

HKCA TWO DAY COMPETITION

Playing Conditions 2019

1 The Two Day Competition

2. Hours of Play

Session 1 ; 11am – 1.30pm

Lunchbreak; 1.30-2pm

Session 2 ; 2-4pm

Tea Break; 4-4.15pm

Session 3 : 4.15-6.30pm

2.1 **Playing Time:**

Play shall start at 11.00am and continue until 6.30 pm or until the required number of overs under these playing conditions are completed.

2.3 **Drinks Breaks:**

One drinks break is permitted in each session of play, to be taken half way (in time) through the session, unless there is a change of innings or an interruption of play before that time.

2.4 **Last Hour of Play:**

On the second day, the last hour of play shall commence at:

(a) 5.30 pm; or

(b) after the required minimum number of overs for the day's play less 17 overs have been completed (ie 88 overs in a full day's play);

whichever occurs later.

In the last hour, a minimum of 17 overs shall be bowled, except where playing time during the last hour is lost due to ground, weather or light conditions and the required number of overs is re-calculated in accordance with these playing conditions. If time remains at the completion of 17 overs, play shall continue for the full duration of the last hour of play.

3 The Innings

3.1 **Number of Overs:**

The number of overs to be bowled in a full day's play shall be 105 6 ball overs.

3.2 **Over Rate:**

Any calculation of the number of overs to be bowled shall be based on an average of 17 overs an hour (3.5 mins per over).

3.3 **Lost Time:**

In the event of start of play being delayed or of playing time being lost due to ground weather and light conditions, the number of overs required to be bowled shall be reduced by one over for every 3.5 minutes, or part thereof, of playing time lost.

3.4 Change of Innings:

For each change of innings in the match which does not coincide with a break in play (tea interval, or interruption for ground, weather or light) three overs will be deducted.

3.5 No Real Prospect of Play:

If play has not commenced before 2.00 pm on the second day of the match, and, after consultation with both team captains, the umpires consider there is no real prospect of play, the match shall be abandoned.

Otherwise the match may be abandoned only on the second day and only if both captains agree that there is no real prospect of play.

4 Replacement Players

4.1 Replacement Players:

Up to 4 replacement players may be allowed on the 2nd day of the match.

These must be supplied in writing to HKCA along with the names of the players being replaced, before the commencement of play on the 2nd day

5 Wides and No Balls

5.1 First Class Conditions:

The **NZ Cricket Playing Conditions** for first class matches shall apply, except for the following:

5.2 Revised Definition of Front Foot Fault:

Some part of the **front foot**, grounded or raised, must land behind the Popping crease **and** be inside the imaginary centre-line between the two middle stumps.

6 Equipment

6.1 Stumps:

Stumps and bails are provided by the umpires appointed to the match.

6.2 Match Ball:

A full size FOUR piece cricket ball (156g) from among the following recognised and approved varieties:

Kookaburra Regulation

6.3 Ball to be Checked by Umpires:

The fielding team is to provide the ball to be used in that innings. The team captain shall supply the ball to be used to the umpires for them to check that it is a recognised and approved ball. If the ball is not a recognised and approved ball, the umpires may, before or during the innings, require the ball to be changed to a recognised and approved ball.

6.4 New Ball:

A new ball may be called for only after 80 overs of an innings.

6.5 Safe Keeping of Match Ball:

At the close of play on the first day, the umpires shall take the match ball into safe keeping.

7 **Required Over Rate**

7.1 **Average Over Rate:**

Both teams shall maintain an average over rate of 17 overs an hour (3.5 mins per over) throughout each day's play.

7.2 **Over Rate Penalty Points:**

The over rate for the whole innings shall be 17. An over rate of less than 17 is penalised as follows:

Less than 17 but more than 16	1 penalty point
Less than 16 but more than 15	2 penalty points
Less than 15	3 penalty points

Notes

- 1 A team's over rate is calculated by dividing the duration of the whole innings by the number of overs bowled for the innings (i.e. it is not calculated hour by hour).
- 2 The umpires shall be the sole judges of over rates in consultation with the scorers, taking into account the actual time lost for each and any single stoppage of 3 minutes duration or greater. This will be confirmed to the batsmen and the fielding captain at the time of the delay and will not be subject to negotiation.
- 3 Over rate penalties shall not apply to any innings of less than 35 overs in duration.
- 4 The captain of each team (or his nominee) shall present the scorebooks to the umpires at the close of play to enable them to enter the over rate for each innings.

7.3 **The 1st Innings**

The 1st innings of both teams is restricted to a maximum of 75overs.
At this point the batting team must declare their innings closed.

7.4 **Bowling Restrictions**

No medium pace bowler (Defined at the umpires discretion as a bowler to whom the keeper would not normally stand up to the stumps to) may bowl more than 16 overs in a day

8.0 **Match Result Points:**

Outright Win	10 points
Outright Tie	6 points each team
First Innings Lead	6 points
First Innings Tie	2 points each team
No Result First innings	2 points each team
Batting Bonus Pts	1 point at 75,125,175,225, and 275 run intervals
Bowling Bonus points	1 point at the fall of the 2 nd , 4 th , 6 th .8 th and 10 th wickets

