

MEN'S PREMIER AND PREMIER RESERVE GRADE TWO DAY CHAMPIONSHIP COMPETITION

All men's Premier and Premier Reserve Grade Two-day championship 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 Grade Composition:

- (a) At the commencement of the season, ACA will allocate 14 Premier Grade teams into a separate Premier Grade Major Championship consisting of 8 teams and a separate Premier Grade Minor Championship consisting of 6 teams.
- (b) At the commencement of the season, ACA will allocate 16 Premier Reserve Grade teams into a separate Premier Reserve Grade Major Championship consisting of 8 teams and a separate Premier Reserve Grade Minor Championship consisting of 8 teams.

1.2 Premier Grade Major Championship

- (a) **Preliminary Round:** Eight teams will play a series of seven matches against the other seven teams in the Major Championship (one complete round robin). All points gained in the Preliminary Round shall be carried through to the Seeded Round.
- (b) **Seeded Round:** At the conclusion of the Preliminary Round the teams will play one 'Seeded Round' according to their standing as at the conclusion of the Preliminary Round as follows; 1st vs 8th, 2nd vs 7th, 3rd vs 6th and 4th vs 5th, with the higher seeded team awarded the home venue subject to availability.
- (c) **The Winner:** At the conclusion of the eight matches the team with the highest points gained from the eight matches will be the champion.

1.3 Premier Grade Minor Championship

- (a) Six teams will play a series of eight matches against the other five teams in the Minor Championship.
- (b) **The Winner:** At the conclusion of the eight matches the team with the highest points gained from the eight matches will be the champion

1.4 Premier Reserve Grade Major and Premier Reserve Grade Minor Championships

- (a) **Preliminary Round:** The eight teams in the Premier Reserve Grade Major Championship and the eight teams in the Premier Reserve Grade Minor Championship will play a series of seven matches against the other seven teams in the relevant Championship (one complete round robin). All points gained in the Preliminary Round shall be carried through to the Seeded Round.

(b) **Seeded Round:** At the conclusion of the Preliminary Round the teams will play one 'Seeded Round' according to their standing at the conclusion of the Preliminary Round as follows; 1st vs 8th, 2nd vs 7th, 3rd vs 6th and 4th vs 5th, with the higher seeded team awarded the home venue subject to availability.

(c) **The Winner:** At the conclusion of the eight matches the team with the highest points gained from the eight matches will be the champion.

1.5 **Equal points:** Should two or more teams be equal on points, the following method(s) will determine the superior side:

- I. The team with the most match points
- II. If still equal, the team with the most first innings wins
- III. If still equal, the team with the most outright wins
- IV. If still equal, the team with the most bonus points
- V. If still equal, the team with the most victories over the team(s) with which it is tied.

2. HOURS OF PLAY

2.1 First session

- (a) **Premier:** 11:00am – 1:20pm
- (b) **Premier Reserve:** 11:00am – 1:10pm

2.2 Second session

- (a) **Premier:** 2:00pm to 4:10pm (subject to clause 8.1)
- (b) **Premier Reserve:** 1:50pm to 4:00pm (subject to clause 8.1)

2.3 Final session

- (a) **Premier:** 4:30pm to 6:40pm
- (b) **Premier Reserve:** 4:20pm to 6:30pm

N.B. The session closing time shall be observed only if (i) the required number of overs have been completed or (ii) if time is lost, in which case the closing time shall be used to calculate the number of overs remaining in the day. (Refer clause 4.3 of this section).

3. LIMITATION ON FIRST INNINGS IN TWO DAY MATCH (LAW 13.1)

3.1 The team which bats first shall not be entitled to bat beyond the first day except if playing time is lost on that first day through weather or ground conditions. If time is lost, that team may continue its innings on the second day and may bat for a time equivalent to the longer of:

- (a) half the time lost on the first day; or
- (b) The number of overs equivalent to half the time lost on the first day; or
- (c) Subject to clause 7.2, 50 overs, unless the side batting first is dismissed or chooses to declare its innings closed in less than this time.

N.B. The team batting first shall be entitled to bat into the second day for half of all time lost on the first day. For the avoidance of doubt, "the time lost on the first day" shall be the total of all time lost on that day whether due to one stoppage or multiple stoppages,

3.2 Cancellation of the first day: If the first day of a match is cancelled for any reason, play on the second day shall commence at the appointed time (as per clause 2).

4. MINIMUM OVERS & OVER RATES

4.1 On each day of a Premier Grade match, a minimum of 100 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.2 On each day of a Premier Reserve Grade match, a minimum of 98 overs shall be bowled, based on an average of 15 overs bowled each hour.

4.3 **Reduction to minimum:** If play is suspended the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greatest number of overs.

- (a) Either one over for each full four minutes playing time remaining from the commencement (or re-commencement) of play to the scheduled time for the close of play
- (b) Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play.
- (c) Two overs are to be reduced from the minimum to be bowled for a change of innings, except where this occurs at a suspension of play (including the lunch and tea breaks), when there will be no reduction.

