRING

14.1 Each side will provide 2 umpires for the duration of their batting inning. Umpires may be rotated throughout the inning.

14.2 Umpires should have a thorough knowledge to make decisions on boundaries, wides, no balls, run outs, short runs, lbw's and any other matter relating to the game of cricket.

14.3 No umpire shall stand as an umpire from the bowlers' end for 2 consecutive overs.

14.4 No umpire shall smoke or drink alcohol while on the field of play. All umpires must be appropriately dressed as per the dress standards of the Association; however, alternative coloured clothing (other than red) is permitted so as to distinguish umpires from fielders. Shirtless umpires will not be condoned. No umpire shall use foul language or abuse opposition players while carrying out umpiring duties. Any reported breach of this Playing Condition may result in the offending team forfeiting half their points for that match.

14.5 All umpiring decisions shall be final and there will be no debate over them. Respectful questioning of the umpires' decision in a calm and orderly fashion is permitted.

14.6 Abuse of umpires or questioning their integrity WILL NOT be condoned. Any reported breach of this Playing Condition may result in the offending team forfeiting half their points for that match.

14.7 Umpires shall not have the power to send players off the field (sin bin). If there is a genuine concern regarding player conduct, this needs to be brought to the attention of the Associations Management Committee who will deal with these matters. Refer Playing Condition 18 regarding Player Conduct and Team Behaviour.

14.8 Any player undertaking umpiring duties is reminded of their sense of fair play and to

make the correct decisions to the best of their ability while carrying out their duties.

14.9 A fielding captain may request the captain of the batting side for an umpire to be replaced if it has become apparent that an umpire perhaps does not have the required knowledge or experience to carry out the duties of an umpire. The captain of the batting side should not unreasonably withhold such a request in the interests of fair play. The fielding captain is reminded that any such request is not to be taken lightly and every effort is to be made to work with the umpire before a request for a replacement is made.

15. DRESS STANDARD

15.1 Teams without a coloured team kit should wear white.

15.2 Red or any shade of red (including orange or crimson) coloured clothing is prohibited. This is important as we play with a red ball. This Playing Condition applies to umpires as well.

16. ARTIFICIAL CRICKET WICKETS

The wearing of metal spiked shoes on Artificial Cricket Wickets is strictly prohibited by bowlers, batsmen and wicket keepers. Metal spiked shoes maybe worn for out-fielding purposes, but must be changed when bowling, batting or wicket keeping. Any player contravening this Playing Condition will be requested to immediately change the footwear by an umpire or alternatively will take no further part in the game as a bowler, batsman or wicket keeper until the footwear is changed. Any batsman affected by this Playing Condition will be deemed to have retired hurt (refer Playing Condition 8 regarding Batting Limitations).

17. PLAYER CONDUCT AND TEAM BEHAVIOUR

17.1 Abuse of umpires or questioning their integrity will not be condoned. Any reported breach of this Playing Condition may result in the offending team forfeiting half their points for that match.

17.2 No player shall smoke or drink while on the field of play. No player shall use foul language or abuse opposition players and shall refrain from such conduct that may bring the game into disrepute. Any reported breach of this Playing Condition may result in the offending team forfeiting half their points for that match.

17.3 No player shall physically assault another player. Any reported breach of this WILL result in that player being banned from all matches under the control of the Association.

17.4 Formal warnings will be issued by the Association to players and teams regarding their conduct and behaviour after any complaint (written or verbal) of such has been received by the Association from other teams. Formal warnings issued by the Association will have a duration period of 12 months from the date issued during which any further reported complaints regarding player conduct or team behaviour will result in that player or team being ineligible to continue their membership with the Association with immediate effect. Any team affected by a complaint will be given the opportunity to respond before a formal warning is issued.

17.5 At all times, captains are responsible for the conduct of their team, both on and off the field, including the adherence to the Associations Dress Standard. This includes the behaviour of players waiting to bat and who are spectators during this period. Excessive banter and derogatory remarks towards opposition players will not be condoned.

