



**Auckland Cricket  
NZCT Qualifying Stage  
Playing Conditions 2019**



Normal rules of cricket apply with the following exceptions.

- i) No player can play for more than one team during each qualifying stage.
- ii) All players must be entered into CricHQ prior to the match.
- iii) Each innings shall consist of 20 overs (unless the batting side is all out sooner).
- iv) The minimum number of overs in any innings required to constitute a match is 10. Unless one team has been dismissed in less than 10 overs.
- v) In the event that rain interrupts play, the game shall be reduced by one over for every 3.5 minutes lost. The object should always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs.
- vi) If play is reduced in the innings of the team batting second, their target score shall be calculated by DLS as calculated by CricHQ.
- vii) 'No Balls' are not to be re-bowled except for those delivered in the final over of each innings (the 20<sup>th</sup> in any non-rain affected game). Two (2) runs (plus any runs scored from the bat or from byes or leg byes) will be awarded to the batting side for each no ball. Including in the final over of any innings.
  - a) Law 21 of the Laws of Cricket shall apply, and in addition, if a full pitched delivery passes, or would have passed above the waist height of the striker standing upright at the crease, the umpire shall call and signal 'No ball'.
  - b) Law 21 of the Laws of Cricket shall apply, and in addition, if a ball passes, or would have passed above the shoulder height of the striker standing upright at the crease, the umpire shall call and signal 'No Ball'
  - c) Free Hit  
The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for 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 batter is facing it. This will continue until a legitimate delivery is bowled for the batter. For any free hit, 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.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless: There is a change of striker; or the No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.



**Auckland Cricket  
NZCT Qualifying Stage  
Playing Conditions 2019**



- viii) 'Wides' are not to be re-bowled except for those delivered in the final over of each innings (the 20<sup>th</sup> in any non-rain affected game). Two (2) runs (plus any runs scored from byes) will be awarded to the batting side for each wide. Including in the final over of any innings.
- ix) No bowler may bowl more than one fifth of the overs in an innings i.e. for a 20 over innings the most a bowler can bowl is 4 overs.
- x) Fielding Restrictions
- No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions.
- At all times 1-2 players must be on the boundary behind square and 2-3 players must be on the boundary in front of square. At no time can more than 5 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.
- At least 1 player must be in a slip fielding position for the innings.
- If fielding restrictions are not met, the umpire will signal and call a 'no ball' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.
- xi) A 156gm Kookaburra Water Resistant Crown Pink Ball is to be used. The match ball does not have to be new, but umpires must agree that it is fit for play.
- xii) All Players must wear helmets when batting at all times and wicket keepers must wear helmets when standing up to the stumps for bowlers.
- xiii) In the event that the scores are tied at the conclusion of the game, the team that lost the least wickets shall be declared the winner. If both sides have lost the same number of wickets, the result shall be determined by a "bowl-out":
- a. Bowl Out
    1. Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on grass or hard surface, indoors or outdoors.
    2. The team with the highest number of hits will be deemed the winner.
    3. In the event of a tie, a further five bowlers will each bowl one delivery.
    4. If the scores are still tied, the above process will be repeated using the same groupings and until such time as the winner is found.
    5. If a bowler bowls a 'no-ball' it will count as their delivery but will not count towards the score of the team if the delivery hits the wickets.