

# WOMEN'S PREMIER TWENTY20 COMPETITION

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All Women's Premier Twenty20 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.

**NB** Refer to clause 19 of the ACA General Playing Conditions for Player Eligibility Criteria for Premier Women.

## 1. THE COMPETITION

1.1 **Overall Premier Championship:** Each team will be awarded points equivalent to the reverse order of their finishing place in each competition. The overall champion will be the team with the highest points.

### 1.2 Competition Structure:

(a) **Preliminary Round:** Will comprise a series of ten rounds with six teams playing each other. The team's placed second and third at the end of the Preliminary Round will compete in a Preliminary Final, with the winner of that fixture playing the team placed first at the completion of the Preliminary Round in the Final at a venue as allocated by ACA. If two teams are tied on points at the end of the Preliminary Round, the following method(s) will determine the superior side:

- I. The team with the most number of wins.
- II. If still equal, the team with the highest Net Run Rate (NRR), in accordance with the formula set in clause 14 of the ACA General Playing Conditions.
- III. If still equal, the team with the most number of wins over the other team(s) with which they are tied.
- IV. If still equal, the team with the higher runs scored per wicket lost. A team's runs scored per wicket is calculated by dividing the team's total runs scored by the total wickets lost during the preliminary rounds.

(b) **Preliminary Final:** Will be played on the morning of Sunday 10 February at the same venue as the Final. If the game is abandoned or cancelled, there will be no reserve day, and the superior side will be the team which finished higher at the completion of the Preliminary Round.

(c) **Final:** Will be played on the afternoon of Sunday 10 February.

(d) **Reserve Days:** Should the Final be cancelled or abandoned, the reserve day is Sunday 17 February.

1.3 **Abandoned Final on the reserve day:** In the event of neither team winning the Final due to an abandoned match, the Competition will be awarded to the higher seeded team at the completion of the Preliminary Round, if they are tied clause 1.2(a) will be used.

**Matches shall be played in accordance with the rules for Premier Women's Grade Limited Overs cricket with the following exceptions:**

**2. HOURS OF PLAY**

**2.1 Morning Games**

First Innings: 11:00am – 12:20pm

Interval: 12:20pm – 12:30pm

Second Innings: 12:30pm – 1:50pm

**2.2 Afternoon Games**

First Innings: 3:00pm – 4:20pm

Interval: 4:20pm – 4:30pm

Second Innings: 4:30pm – 5:50pm

**2.3 Closing Time:** The closing time for each match shall be; 2:20 pm for 'Morning' games, 6:20pm for 'Afternoon' games, provided that a minimum of 5 overs per team can be completed. If a minimum of 5 overs per team cannot be completed, the match shall be declared abandoned.

**3. NUMBER OF OVERS**

**3.1** Each team shall bat for one innings which shall consist of a maximum of 20 overs. A minimum of 5 overs per team must be scheduled to constitute a match.

**4. TIMED OUT (LAW 40)**

**4.1** Law 40 shall apply except that the incoming batsman must be in position to take guard or for her partner to be ready to receive the next ball within one minute & thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make her way to the pitch immediately after a wicket falls.

**5. OVER RATE PENALTIES**

**5.1** The following over rate penalties shall apply;

(a) Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour & twenty minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the team batting second is credited runs in this way and this consequently takes their score past that of the team batting first then the match shall be deemed to be won by the team batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for play.

For example, in an innings where the scheduled closing time is 8.20pm and there have been 18.4 overs bowled, with no allowances for time lost. The Umpires stop the game at 8.20pm, award six runs to the batting team immediately and notify both captains and the scorers. The scorers must adjust the score immediately and then play can continue.

(b) If the innings is terminated before the scheduled or re-scheduled "cut off" time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

(c) The Umpires will inform the fielding Captain of any time allowances as and when they arise. In addition, in all reduced over matches, the fielding team will be given one over leeway.

- (d) Over rate penalties apply only to innings of ten overs or more duration. Umpires shall apply the Penalty Run Laws for time wasting especially strictly. This is the only penalty for slow over rates in innings of less than ten overs.

## 6. THE RESULT (LAW 16)

- 6.1 **No result:** If play has been abandoned in a match and less than 5 overs have been faced by the team batting second, an 'abandoned match' shall be declared and competition points shared.
- 6.2 **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 preliminary final, or final) the result of the match will be determined as follows:
- a) **Preliminary Final:** In the event of a tied match, the superior side will be:
    - I. The team whose batters hit the most number of boundaries (fours and sixes).
    - II. If still equal, the team who lost the least number of wickets.
    - III. If still equal, the higher seeded team at the completion of the Preliminary Round.
  - b) **Final:** In the event of a tied match, the teams shall compete in a Super Over to determine which team is the winner (refer attached Appendix 1).
  - c) If following a tie, weather conditions prevent the Super Over or Bowl Out from being completed, the Final will be abandoned and postponed to the Reserve Date, if it is the Reserve Date, the following will be used to deem the superior side:
    - I. The team whose batters hit the most number of boundaries (fours and sixes).
    - II. If still equal, the team who lost the least number of wickets.
    - III. If still equal, the higher seeded team at the completion of the round robin stage, if they are tied clause 1.2(a) will be used.

## 7. BOWLING RESTRICTIONS

- 7.1 **Number of overs per bowler:** No bowler shall bowl more than four 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, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.

## 8. NO BALL (LAW 21)

- 8.1 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.  
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.
- 8.2 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.

## 9. FIELDING RESTRICTIONS

- 9.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

9.2 In addition to the restriction in clause 9.1 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.

- (a) Subject to 9.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- (b) 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.
- (c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- (d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

9.3 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs 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 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Total Overs in Innings	Number of overs for which restrictions apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- (a) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

9.4 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

## **Appendix 1 Super Over**

### Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted for a Finals match.

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match (or reserve day if it is utilised) at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed Note: re unfit light conditions see clause 13 below.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the main match shall also apply in the Super Over.
6. Any penance time being served in the main match shall be carried forward to the Super Over.
7. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
8. The team batting second in the match will bat first in the Super Over.
9. The ball used will be the same one as used by the respective sides in their bowling innings. If this ball is unavailable, the umpires will select an adequate replacement, no new balls can be used.
10. The loss of two wickets in the over ends the team's one over innings.
11. The winner is deemed to be the team with the most runs from their respective Super Over.
12. In the event of the teams having the same score after the Super Over has been completed, the following will be used to deem the superior side:
  - I. The team whose batters hit the most number of boundaries (fours and sixes) combined from its two innings in both the main match and the Super Over shall be the winner.
  - II. If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.
  - III. If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

Example		
Runs Scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings, however team 1 scored 2 runs from its 4th ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

13. The Umpires shall determine the suitability of the light. Only in the event bad light prohibits the application of the Super Over, then a Bowl Out shall take place as below.

### **Bowl Out**

Procedure for the Bowl Out

The following procedure will apply if the Umpires deem the light unfit to apply a Super Over.

1. Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.
2. The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.
3. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.
4. If a bowler bowls a No Ball it will count as one of his two deliveries but will not count towards the score of the team.
5. Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.