18. SCORECARDS

18.1 Each team is to complete the online official scorecard (<http://www.businesshousecricket.co.nz/submit-results/>) for each match which is to be received by the ABHCA no later than 5.00pm on Wednesday following the match. Any team failing to do so by the required time may result in the forfeiture of all points gained for that match.

18.2 Any team failing to send in 80% of the official scorecards throughout the season shall be ineligible to win the Leopard Shield for Best and Fairest Team. Each team must also rate their opposition for Best and Fairest Team, otherwise they will not be eligible to win the Leopard Shield.

19. POINTS

Teams will receive 3 points for a win and 1.5 for a tie/draw/no result

* Addition of a separating teams who are even on points as per Auckland Cricket's guidelines for senior club cricket.

20. DEFAULTS

20.1 A default occurs when fewer than 7 players of a team are available to start play at the scheduled time and place according to the published draw or at an alternative venue as advised. If communication has taken place with both the opposition and a member of the Management Committee (Secretary, Treasurer or Chairperson), during the week before the scheduled game (no later than Thursday evening), that a member team will not be able to field a side, this will not be viewed as a default by that team for the purposes of determining whether any financial penalties should apply. However, the opposition will win by default in any case.

20.3 The Association Management Committee may question the future membership to the ABHCA of any team defaulting more than once in the same round or 3 times in a season unless there was very good reason for that having occurred.

20.4 Any team having made a commitment to the Association for inclusion in the ABHCA Competition for a season, will automatically forfeit their annual fees in the event that said team cannot fulfil the commitment through to the end of the season.

21. CANCELLATIONS

21.1 Cancellations shall only be made by the ground authority or the ABHCA's nominated weatherman (currently the Secretary). Information will be available on the ACA Info Line

on telephone number 815 4869. The cancellation will be stated as "Auckland Business House Cricket - no play today" or, the ABHCA Secretary or nominee will endeavour to text all captains to advise that games have been cancelled.

21.2 If a cancellation is announced prior to 11.00am, there will be no ABHCA competition games played that day, either at the Auckland Domain or at outlying grounds. Friendly games may of course be organised but will not count toward any points.

21.3 Any cancellations announced after 11.00am will be for closure of specific grounds only and may not affect games scheduled to be played elsewhere.

21.4 If there is confusion over the timing of the announcement of cancellations, the Management Committee will be the sole judge whether the cancellation applies to the whole competition or just to games played at the Auckland Domain.

21.5 If there is opportunity for the complete round to be replayed at a later date, the Management Committee will consider this and reschedule the round to be replayed.

22. INTERRUPTION DUE TO WEATHER

22.1 If the start is delayed by less than 30 minutes because of weather, there shall be no adjustment to the time for closure of the 1st inning which must occur at 3.40pm and the team batting 2nd shall be entitled to the same number of overs bowled to the team batting 1st.

22.2 Games will start as soon as possible after 1.00pm in the event that the weather does not permit a 1.00pm start. The final start time shall be 2.30pm and no games shall start after this time. Each team shall be entitled to bat for half the total time available less 10 minutes for change of innings in games with a delayed start exceeding 30 minutes. There shall be no further adjustments to time and the team batting 2nd shall be entitled to the same number of overs as was bowled to the team Batting 1st subject to there being sufficient time for a MINIMUM of 20 overs to be bowled to each side (minimum of 80 minutes batting time for each side).

22.3 The following formula is to be applied for determining the MAXIMUM number of overs per side and the MAXIMUM number of overs per bowler in games with a delayed start.

