

MEN'S PREMIER AND PREMIER RESERVE GRADE LIMITED OVER CHAMPIONSHIP COMPETITION

All men's Premier and Premier Reserve 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.

1. THE COMPETITION

1.1 Grade Composition:

- (a) At the commencement of the season, ACA will allocate 16 Premier Grade teams into a separate Premier Grade Major Championship competition consisting of 8 teams and a separate Premier Grade Minor Championship competition consisting of 8 teams.
- (b) At the commencement of the season, ACA will allocate 16 Premier Reserve Grade teams into a separate Premier Reserve Grade Major Championship competition consisting of 8 teams and a separate Premier Reserve Grade Minor Championship competition consisting of 8 teams.

1.2 Premier Grade Competition Structure:

- (a) **Preliminary Round:** Each of the 8 teams in the Premier Grade Major and the Premier Grade Minor competitions will play a double round robin series of fourteen matches against the seven other teams in the same competition.
- (b) **Finals:** At the conclusion of the Preliminary Round the teams will then play a Finals Round with 1 v 2, 3 v 4, 5 v 6 and 7 v 8 for final standings, with the superior side being awarded the home venue. If teams are tied on points at the end of the Preliminary rounds, 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) 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 rounds.
- (c) **Finals Round:** The Finals Round will be played on Saturday 26 March.

1.3 Premier Reserve Grade Competition Structure:

- (a) **Preliminary Round:** Each of the 8 teams in the Premier Reserve Grade Major and the Premier Reserve Minor competitions will play a double round robin series of fourteen matches against the seven other teams in the same competition.
- (b) **Finals:** At the conclusion of the Preliminary Round the teams will then play a Finals Round with 1 v 2, 3 v 4, 5 v 6 and 7 v 8 for final standings, with the superior side being awarded the home venue. If teams are tied on points at the end of the Preliminary rounds, the following method(s) will determine the superior side:
 - V. The team with the most number of wins.
 - VI. 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.
 - VII. If still equal, the team with the most number of wins over the other team(s) which it is tied.
 - VIII. 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 rounds.
- (c) **Finals Round:** The Finals Round will be played on Saturday 26 March.

2. RESERVE DAYS

- 2.1 The only Reserve Day will be for the 1 v 2 finals match and if this match is cancelled or abandoned on the first scheduled day, it will take place on Sunday 27 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 Round fixtures will have a reserve day (including 3 v 4, 5 v 6 and 7 v 8 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(b) will be used.

NB there will be no Reserve Days for any of the Preliminary Round matches.

2.5 Premier Reserve Final eligibility:

- a) In order to play in a Premier Reserve Limited Overs final (Major or Minor), a player must have played (or been named to play in the case of abandoned games) in 40% or more of scheduled days before the date of the final (limited overs or two-day) for that team in that grade in the season of the relevant final.
 - e.g. Player A has played 1 limited overs game (out of 7) and 8 two-day days (out of 10 scheduled to that point). The player has played 9 of 17 scheduled days or 53% of days. Player A is eligible.
 - Player B has played 5 LO games and 0 two-day days. The player has played 5 of 17 scheduled days or 29% of days. Player B is not eligible.
- b) In addition to the above, any player who does not meet these criteria but has played all of their cricket in that season at the same grade or lower, shall be eligible to play in a Premier Reserve final.

3. HOURS OF PLAY

- 3.1 First session: 11:00am – 2:30pm
Interval: 2:30pm – 3:10pm
Second Session: 3:10pm – 6:40pm

- 3.2 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

- 3.3 There shall be a five-minute drinks interval at the completion of: either, 25 overs, or at the mid-way time point in each innings, whichever comes first. If a wicket falls within 5 minutes of a drinks interval it shall be taken immediately. In exceptional conditions two drinks breaks may be agreed by captains & umpires at the toss. These two intervals are scheduled to create equal time sessions for that innings. (i.e. in a 50 over, 210 minutes, innings - the breaks would be after 70 & 140 minutes).
- 3.4 **Completion:** The scheduled closing time for each match shall be 6.40pm

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 shall consist of a maximum of 50 overs. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.
- 4.3 **Completion of innings:** If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3½ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled in the 3½ 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.
- 4.4 **Limitation on overs in second innings:** If the last wicket in the first innings falls within two minutes of the expiration of the 3½ 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).
- 4.5 **Dismissal:** Subject to clauses 4.3 and 4.4 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.
- 4.6 **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 4.3, 4.4, or 4.5 of this section, 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.

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.
- 5.2 **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.

- 5.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 7.1 and 7.2), the closing time for each match shall be 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.

6. INTERRUPTIONS DUE TO WEATHER

- 6.1 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather, in the sole opinion of the umpire, the number of overs to be bowled 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.

- 6.2 **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 is all out sooner), then a revised target score (to win) will be set for the number of overs available to the team batting second – this revised target being calculated by the Duckworth Lewis Stern Method.

- (a) Duckworth Lewis Stern software is available via the CricHQ app, which is built into the live scoring platform and can be downloaded for free for iOS and Android via the respective app stores.

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 of 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. Such matches shall be replayed where there is an allocated reserve day. 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 6.2.

- 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. Where the match is a finals round fixture 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, 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 2.2 will be used.

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

8. BOWLING RESTRICTIONS

8.1 **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 5.2 shall apply.

9. NO BALL (LAW 21)

9.1 **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.

9.2 **Free Hit:** The delivery following all modes of no-ball shall be a 'free hit' for whichever batter 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 batter 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.

10. FIELDING RESTRICTIONS

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

10.2 In addition to the restriction in clause 10.1 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.

10.3 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 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

(b) **Powerplay 1** – no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(c) **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

(d) **Powerplay 3** - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

10.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings 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	Second Powerplay	Third Powerplay
20	4	12	4
21	4	13	4
22	5	13	4

23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 10.5 If play is interrupted during an innings and the table in 10.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 10.5

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 10.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 10.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

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.

12. SCOREBOARD AND GROSVENOR CUP POINTS

- 12.1 **Scoreboard:** The batting team shall keep a scoreboard up to date at all times.

- 12.2 **Scoring:** For Premier games the home team shall live score unless prior arrangement has been made with the away team to live score.
- 12.3 **Grosvenor Cup:** The Umpires Association shall take into account the operation of the scoreboard in respect of the award of the Grosvenor Cup.
- 13. CLUB COMPETITIONS**
- 13.1 **Points:** All points gained in 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 (including Preliminary Semi Final, Semi Final or Final).

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 batter 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.