



HOROWHENUA-KAPITI

**HOROWHENUA-KAPITI
CRICKET ASSOCIATION**

**PLAYING CONDITIONS
2017-18**

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APPLICATION AND EFFECT

Laws of Cricket:

Except as provided below, the 2000 *Code of the Laws of Cricket*, as revised in 2010, shall apply to all HKCA club cricket matches.

NZ Cricket Playing Conditions:

Except as provided below, the current *NZ Cricket Playing Conditions* shall also apply to all HKCA club cricket matches, and, if there is any inconsistency between the *Code of the Laws of Cricket* and the current *NZ Cricket Playing Conditions* the latter shall be given effect and apply.

HKCA Playing Conditions:

The current *HKCA Playing Conditions* together with the current *HKCA By-Laws* shall also apply to all HKCA club cricket matches, and, if there is any inconsistency between the current *NZ Cricket Playing Conditions* and the current *HKCA Playing Conditions* and/or *By-Laws* either or both of the latter shall be given effect and apply.

Note: 2017-2018 LOCAL AMENDMENTS TO NZC PLAYING CONDITIONS

- **Runners** Within HKCA in club matches of all levels replacement runners for injured batsmen are allowed.
- **A Bowler is no longer permitted to Run Out Non-striker Before Delivery**
The bowler is no longer permitted to attempt to run out the non-striker before delivery. However if the fielding side believe the non-striking batsmen is leaving his ground prior to the ball being released they may appeal to the umpire. If the umpire believes the non-striker is prematurely leaving his ground outside of the spirit of the game shall in the first instance warn the non-striker and in any subsequent occurrences penalise the batting side 5 runs.

TEAM LISTS

Each captain, or nominee, shall provide the umpires, or if no umpires the opposing captain, with a team list before the toss in each and all competitions.

THE TOSS

In each and all competitions, the tossing of the coin between captains shall take place on the field of play, in the presence of the umpires (if any), not earlier than 30 minutes and not later than 15 minutes before the scheduled start of play. In the absence of the appointed captain another player shall be required to toss, and, provided a minimum of six players in both teams are present (and ground, weather and light conditions permit), the game shall start on time. Should no player from one team be present 15 minutes before the start of play, the team which has a minimum of six players present shall be deemed to have won the toss. The captain winning the toss must immediately declare to the opposing captain and the umpires (if any) whether his team will bat or field.

CONDITIONS FOR PLAY

In each and all competitions, the umpires (or if no umpires, the captains in agreement) shall determine whether the ground, weather and light conditions are fit for play. It is the sole responsibility of the umpires, when present, to rule on ground, weather and light conditions throughout the game. They shall act reasonably to facilitate playing if possible.

COVERS

In each and all competitions, before the start of play covers shall be used by the home club and its grounds staff to protect the pitch a minimum of 24hrs before the scheduled start time when available. After play has started covers will be used on the instructions of the umpires (or if no umpires, the captains in agreement). It is desirable to cover artificial as well as grass pitches to prevent loss of playing time.

TIME WASTING

[Senior A competitions and lower grade finals only]

Law 42.9 and 42.10:

The umpires shall apply the law relating to time wasting (***Code of the Laws of Cricket***: Law 42.9 and 42.10) strictly and consistently in each and all competitions.

Umpires to Maintain the Tempo of the Game:

Umpires should fully take into account in all games any deliberate slowing down of the tempo by either the batsmen or the fielders where it may be seen to be to the disadvantage of an opposing team.

Time Wasting by Fielding Side:

If the fielding side wastes time, the umpire shall give the captain a first and final warning. If a second offence occurs at any time during the remainder of the innings, the umpire shall:

- (a) if the offence occurs *between* overs, award FIVE penalty runs to the batting side; or
- (b) if the offence occurs *during* an over, the umpire shall instruct the fielding captain to remove the bowler from the crease forthwith for the rest of the innings.

A report is submitted to the executive.

Time Wasting by Batsmen:

If a batsman wastes time (eg is not ready when the bowler is prepared to start his run up), the umpire shall give the batsman a first and final warning and inform him that it applies to all incoming batsman for the rest of the innings. If further offences occur, the umpire shall award FIVE penalty runs to the fielding side for each offence. Failure of an incoming batsman to cross with the outgoing batsman on the field of play is deemed to be time wasting and the above process shall apply and have effect. A report is submitted to the executive.

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APPENDIX A

Table of Adjustments for Interruptions

1 **The Competition**

1.1 **Round Play:**

The competition shall be made up of as many matches as can be fit into the season as determined by the HKCA Executive Officer and providing a balance of competition formats for teams. Where possible this will see the competition play the number of weeks required to play a number of full rounds, however this may not always be able to occur.