- a) Determine the total time available (in minutes) from the delayed start time to 6.30 pm.
- b) Deduct 10 minutes from this time for change of innings.
- c) Divide the resulting total minutes by 4 to determine the total number of overs for the game.
- d) Round the number of overs up to the next highest even number.
- e) Divide the resulting total number of overs for the game by 2 to determine the maximum number of overs for each side.
- f) Divide the number of overs for each side by 5 to determine the maximum number of overs per bowler.
- g) Any remaining overs after determining the maximum number per bowler, shall be distributed evenly at the ratio of 1 over per bowler for each unallocated over.

These overs can be allocated over the 5 bowlers or to a different bowler.

h) A break of approximately 10 minutes shall be taken between innings at whichever of the following occurs first:

- i. at a time equal to the delayed start time plus half of the resulting minutes as calculated in b) above.
- ii. when the batting side is all out
- iii. when the maximum number of overs have been bowled.

To illustrate, a game starting at 3.10pm will result in the following:

- a) Total time available between 3.10pm and 6.30pm is 3 hours 20 minutes - a total of 200 minutes.
- b) Deduct 10 minutes for change of innings - result = 190 minutes.
- c) Divide this time by 4 = total number of overs for the game amounting to 47.5 overs.
- d) Round the overs up to next highest even number = 48 overs.
- e) Divide this by 2 = a maximum of 24 overs per side.
- f) Divide this by 5 = a maximum of 4 overs per bowler with 4 unallocated overs remaining.

g) Allocate the 4 remaining overs between 4 of the 5 bowlers at the rate of 1 over per bowler or to a different bowler. In this case, 4 of the 5 bowlers are permitted to bowl a maximum of 5 overs each and 1 bowler would bowl 4 overs, or a 6th bowler may be used.

h) A break of approximately 10 minutes shall be taken at either 3.10pm plus half of 190 minutes, i.e., 4.45 pm, or when the batting side is all out, or when the maximum number of overs have been bowled.

22.4 A minimum of 20 overs must be available per inning to constitute a game. If neither side has the time and opportunity to bat for 20overs, the result is a draw. If a team has the time and opportunity to bat for 20 overs but is dismissed within 20 overs, then the result for that game will stand. If the team batting 2nd has not received a minimum of 20 overs by 6.30pm in a reduced overs game and there was sufficient time for the fielding team to bowl the required number of overs, the team with the higher average run rate shall be declared the winner. The time required to bowl 20 overs should be approximately 75 to 80 minutes maximum. As a guide, each over shall take on average 4 minutes to bowl.

22.5 If only the 2nd inning is affected, the side with the higher average run rate is the winner as long as a minimum of 20 overs have been bowled to the side batting 2nd or there was sufficient time for a minimum of 20 overs to have been bowled by 6.30pm. There shall be a reduction to the maximum number of overs each bowler is entitled to bowl for the team fielding 2nd in accordance with the following formula :-

22.6 The team fielding 2nd shall be entitled to bowl the same number of bowlers their maximum number of overs as was bowled by the team fielding 1st.

- a) The total amount of time lost is to be divided by 4. This provides the total number of overs lost due to the stoppage.
- b) Deduct this from the number of overs bowled by the team fielding 1st (being the maximum number of overs the team batting 2nd is entitled to). This provides the revised maximum number of overs the team fielding 2nd must bowl to the team batting.

c) The number of overs lost due to the stoppage shall be divided by 5 and this result shall be deducted from each bowler's maximum entitlement to determine the new maximum number of overs each bowler is entitled to bowl.

d) If by the time there is a stoppage in play some bowlers have already bowled their maximum number of overs, then any reduction will apply equally over the remaining bowlers. To illustrate, team batting 1st received 36 overs, 3 bowlers bowled their maximum 8 overs each and 2 bowlers bowled 6 overs each. Team fielding 2nd must bowl 36 overs, but no more than 3 bowlers are entitled to bowl their maximum of 8 overs each. During the 2nd innings, at approx. 5.15pm, there is a stoppage of play amounting to 20 minutes. By this time, 21 overs have been bowled and 2 bowlers have bowled their 8 overs. 20 minutes lost = 5 overs lost. Teams fielding 2nd must now bowl a maximum of 31 overs (36 overs less 5 overs lost). The 5 overs lost will be shared equally over 3 bowlers as 2 bowlers have already bowled their maximum entitlement.

