

ONE DAY ADULT GRADE COMPETITIONS

All one-day adult 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 – 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.

1. THE COMPETITION

1.1 **Minor Championship Rounds:** Each grade shall consist of 10 teams. A nine-week Minor Championship Round will take place with each team playing each other team in the grade once. Points will be awarded in accordance with clause 13.1 of section: General Playing Conditions.

1.2 **Major Championship Rounds:** After the conclusion of the Minor championship rounds, the competition will take the following format:

- (a) The two teams which have the highest number of points will be promoted into the next highest grade, and the two teams which have the lowest number of points will be relegated to the next lowest grade
- (b) All grades will play a further nine Championship Rounds with points awarded in accordance with clause 13.1 of section: General Playing Conditions. The team with the highest number of points at the conclusion of the Championship rounds will be the winner of their respective grade. For the sake of clarity there will be no finals rounds.

N.B The Championship Rounds shall commence with all teams on zero points.

1.3 Formats are subject to change due to entries received not being compatible with the ten team per grade format shown above.

2. HOURS OF PLAY

2.1 First Innings: 12:30pm – 3:05pm
Interval: 3:05pm – 3:25pm
Second Innings: 3:25pm – 6:00pm

2.2 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.

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 match shall be limited to a maximum of 40 overs per innings. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

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. Each team shall be allocated to bat for half of the total remaining overs.
- 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 6pm.
- 4.3 **Interval:** The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.
- 4.4 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).

5. INTERRUPTIONS DUE TO WEATHER

- 5.1 **For One Day 1A and 1B Grades 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 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.
- 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 One Day 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 grades which DLS applies to are One Day 1A and 1B.

6. BOWLING RESTRICTIONS

- 6.1 **Number of overs per bowler:** No bowler shall bowl more than eight overs in each match.

6.2 **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.

7. **Slow Over Rates:** If a team is reported for a slow over rate i.e. do not finish the complete allotment of overs in the specified time above withstanding any exceptional circumstances or agreed upon allowances; the following will occur:

- a) First report, the team will receive a written warning from ACA.
- b) Second report, the team will receive a second written warning from ACA, and the club of the team reported will be asked to convene a meeting with the club's judicial committee to ensure no further infringements occur.
- c) Third report, if a team is reported three times in one competition, they will forfeit three match points.

8. THE RESULT (LAW 16)

8.1 **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 points shall be shared between the two sides.

9. THE BALL (LAW 4)

9.1 **Approved balls:** Only balls which are approved balls as specified in clause 15 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.

10. NO BALL (LAW 21)

10.1 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.

10.2 In the event of a no-ball being called as per 10.1 above, the umpire shall invoke the procedures of cautioning as described in clause 6.4 of section: General Playing Conditions.

11. FIELDING RESTRICTIONS

11.1 At the instant of delivery, there shall be no more than 5 fieldsmen on the leg side.

11.2 **Close Fielders:** Any fielders within 10 metres of the batsman forward of the wicket must use full protective equipment including helmet and visor, abdominal protector and shin guards.

11.3 In addition to the restriction in clause 11.1 above, at all times 4 fielders must be within the 'inner ring' (excluding the bowler and wicket-keeper). If an inner ring is not marked, a guideline of 27.5 metres from centre of the wicket will be used. The intent of this clause is to discourage teams from putting all fielders on the boundary and the practical application should be in-line with this.

SUNDAY ONE DAY GRADES PLAYING CONDITIONS

12. **Any Sunday One Day Grade competition game shall be played using the above playing conditions with the following exceptions.**
- 12.1 All players must be at the ground for the toss by 12.45pm. The team (minimum of 7 players present) arriving late (after 1pm) forfeits the toss. Play must commence promptly at 1pm.
- 12.2 First Innings: 1pm – 3:20pm
Interval: 3:20pm – 3:40pm
Second Innings: 3:40pm – 6pm
- 12.3 The maximum number of overs in any innings shall be 35.
- 12.4 No bowler may bowl more than 7 overs in an innings.
- 12.5 **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.
- 12.6 **Approved balls:** Only balls which are approved balls as specified in clause 15 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.