

# WOMEN'S PREMIER RESERVE

---

All women's Premier Reserve 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 Competition formats are subject to change and the ACA shall, before the commencement of each season, establish the competition format.

## 2. THE PLAYERS (LAW 1)

- 2.1 Each team shall be composed of 9 players. Teams may not play with less than 7 players.
- 2.2 Teams may select ten players. In any situation where ten players are being used by any team, the captain of a team which has an additional player must advise the opposition captain of the name of the player in her side who will bat but not bowl and the name of the player who will bowl but not bat. Neither of these players shall be allowed to be the wicket-keeper. This advice must be provided prior to the commencement of the match.
- 2.3 A team with ten players must only have nine players on the field at any one time.
- 2.4 There will be no "stand-down" time on a player who comes into the game and wishes to bowl after being on the side-line.

## 3. HOURS OF PLAY

- 3.1 First Innings: 12:30pm – 3:05pm  
Interval: 3:05pm – 3:25pm  
Second Innings: 3:25pm – 6:00pm
- 3.2 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

## 4. LIMITATION OF INNINGS (LAW 13.1)

- 4.1 Number of innings: Each match will consist of two innings on one day.
- 4.2 Number of overs: Each match shall be limited to a maximum of 35 overs per innings.

## 5. LATE START

- 5.1 **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.

- 5.2 **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.
- 5.3 **Interval:** The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.
- 5.4 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).

## 6. INTERRUPTIONS DUE TO WEATHER

- 6.1 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 four minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes are lost, three overs shall be deducted.
- 6.2 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.
- 6.3 **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 20 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.
- 6.4 **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.

## 7. THE RESULT (LAW 16)

- 7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, the match shall be deemed abandoned and competition points shared.
- 7.3 **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.

## 8. BOWLING RESTRICTIONS

- 8.1 **Number of overs per bowler:** no bowler shall bowl more than 7 overs in each match.
- 8.2 **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.

## 9. THE OVER (LAW 17)

- 9.1 Each over shall contain 6 fair deliveries, and a maximum of 8 regardless of legality.

## 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. A new ball shall be used in each innings of each side.

## 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.

## 12. OTHER CONDITIONS:

12.1 **Scoring:** All scoring should be undertaken from the side-line. Standing umpires should not also complete a scorebook.

12.2 **Parents as umpires:** Where possible a parent should not umpire while their daughter is batting.

## TWENTY20 PLAYING CONDITIONS

---

13. Any competition Twenty20 games shall be played using the above playing conditions with the following exceptions.

13.1 All players must be at the ground for the toss by 12:45pm. The team (minimum of 7 players present) arriving late (after 12:45pm) forfeits the toss. Play must commence promptly at 1pm.

13.2 First Innings: 1pm – 2:20pm  
Interval: 2:20pm – 2:30pm  
Second Innings: 2:30pm – 3:50pm

13.3 The maximum number of overs in any innings shall be 20.

13.4 No bowler may bowl more than 4 overs in an innings.

13.5 There is no reduction of overs rule for delays in play due to poor weather. If rain interferes in a match and play is unable to be continued without reducing the overs, then the match shall be deemed abandoned and competition points shared (no DLS).

13.6 **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, games shall finish at 4:30pm.

13.7 An old ball may be used upon acceptance of that ball by both captains.

13.8 All wides and no-balls that occur in the final over of each innings are to be re-bowled.