N.B. Time lost is to be calculated by assessing the time available remaining in the day working back from the final session closing time.

5. OVER RATE PENALTIES

5.1 An over rate of 15 six-ball overs is to be achieved in Premier Men's Two Day cricket. A penalty will be imposed on any team who fails to achieve this target in any innings of 30 or more overs duration.

5.2 A penalty of 0.1 competition point shall apply in each innings, for each over short of the minimum 15 overs per hour over rate. A team that reaches 5 Penalty Overs during the competition shall immediately have 0.5 point (5 x 0.1) deducted. A further 0.1 point will be deducted for every over short of the required rate in any future innings throughout the competition.

5.3 The calculation of over rates shall be made on actual playing time, after allowances are made for the following interruptions only:

- Lunch and Tea interval
- Intervals between innings
- Stoppage due to pitch, ground, weather, light and unforeseen delays or exceptional circumstances
- Injuries to players or umpires

5.4 Penalty overs shall not apply in an innings of less than 30 overs.

5.5 The umpires shall inform captains on an hourly basis of their team's over rate progress during each innings. It will be the responsibility of the umpires to meet with the captains at the end of the day's play to confirm that day's over-rate. Scorers will assist with calculations.

5.6 The umpires will be responsible for communicating any penalty overs to the Cricket Competitions Administrator via the Match report.

5.7 These penalties shall occur only in Premier Men's grade where there are officially-appointed umpires.

5.8 Where there are no officially-appointed umpires, both captains have the responsibility of ensuring the over rate is reasonable and that the game advances at a reasonable rate.

6. THE FOLLOW ON (LAW 14)

6.1 **Enforcement:** If a team batting second scores at least 100 runs less than the score of the team batting first as at the end of its innings, the opposing captain may elect to enforce the follow on, in which case the team batting second shall be required to bat again.

N.B. If no play is possible on Day One, the follow on may be enforced if the team batting second scores at least 75 runs less than the score of the team batting first.

7. DECLARATIONS AND FORFEITURE (LAW 15)

- 7.1 **Entitlement to declare:** The team batting first shall be entitled to declare its first innings closed on the first day but such declaration shall not be made before the elapse of one hour of actual playing time.
- 7.2 **Restrictive declaration:** Either team's first innings cannot be declared prior to a minimum of one hour of playing time, unless the batting team has been dismissed sooner.
- 7.3 **Mutual declarations:** Where umpires consider there has been an agreement between captains for mutual declarations, they shall report the matter to the judicial committee of the ACA in accordance with the bylaws. Where no official umpires are in attendance, the judicial committee may act on any information received. If the judicial committee finds such an agreement has been made, all points for both sides in that match shall be forfeited.

8. INTERVALS (LAW 11)

- 8.1 **Intervals:** The umpires shall allow:
- (a) A lunch interval of 40 minutes which may occur at a time other than that scheduled in clause 2.1 of this section, if, owing to the weather or state of the ground, an alteration to standard playing time has been agreed upon by the captains or ordered by the umpires. This interval may be reduced to a minimum of 20 minutes to allow for time lost on the same day to be recovered
 - (b) A tea interval of 20 minutes at the completion of the second session;
And
 - (c) An interval of 10 minutes between innings (note Law 11.9 shall apply)

9. ADVANCEMENT OF INTERVAL (LAW 11)

- 9.1 **Advancement:** If, in any match, adverse weather or ground conditions will or does curtail play, the captains may agree to advance the time for the commencement of a lunch or tea interval but they shall not advance any such time by more than 30 minutes.
- 9.2 **Priority of intervals:** If more than one match involving a tea interval is being played on a ground, the time for each tea interval may be amended by agreement between the umpires and the captains, but priority in respect of the time for a tea interval shall be given to matches according to the seniority of the grade.

10. INNINGS CLOSING NEAR INTERVAL (LAW 11)

- 10.1 **Inclusion of interval:** If an innings closes 15 minutes or less before the time fixed for a lunch or tea interval, such lunch or tea interval shall then be taken immediately and shall be deemed to include the 10-minute interval between innings. The interval shall remain the normal duration.
- 10.2 **Delayed Interval:** The umpires may decide to play 15 minutes (minimum of 3 overs) extra time at the scheduled interval if requested by either Captain, only if in the umpires' opinion, it would bring about a definite result in that session.