e) In the event that no bowler in the team fielding 2nd has bowled their maximum entitlement before there is a stoppage in play, then their maximum entitlement will be adjusted. EG, in the above example, if 3 bowlers were entitled to bowl their maximum of 7 overs each (being the same number of bowlers that bowled 7 overs for the team fielding 1st), but none have bowled their maximum entitlement before the 20-minute stoppage in play at 5.15pm, then each of the 3 bowlers will have their maximum entitlement reduced to 6 overs.

22.7 In the event that a game starts on time at 1.00pm (or at the latest by 1.15pm) and the first inning is affected by the weather resulting in a stoppage of play exceeding 30 minutes, there will be one AND ONLY one adjustment to the scheduled time for closure of the first innings. The team batting 1st shall be entitled to extend their innings past 3.40pm by half the stoppage time subject only that the 2nd inning must be scheduled to start no later than 5.00pm. There shall be a reduction to the maximum number of overs each bowler is entitled to bowl for the team fielding 1st in accordance with the following formula:

a) The total amount of time lost is to be divided by 4. This provides the total number of overs lost due to the stoppage.

b) Deduct this from the number of overs to be bowled, i.e., 40. This provides the revised maximum number of overs the team fielding 1st must bowl to the team batting.

c) The number of overs lost due to the stoppage shall be divided by 5 and this result shall be deducted from each bowler's maximum entitlement to determine the new maximum number of overs each bowler is entitled to bowl.

d) If by the time there is a stoppage in play some bowlers have already bowled their maximum number of overs, then any reduction will apply equally over the remaining bowlers.

e) The team fielding 2nd shall be entitled to bowl the same number of bowlers their maximum number of overs as was bowled by the team fielding 1st.

22.8 The results of any games deemed to be completed on a day affected by the weather, will stand (i.e., low scoring matches).

23. DANGEROUS CONDITIONS

23.1 Although we play on artificial all weather wickets, the conditions can become dangerous for outfielders, bowlers and batsman. In this context, "Dangerous Conditions"

shall include heavy rain, continuous light drizzle, slippery and wet conditions, and excessive water on the outfield or parts of the outfield. "Dangerous Conditions" in this context does not include the overlapping and close proximity of adjacent fields and fielders.

23.2 In the event that conditions become less than adequate (dangerous) for the game to be continued, both captains MUST agree to continue the game bearing in mind the safety to players of both sides. If there is no agreement, play shall be suspended until such time as both captains agree to recommence. A captain is not obliged to agree to continue playing if they consider the conditions to be dangerous and no captain shall pressure the opposing captain to continue play.

23.3 No game shall continue in the event of heavy rain or continuous light drizzle.

23.4 Refer Playing Condition 23 (Interruptions due to Weather) for alteration to time and overs.

24. RESCHEDULING OF GAMES

24.1 There shall be no rescheduling of games except by written submission to the ABHCA Management Committee who will advise if a rescheduling will be permitted. Otherwise, games are to be played on the dates listed as per the published draw.

24.2 There shall be no "Double Headers", i.e. competition games played on a Saturday followed by a competition game on Sunday, unless these have been organised by the ABHCA Management Committee. The Association's Representative fixtures scheduled for Sunday's will take precedence over any other game.

24.3 Any team unable to field a side of at least 7 players on the scheduled day for a match will be deemed to have defaulted the game. Refer Playing Condition 21 for penalties for defaulted games.

24.4 Games that are rescheduled by agreement between teams without the prior consent of the Association Management Committee, shall be treated as practice games and no points shall be awarded to either team for that match.