1.2 **Semi-finals:**

At the end of round play, the highest placed team shall play the fourth highest placed team, and the other semi-final shall be between the teams placed second and third highest. If either semi-final is rained off or abandoned before a minimum match is completed, the team which was highest placed of the two at the end of round play shall proceed to the final. (note: Due to scheduling a Semi-finals may not always be able to occur).

1.3 **Final:**

The final shall be played between the two teams which advance from their respective semi-finals or if no semi-finals are played, the two highest placed teams at the end of the round robin.

1.4 **Reserve Day:**

Where possible a Reserve Day should be held for Finals. (Note: Due to scheduling a Final Reserve Day not always be able to occur).

1.5 **Use of Reserve Day:**

If the final cannot be completed on the scheduled day, then it shall be re-scheduled to the Reserve Day, and it shall start afresh.

1.6 **The Winning Team:**

The winning team shall be the team which wins the final outright. If the final is rained off or abandoned before a minimum match is completed, the team which was highest placed of the two, as defined in **1.7**, at the end of round play and semi-final shall be the winner of the competition.

1.7 **The Highest Placed Team:**

The highest placed team after round play shall be the team with the most points. If two or more teams have equal points at the completion of round play the highest placed team is determined by which team had the better record against the other tied side (i.e. who beat who) and if they still cannot be separated as a final measure by net run rate. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition the average runs per over scored against that

team throughout the competition. If two or more teams have an equal net run rate, then the highest placed team shall be the team which has lost the least wickets throughout the competition.

2 Hours of Play

2.1 Start of Play:

Start of play shall be 12.00 noon for the first game, and 3.30pm for second game of each scheduled day, unless the appointed umpires determine otherwise on the day. (Note this includes Senior B Grade)

2.2 Latest Start of Play Time:

The latest time play can commence for two successive minimum matches (see 4.1 below) to be completed is 4.30 pm.

2.3 Intervals:

An interval of 20 minutes shall be taken at the close of the first innings.

An interval of 30 minutes shall be taken between successive matches scheduled on the same day.

Where the start of play is delayed or play is interrupted, the official umpires (or if no umpires, the captains in agreement) may reduce either or both of the intervals but to not less than 10 minutes.

There are no intervals for drinks.

2.4 Stoppages:

Time allowance for stoppages is limited to injury/medical assistance and/or ground, weather or light

2.5 Close of Play:

Where the start of play is delayed and/or play is interrupted, the hours of play may not be extended beyond 6.30 pm (for calculation purposes).

3 The Innings

3.1 Number of Overs:

Each team shall bat for 20 six ball overs, unless all out earlier.

3.2 Second Innings:

If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs, subject to the provisions of a game being delayed or interrupted by weather conditions.

3.3 Reduced Overs:

In games where the start of play has been delayed and/or where play is interrupted, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

3.4 Reduced Second Innings:

If, owing to suspension/interruption of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting the same number of overs as the team batting first, they shall bat for a number of overs to be calculated using the over rate set down in 3.5. See also 4.3 Calculated Result.

3.5 Over Rate:

Any calculation of the number of overs to be bowled shall be based on an average of 15 overs an hour (4 mins per over).

3.6 Penalties for Slow Over Rates:

In the event of either fielding team failing to bowl 20 overs by the expiration of 1 hr and 20 mins, it shall complete the 20 overs, but ten (10) penalty runs shall be added to the opponent's score for each over bowled after the expiry of the permitted 1 hr and 20 mins. An over in progress at the expiry of the 1 hr and 20 mins shall be deemed to have been bowled within the permitted time. However, if the number of overs available to the team batting first is reduced to fewer than 20, then the provisions of 3.6 shall no longer apply.

4 The Result

4.1 Minimum Match:

A result can be achieved only if both teams have batted for a minimum of 5 overs, unless one team has been bowled out in fewer than 5 overs, or unless the team batting second scores enough runs to win in fewer than 5 overs.

4.2 The Winner of a Match:

The team scoring the highest number of runs shall be the winner. In the event that the number of runs is tied, the winner is the team losing the fewest wickets. In the event of further deadlock, the team scoring the most runs from the bat shall be declared the winner.

4.3 Target Score/Calculated Result:

If the team batting second has neither been all out nor passed its opponent's score and has not had the opportunity to bat for a number of overs equal to those available to the team batting first, the result shall be determined as follows:

The Target Score for the team batting second is calculated by multiplying the number of overs available (OA) for the second innings (minimum 5) by the average runs per over (ARPO) scored in the first innings, and adding a percentage equivalent to twice the number of overs no longer available for the second innings (ONLA).

