

SATURDAY & SUNDAY MEN'S TWENTY20 COMPETITION

All 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.

1. THE COMPETITION

- 1.1 Competition formats are subject to change and the ACA shall, before the commencement of each season, establish the competition format.

2. HOURS OF PLAY

- 2.1 First Innings: 3:15pm – 4:35pm
Interval: 4:35pm – 4:45pm
Second Innings: 4:45pm – 6:05pm

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 team shall bat for one innings which shall consist of a maximum of 20 overs.

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.
- 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 6:05pm. If a minimum of 5 overs per team cannot be completed, the match shall be declared abandoned.

5. INTERRUPTIONS DUE TO WEATHER

- 5.1 **For Sunday T20 1A Grade Only (clauses 5.1 to 5.4 shall apply):** If weather interferes with play, the maximum number of overs in that match shall be reduced by a deduction of one over for each complete 4 minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes lost, three overs shall be deducted.
- 5.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 5.3 **Second Innings Target:** If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs unless the team batting first is all out sooner), then a revised target score

(to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Stern Method.

- (a) Duckworth Lewis Stern software is available via the CricHQ app, which can be downloaded for free for iOS and Android via the respective app stores.

5.4 **Adverse weather:** If Duckworth Lewis Stern is unable to be used and each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed abandoned and competition points shared.

5.5 **For All Other T20 Grades (clauses 5.5 and 5.6 shall apply):** 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.

5.6 **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.

N.B. For the avoidance of doubt the only grade which DLS applies to is Sunday T20 1A.

6. THE RESULT (LAW 16)

6.1 **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 shall be deemed a draw and competition points shared.

7. BOWLING RESTRICTIONS

7.1 **Number of overs per bowler:** No bowler shall bowl more than four overs in each match or the equivalent of one-fifth of the total overs in a reduced game.

7.2 **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.

8. TIMED OUT (LAW 40)

8.1 Law 40 shall apply except that the incoming batsman must be in position to take guard or for his 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 his way to the pitch immediately after a wicket falls.

9. BATSMAN RETIRING (LAW 25)

9.1 Batsman are to retire immediately when they reach a score of 30. They may resume their innings only if the remaining batsmen in their side have been dismissed. If more than one player has retired, they can return in any order, not simply the order in which they originally came to the crease.

9.2 Saturday and Sunday T20 1A: Clause 9.1 shall apply except that batsman shall retire when they reach a score of 50.

10. THE BALL (LAW 4)

10.1 **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. An old ball shall be used only on the acceptance of that ball by both captains.

11. NO BALL (LAW 21)

- 11.1 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.
- 11.2 In the event of a no-ball being called as per 11.1 above, the umpire shall invoke the procedures of cautioning as described in clause 6.3 of section: General Playing Conditions.