

WOMEN'S PREMIER RESERVE

All women's Premier Reserve 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) 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 Competition formats are subject to change and the ACA shall, before the commencement of each season, establish the competition format.

2. THE PLAYERS (LAW 1)

- 2.1 Each team shall be composed of 11 players. Teams may not play with less than 7 players.

3. HOURS OF PLAY

- 3.1 First Innings: 1pm – 3:20pm
Interval: 3:20pm – 3:40pm
Second Innings: 3:40pm – 6:00pm
- 3.2 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

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 match shall be limited to a maximum of 35 overs per innings.

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. Each team shall be allocated to bat for half of the total remaining overs.
- 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, the closing time for each match shall be 6pm.
- 5.3 **Interval:** The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.
- 5.4 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).

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 four minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes are 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, the match shall be deemed abandoned and competition points shared.
- 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 shall be deemed a draw and competition points shared.

8. BOWLING RESTRICTIONS

- 8.1 **Number of overs per bowler:** no bowler shall bowl more than 7 overs in each match.
- 8.2 **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.

9. THE OVER (LAW 17)

- 9.1 Each over shall contain 6 fair deliveries, and a maximum of 8 regardless of legality with the exception of the last over in which there is no maximum deliveries (i.e. wides and no balls must be re-bowled in the last over of the innings).

10. THE BALL (LAW 4)

- 10.1 **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.

11. NO BALL (LAW 21)

- 11.1 Any delivery that passes or would have passed above the shoulder height of the batter standing upright at the crease shall be called and signalled a no-ball.
- 11.2 In the event of a no-ball being called as per 11.1 above, the umpire shall invoke the procedures of cautioning as described in clause 6.3 of section: General Playing Conditions.

12. FIELDING RESTRICTIONS

- 12.1 At the instant of delivery, there shall be no more than 5 fielders on the leg side.
- 12.2 **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.
- 12.3 In addition to the restriction in clause 12.1 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.

TWENTY20 PLAYING CONDITIONS

13. Any competition Twenty20 games shall be played using the above playing conditions with the following exceptions.
- 13.1 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.
- 13.2 First Innings: 1pm – 2:20pm
Interval: 2:20pm – 2:30pm
Second Innings: 2:30pm – 3:50pm
- 13.3 The maximum number of overs in any innings shall be 20.
- 13.4 No bowler may bowl more than 4 overs in an innings.
- 13.5 If rain interrupts play DLS may be used and a minimum of 5 overs per side needs to be completed to constitute a match.
- 13.6 **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.
- 13.7 An old ball may be used upon acceptance of that ball by both captains.