$OA \times ARPO + ONLA\% = \text{Target Score}$

The important factor is to set, before the match commences, the base number of overs available to each side: ie 20 for a full innings, or 5 for a minimum match, or, if the start is delayed, 18 overs per side, or 11 overs per side, ... etc. This is the figure from which the overs no longer available (ONLA) is derived. For example, if the first team batted 20 overs but interruption reduces the second innings to 13 overs, the overs no longer available are $20 - 13 = 7$, and so $ONLA = 7 \times 2 = 14\%$, etc.

Examples

1. Team 1 scores 120/8 in 20 overs, ie ARPO of $120 \div 20 = 6.0$; Team 2 has only 15 overs available, ie $OA = 15$, thus has lost $20 - 15 = 5$ overs as no longer available, ie ONLA is $5 \times 2 = 10\%$

OA	×	ARPO	+	ONLA%	=	Target Score
15	×	6.0	+	10%	=	99 [ie 100] to win

2. Team 1 scores 98/6 from 16 overs due to interruption for weather, ie ARPO of $98 \div 16 = 6.125$; Team 2 has only 11 overs available, ie OA = 11, thus has lost $16 - 11 = 5$ overs as no longer available, ie ONLA is $5 \times 2 = 10\%$

OA	×	ARPO	+	ONLA%	=	Target Score
11	×	6.125	+	10%	=	74.1125 [ie 75] to win

3. Team 1 scores 139/7 from 18 overs in a game reduced to 18 overs per side, ie ARPO of $139 \div 18 = 7.72$; Team 2, due to further interruption for weather, has only 12 overs available, ie OA = 12, thus has lost $18 - 12 = 6$ overs as no longer available, ie ONLA is $6 \times 2 = 12\%$

OA	×	ARPO	+	ONLA%	=	Target Score
12	×	7.72	+	12%	=	103.786 [ie 104] to win

Notes

1. In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate (ARPO) shall be based on the full number of overs to which it was entitled and not the number of overs in which it was dismissed.
2. If the target score involves a fraction of a run, the final scores cannot be tied.
3. In a rain interrupted match or a match interrupted through any other cause, the important figure is the **target score**, which can be calculated once the umpires (or if no umpires, the captains in agreement) have determined the number of overs available to be bowled at the team batting second, for that is the number of overs the second team has to achieve the target score.
4. The game concludes when the target score is passed, or when the team batting second is dismissed, or when the nominated number of overs has been bowled.
5. In the event of a further interruption a new target score is calculated once the number of overs available has been further revised.

4.4 Scorers:

The scorers shall maintain a record, during both innings, of the total at the end of each over.

5 Number of Overs per Bowler

5.1 Maximum Number of Overs per Bowler:

No bowler shall bowl more than 4 overs in an innings.

5.2 Reduction in Overs per Bowler:

In a match where the overs available to both teams, or to the team bowling second, are fewer than 20 overs, no bowler may bowl more than one fifth of the total overs available, except that, where the total number of overs is not divisible by five, one additional over may be bowled by each of a minimum number of bowlers, this minimum number being equal to the remainder obtained when the total available overs are divided by five. See *Table in Appendix*

5.3 Bowler Unable to Complete an Over:

In the event of a bowler breaking down and being unable to complete an over, or being taken off before the completion of an over, the remaining balls must be bowled by another bowler (not the bowler of the previous over). Each part over shall count as a full over for the purpose of calculating the maximum overs for both bowlers.

6 Fielding Restrictions

6.1 On Side Restrictions:

At the instant of delivery there shall be no more than FIVE fielders on the on side of the pitch, no more than TWO fielders behind square leg.

6.2 Fielders outside 30 Yard Circle:

For the first six overs of each innings, only two fielders are permitted to be outside the 30 yard fielding circle at the instant of delivery.

Where the number of overs available in an innings is reduced, the number of overs in which only two fielders are permitted outside the 30 yard fielding circle is proportionately reduced. See table in *Appendix*.

For the remaining overs of each innings only five fielders are permitted to be outside the 30 yard fielding circle at the instant of delivery.

7 Wide Bowling

7.1 Prevention of Negative Bowling: [Senior A and Second Grades only]

Umpires are instructed to apply a very strict and consistent interpretation of this law in order to prevent negative bowling wide of the wicket.

7.2 Reasonable Opportunity to Score: [Senior A and Second Grades only]

Any off-side or leg-side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called "Wide Ball".

