

Men's U/23 Summer Holiday Grade(s)

All Men's U23 Summer Holiday grade(s) 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 Auckland Cricket Association in force from time to time.

1. THE COMPETITION

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

2. AGE ELIGIBILITY

- 2.1 Players must be under the age of 23 as at 1 September preceding the relevant season.
- 2.2 **Dispensation:** Players who wish to play down an age grade must have an official exemption from ACA (this includes players who are 23 or over as at September 1). Applications for exemption must be made via email by the player's club to ACA. Applications must detail the special circumstances which lead to an exemption being sought. The aim of an exemptions policy is to ensure players are retained in the game and exemptions will be dealt with on a case-by-case basis.
- 2.3 **Restriction:** Boys under 14 years of age as at 1 September preceding the relevant season shall not play in the U/23 Grade(s).

3. HOURS OF PLAY

- 3.1 All players must be at the ground for the toss by 12:15pm. The team (minimum of 7 players present) arriving late (after 12:15pm) forfeits the toss. Play must commence promptly at 12:30pm.
- 3.2 First Session: 12:30pm – 3:05pm
Interval: 3:05pm – 3:25pm
Second Session: 3:25pm – 6:00pm
- 3.3 **Drinks Break:** A drinks break of a maximum of five minutes may be taken halfway through each innings.

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 team shall bat for one innings which will consist of a maximum of 40 overs.

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 4 minutes of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the total overs remaining
- 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, games shall finish at 6:00pm.
- 5.3 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 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.
- 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, an 'abandoned match' shall be declared. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 40 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.3.
- 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 points shall be shared between the two sides.

8. BOWLING RESTRICTIONS

- 8.1 No bowler shall bowl more than one-fifth of the total number of overs available in an innings. In an uninterrupted innings of 40 overs a bowler may bowl a maximum of 8 overs.

9. FIELDING RESTRICTIONS

- 9.1 At the instant of delivery, there shall be no more than 5 fielders on the leg side.
- 9.2 **Close Fielders:** Any fielders within 10 metres of the batter forward of the wicket must use full protective equipment including helmet and visor, abdominal protector and shin guards.
- 9.3 In addition to the restriction in clause 11.1 above, at no time can more than 5 fielders be on the boundary. A fielder is defined as on the boundary if they are within 10 metres of the boundary.

10. NO BALLS AND WIDE BALLS (LAW 21 AND LAW 22)

- 10.1 A bowler shall be allowed to bowl one short pitched delivery 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 one 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.

11. THE BALL (LAW 4)

- 11.1 **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.

TWENTY20 PLAYING CONDITIONS

12. Any competition Twenty20 games 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 12:45pm) forfeits the toss. Play must commence promptly at 1pm.
- 12.2 First Innings: 1pm – 2:20pm
Interval: 2:20pm – 2:30pm
Second Innings: 2:30pm – 3:50pm
- 12.2 The maximum number of overs in any innings shall be 20.
- 12.3 No bowler may bowl more than 4 overs in an innings.
- 12.4 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).
- 12.5 **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.
- 12.6 An old ball may be used upon acceptance of that ball by both captains.