

WOMEN'S PREMIER LIMITED OVER COMPETITION

All women's premier grade limited over 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 – 2019 edition) 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 Competitions.

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 from each competition.

1.2 Competition Structure:

(a) **Preliminary Round:** Will comprise a series of ten rounds with six teams playing each other. Teams will then play a Finals Round with 1 v 2, 3 v 4 and 5 v 6 for final standings, with the higher seeded team hosting their respective match subject to availability. 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 it is 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 Round.

(b) **Finals Round:** Will be played on Saturday 27 March.

2. RESERVE DAYS

2.1 The only Reserve Day will be for the 1 v 2 playoff and if this match is cancelled or abandoned on the first scheduled day, it will take place on Sunday 28 March at the same venue as planned subject to availability. If this ground is unavailable ACA will allocate a suitable venue. For the avoidance of doubt, no other Finals fixtures will have a reserve day (including 3 v 4 and 5 v 6 fixtures).

2.2 **Abandoned Final on the reserve day:** In the event of neither team winning the Final (1 v 2) due to an abandoned match, the Competition will be awarded to the higher seeded team at the completion of the Preliminary Round, if teams are tied, clause 1.2(a) will be used.

3. TIMED OUT (LAW 40)

- 3.1 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.

4. HOURS OF PLAY

- 4.1 First Session: 11:00am – 2:15pm
Interval between innings: 2:15pm - 2:55pm
Second Session: 2:55pm - 6:10pm

- 4.2 Where the start of play is delayed or interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time lost	Interval between innings
Up to 20 minutes	40 minutes
Between 20 and 80 minutes	35 minutes
Between 80 and 110 minutes	30 minutes
Between 110 and 140 minutes	20 minutes
More than 140 minutes	10 minutes

- 4.3 **Completion:** There shall be a five minute interval at the completion of 25 overs in each innings, but if a wicket falls in the 25th over this five minute interval shall be taken immediately. The closing time for each match shall be 6.40pm.

5. LIMITATION OF INNINGS (LAW 13.1)

- 5.1 **Number of innings:** Each match will consist of two innings on one day.
- 5.2 **Number of overs:** Each team shall bat for one innings which shall consist of a maximum of 50 overs. A minimum of 20 overs per team must be scheduled to constitute a match.
- 5.3 **Completion of innings:** If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3¼ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but the second innings shall be limited to the same number of overs as it bowled in the 3¼ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.
- 5.4 **Limitation on overs in second innings:** If the last wicket in the first innings falls within two minutes of the expiration of the 3¼ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).
- 5.5 **Dismissal:** Subject to clauses 5.3 and 5.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 5.6 **Extension of innings:** If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 5.3, 5.4, or 5.5, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

6. LATE START

- 6.1 **Reduction of Overs:** In the event of a late start for any reason, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game.
- 6.2 **Bowling restrictions:** 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. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs.
For the sake of clarity, where the total remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 6.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 8.1 and 8.2), the closing time for each match shall 6:40pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

7. INTERRUPTIONS DUE TO WEATHER

- 7.1 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.
- 7.2 **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 was 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 which is inbuilt into the CricHQ application.
- 7.3 During the innings of the side batting first, the scorers shall maintain a record of the total at the end of each over.

8. THE RESULT (LAW 21)

- 8.1 **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 of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 8.2 **No result:** If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Both teams shall be awarded equivalent to the average number of points gained by teams that completed matches in the same round or 1.5 points, whichever is higher. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 7.2 of this section.
- 8.3 **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 points shall be shared between the two sides. Where the match is a knockout fixture (such as the Finals Round) the result of the match will be determined as follows:
- a) In the event of a tied finals match, the teams shall compete in a Super Over to determine which team is the winner (refer attached Appendix 1).
 - b) If following a tie, weather conditions prevent the Super Over or Bowl Out from being completed, the match will be abandoned and postponed to the Reserve Date, if it is the

Reserve Date or a 3 v 4 or 5 v 6 match, the following will be used to deem the superior side:

- I. The team who lost the least number of wickets in their innings.
- II. If still equal, the team whose batters hit the most number of boundaries (fours and sixes).
- 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.