11. LAST HOUR OF MATCH (LAW 12.6)

- 11.1 **Number of overs:** Subject to clause 13 of this section, a minimum of 15 overs shall be bowled in the last hour on the final day of all competition matches. If both captains agree, the match may be concluded at any time during the last hour regardless of whether this minimum has been bowled. On the final day of a match, drinks shall be taken, either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

- 11.2 **Intervals between innings and interruptions of play:** If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour, there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration of any such interval or interruption.
- The minimum number of overs to be bowled after a resumption of play in the last hour shall be calculated as follows:
- (a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match or, in the case of a first interval or interruption, the deduction shall be made from a minimum of 15 overs. No time shall be made up for any interruptions that commence after the start of the last hour.
 - (b) In the case of a later interval or interruption, a deduction shall be made from the minimum number of overs which should have been bowled following the resumption of play in the last hour,
 - (c) The deductions shall be based on the following factors;
 - i) The number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption, in the last session of play;
 - ii) The number of overs lost as a result of the interval or interruption (one six-ball over for every full four minutes of interval or interruption);
 - iii) Any over left uncompleted at the end of an innings is to be excluded from these calculations;
 - (aa) Any over left uncompleted at the start of an interruption of play is to be completed when play is resumed and shall count as one over bowled;
 - (bb) An interval is to start at the end of an innings and shall end 10 minutes later. The interval is to start on the call of "time" and end on the call of "play"
 - (d) If an innings is completed and a new innings has commenced during the last hour of the match, the number of overs to be bowled in the new innings shall be an amount equal to the one over for every four minutes or part thereof remaining for play or alternatively a number of overs which is equal to the minimum quota of overs to be completed under the circumstances specified in (a), (b) and (c) above. In all cases, the alternative which allows the greater number of overs to be bowled shall be employed

12. LOSS OF TIME DUE TO WET WEATHER ON THE FIRST DAY

- 12.1 **Loss of time:** If playing time is lost on the first day due to adverse weather conditions and only one team has batted and that team has not completed its innings by the scheduled closing time for that day, that team may continue its innings on the second day for a time equivalent to half of any time lost on the first day, or half the numbers of overs lost on the first day, whichever is the greater.

13. CLAIMING TIME

- 13.1 **Claiming time:** The following rules shall apply to the claiming of time:
- (a) Time may be claimed only at the beginning of any session of play or at the resumption of a session after play has been suspended because of weather or light.
 - (b) Time may be claimed only by a team that is able to commence play when the opposing team is not able or willing to commence play.
 - (c) The time at which a team is deemed able to commence play is defined as follows:
 - i) Batting team: Both batsmen at the wicket are able and willing to commence.
 - ii) Fielding team: Team in position and the bowler able and willing to commence.

- (d) Time claimed commences from the time the claim is made, not from the scheduled starting time.
- (e) Where time has been claimed, then the total claimable time is the period between the time of lodging of the claim and the time when the offending team is ready to commence as defined in sub clause (c) above.

Example: In a match with a scheduled 11.00am start, the fielding captain, seeing that the batsmen are not at the wicket by 11.05am, lodges a claim with the umpires, then the time allowed in such a claim shall be the time from 11.05am until the time at which the batting team is ready to commence.

- (f) Time claimed on the first day may be taken at the end of either the first or second day, at the option of the claiming captain.
- (g) Where a captain exercises his right to use claimed time, then this time shall be taken at the end of play on the day chosen by the claiming captain.
- (h) When claimed time is taken at the end of the second day's play, then it shall be taken at the point of time when play would ordinarily cease. If it has taken more than one hour to bowl the minimum of 15 overs which must be played from the commencement of the scheduled last hour of the match, then the claimed time shall be taken after the completion of the 15th over.
- (i) When the actual period of claimed time expires part way through an over, then the over in progress shall be completed.

Example: A captain has successfully claimed two minutes at the beginning of the first day's play. He elects to take his claimed time at the end of the first day on which play is scheduled to end at 6.00pm. A new over commences at one minute to 6.00pm and is completed at 6.02pm when, ordinarily, play would cease. As the claiming captain has exercised his claim however, a further over is then commenced. In this example, play would continue until the end of the over in which the captain's claimed time is played out.

- (j) Once a captain has exercised his right to have the claimed time played, he shall not abandon that right part way through the playing out of the claim.
- (k) If both sides have separately claimed periods of time then the claimed periods, if taken at the end of the same day, are played cumulatively, not concurrently. For example, if team A has claimed four minutes and team B three minutes and both sides wish to exercise their claims on the same day, then the total claimed time to be played is seven minutes.
- (l) If, while playing out claimed time, the players are forced to leave the field due to adverse light or weather, play for the day shall end and any part of the claimed time not played shall not be claimed on any subsequent day of the match.
- (m) Time shall not be claimed if a team has not supplied its required set of stumps or does not have a scorer ready.

14. NO BALL (LAW 21)

- 14.1 A bowler shall be allowed to bowl two short pitched deliveries 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.

14.2 In the event of the bowler bowling more than two short pitched deliveries 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.

15. THE BALL (LAW 4)

15.1 **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.

16. SCOREBOARD AND GROSVENOR CUP POINTS

16.1 **Scoreboard:** The batting team shall keep a scoreboard up to date at all times.

16.2 **Scoring:** For Premier Grade games only the home team shall provide a continuous live score to ACA unless prior arrangement has been made between the teams for the away team to provide the same.

16.3 **Grosvenor Cup:** The Umpires Association shall take into account the operation of the scoreboard in respect of the award of the Grosvenor Cup.

17. CLUB COMPETITIONS

17.1 **Points:** All points gained in a men's two-day competition shall count towards regular club competitions and the Club Championship.