24.5 Any team affected by other competitions during the season, which may conflict with the ABHCA organised competition, must provide the details in a written submission to the ABHCA Management Committee prior to the commencement of the season and finalisation of the draw. The Management Committee does not guarantee that allowances will be made in the draw to avoid the conflict or to reduce the impact of the conflict, but it may do so at its sole discretion.

25. DISPUTES AND COMPLAINTS

25.1 Captains and players are encouraged to resolve disputes immediately after they arise.

25.2 Where this is not possible, the matter should be referred to a committee member for adjudication.

25.3 Any adjudication by a committee member will be final and no correspondence or communication will be entered into following the decision.

25.4 Where this is not possible, or the dispute is still not resolved, details of the dispute must be submitted by both teams in writing to the Association Secretary to be received no later than 5.00pm on the Wednesday following the game. Any resulting decision by the Management Committee (which shall be advised to the affected teams in writing) will be final and no correspondence or communication will be entered into following the decision.

25.5 Any complaints re player conduct or team behaviour contrary to the spirit of the game or breaches of these Playing Conditions must be submitted in writing to the Association Secretary to be received no later than 5.00pm on the Wednesday following the game. The Management Committee will review these complaints and breaches of Playing Conditions and will take the appropriate action required to resolve the complaints and levy penalties in accordance with these Playing Conditions if appropriate.

25.6 Teams taking matters into their own hands by general publication to the Association membership and thus removing the opportunity for the Management Committee to review complaints and/or resolve matters, will find themselves not being supported by the Management Committee regarding the complaint.

26. PROMOTION/RELEGATION

26.1 Promotion/Relegation is compulsory and shall take place at the following times:

- a) After the completion of the 1st round of scheduled games (mid-way through each season).
- b) After the end of each season.

26.2 A team may not be relegated in the event that there is a vacancy in that division due to a team having resigned from the Association.

27. PENALTIES (FORFEITURE OF POINTS)

Any reported breach of these Playing Conditions may result in the forfeiture of match points as provided in specific Playing Conditions. If there is more than one reported breach by the same team during a match, the forfeiture of points will be cumulative with the possibility that the offending team may lose more than the points earned for that match. The Association Management Committee will review written submissions regarding breaches from both teams before deciding on any penalties. Any decision by the Association Management Committee regarding penalties will be final and no correspondence or communication will be entered into.

28. GENERAL

28.1 There shall be no restriction as to age or gender for eligibility of players to compete in games organised by the Association.

28.2 There shall be no practising on wickets prior to a game commencing.

28.3 The Council prohibits parking on grass verges and under trees at the Auckland Domain. To do so may incur parking fines and is entirely at the risk of the driver of the vehicle. The Association does not accept any responsibility in this matter; however, it may from time to time make arrangements with owners of suitable and adequate parking facilities surrounding the Auckland Domain for the use of their premises to reduce the risk of Parking Fines being issued.

28.4 Trophies are issued to grade round winners and individuals for outstanding performances and achievements at the Association's Annual Prize Giving event. Each winner is responsible for the return of their trophy in good condition to the Association Secretary prior to the next Annual Prize Giving. Any damages to trophies and lost trophies are to be made good by the holder of the trophy.

28.5 The Association prepares a list of Team Contact names with addresses, phone and fax numbers, and e-mail ID's. These lists are distributed to each Team for the purposes of enabling contact between teams. They are not to be used by anyone (other than the Association Management Committee and the ACA) for the purposes of general mail outs regarding cricket games, results, on field issues or for any other matter.

28.6 Teams are encouraged to participate and support the various ABHCA events such as Annual Prize Giving and Six A Side Tournament. Team representatives are also required to attend various ABHCA Meetings, such as Annual General Meeting, Captains Meeting and special meetings arranged from time to time.

28.7 All teams must fulfil their commitment to playing from the commencement of the season to the end of the season regardless of other sporting interests. Continual disregard of this condition will result in membership to the Association being revoked or non-acceptance of that teams subsequent application for membership in following years.