8.4 **Net run rate calculations:** Refer to clause 14 of section: General Playing Conditions.

9. BOWLING RESTRICTIONS

9.1 **Number of overs per bowler:** No bowler shall bowl more than ten 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, Clause 6.2 shall apply.

10. NO BALL (LAW 21)

10.1 **Short Pitched:** 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.

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 6.4 of section: General Playing Conditions.

10.2 **Free Hit:** 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 or if the no-ball was a result of a fielding restriction breach.

11. FIELDING RESTRICTIONS

11.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

11.2 In addition to the restriction in clause 11.1 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.

11.3 The following fielding restrictions shall apply:

- (a) 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.

At the instant of delivery:

- (b) During the first block of Powerplay Overs, no more than two (2) fielders shall be permitted outside this fielding restriction area.
- (c) During the second block of Powerplay Overs, no more than three (3) fielders shall be permitted outside this fielding restriction area.
- (d) During the non-Powerplay Overs, no more than four (4) fielders shall be permitted outside this fielding restriction area.

11.4 Subject to the provisions below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

- (a) **The first block of Powerplay Overs** (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- (b) **The second block of Powerplay Overs** (block of 5 overs in an uninterrupted match), shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration).
- (c) A batsman must nominate her team's Powerplay no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over.
- (d) Once a batsman has nominated a Powerplay, the decision cannot be reversed.
- (e) Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings this will begin at the start of the 36th over).
- (f) 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 1st and 2nd innings of the match

Innings duration	First Powerplay Overs (2 out)	Second Powerplay Overs (3 out)	Non Powerplay Overs (4 out)
20-21	4	2	6
22-24	5	2	7
25-28	5	3	8
29-31	6	3	9
32-34	7	3	10
35-38	7	4	11
39-41	8	4	12
42-44	9	4	13
45-48	9	5	14
49	10	5	15

- (g) Each block of Powerplay Overs must commence at the start of an over.
- (h) If play is interrupted not during the Powerplay Overs, then on resumption, it is necessary to determine how any remaining Powerplay Overs should be allocated. The total number of Powerplay Overs for the innings is derived from the table in (f) above. Any Powerplay Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting team's allocation. The decision of the batting team of when to take any remaining Powerplay Overs is made in the usual way.

Example

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. The first 10 overs have been Powerplay Overs; the next two were not. The new Powerplay Overs allocation is 9+4, so there are 3 overs left for the batting team. These must start no later than the 38th over in order to be completed by the 40th over.

- (i) If play is interrupted during the first Powerplay Over and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay Over will be assumed to have been taken immediately and will continue until it is completed.

Example

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay Overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed i.e. it covers overs 10-13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Example

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay Overs are 5+3. All Powerplay Overs have been completed. Non- Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- (j) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Over remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

Example

A 41 over innings in which only the first Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay Overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay Overs can be bowled in the innings.

- (k) At the commencement of the second block of Powerplay Overs, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (l) The Umpire shall also indicate to the fielding Captain before any signal is made that the batting team has chosen its Powerplay.
- (m) In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal No ball.

12. THE BALL (LAW 4)

- 12.1 **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.

13. CLUB COMPETITIONS

- 13.1 **Points:** All points gained in the women's premier grade limited over competitions shall be applied towards the Club Championship.

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 Limited Over 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, a new Super Over will be scheduled, with the team batting at the end of the first Super Over to bat first with the same rules as above applying. If another Super Over cannot be completed due to weather see clause 13. If in the event a Super Over nor Bowl Out can be scheduled the following will be applied to deem the superior team:
 - (a) The team who lost the least wickets in the Super Over.
 - (b) If still equal, the team whose batters hit the most number of boundaries (fours and sixes) in the Super Over shall be the winner.
 - (c) If still equal the team who lost the least wickets in the main match (ignoring the Super Over shall be the winner.
 - (d) If still 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.
 - (e) 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.