7.3 Wide Line a Guide: [Senior A and Second Grades only]

As a guide, for off-side deliveries to both right-handed and left-handed batsmen, a "wide line" shall be marked between the popping crease and the bowling crease at 890 mm either side of middle stump. The wide line is the inside edge of the marking. Any ball which, as it passes the popping crease, pitches on or passes over or to the off side of this line shall be called and signalled "Wide Ball", except when, in the opinion of the umpire, the batsman does have a reasonable opportunity to score.

7.4 Interpretation: Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and called "wide".

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a "wide" for the purposes of this Playing Condition as there has been a reasonable opportunity for the batsman to score.

When the batsman moves across to the off stump from his original stance for a ball that just misses the leg stump, this is not deemed negative bowling and is not be called "wide". Had the batsman not moved onto the off stump but

remained in his normal batting stance the ball would have struck him, thereby negating any wide call.

7.5 Interpretation: Off side

Any delivery that passes on or outside the wide guideline, with the batsman in a “normal” batting stance, is called “wide”.

If the batsman brings the ball sufficiently within reach and the ball passes outside the wide “guideline” then it is **not** a “wide”. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the “wide” guideline, and if he fails to make contact with the ball, the delivery will not be called a “wide”.

In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called “wide”.

When a right arm bowler is bowling around the wicket to a RH batsman, or left arm bowler bowling around the wicket to a LH batsman and bowls full yorkers on the off side marked “guideline”; this is deemed a negative tactic, and the delivery should be called “wide”.

7.6 Interpretation: Overhead

Any ball that pitches then passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket stroke shall be called “wide”. A second such delivery from the same bowler to the same batsman will normally be a No Ball under law 42.6.

Any ball that passes on the full above head height of the batsman standing upright, irrespective of whether it is likely to cause injury, is called “No Ball” and automatically attracts a warning for unfair bowling.

7.7 Interpretation: Reverse Sweep/Switch Hit

If the batsman plays or gets in a position to play a switch hit or reverse sweep and then aborts the shot, by playing or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well. Consequently, in these circumstances, the “wide line” guideline shall apply on both sides of the stumps. Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

7.8 Presidents Grade:

In Presidents grade the following shall apply:

- *Any ball which, as it passes the popping crease, pitches on or passes over or to the off side of the return crease shall be called and signalled “Wide Ball”.*
- *Any ball which, as it passes the popping crease, pitches on or passes over or to the leg side of the “wide line” (marked between the popping crease and the bowling crease at 890 mm either side of middle stump) shall be called and signalled “Wide Ball”*

7.9 Contact with the Ball:

If the ball makes any contact with any part of the batsman’s person, clothing or equipment, the wide ball law does not apply.

7.10 Scoring:

A wide ball scores 1 run to Extras/Wides, plus any other runs scored. Another ball must be bowled in the over.

8 No Ball

8.1 Law 24:

The normal laws apply for No Ball, ie placement of the front foot etc; fielding restriction breaches; arm action. In addition the following shall apply:

8.2 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.

8.3 Bouncers:

The bowler shall be limited to ONE short-pitched delivery per over. A short-pitched ball is defined as one which passes or would have passed above the shoulder but not clearly above the head of the batsman standing upright at the crease. A second or subsequent short-pitched delivery in that over shall be called and signalled No Ball.

Note: a Wide Ball deemed to be over the shoulder shall also count as one short-pitched ball for the over.

8.4 Bouncer above the Head:

If a short-pitched ball clearly passes above the head of the batsman standing upright at the crease so that he is prevented from being able to hit it with his bat, the umpire shall call and signal "Wide Ball" and caution the bowler (for unfair bowling under Law 42.6). Such a delivery is deemed as one short-pitched delivery in the over.

A second such delivery, in that or any other over, shall receive a caution for unfair bowling. A third such delivery shall cause the bowler to be taken off for the rest of the innings and to be reported under the code of conduct provisions.

8.5 Beamer:

If a ball passes or would have passed on the full clearly above the waist of the batsman, the umpire shall call and signal "No Ball", and issue a caution which shall remain in effect for the rest of the innings. Any repetition shall cause the bowler to be taken off for the rest of the innings and to be reported under the code of conduct provisions.

8.6 Free Hit:

When a foot fault No Ball is called, the next (fair) delivery is to be a free hit – umpires to signal 'free hit' to the striker and to the scorers.

Where the batsman facing the No Ball remains on strike, no field change is permitted for the free hit.

If the next ball is not a fair delivery (No Ball or Wide Ball), the following delivery is a free hit (and so on).

Dismissal from a free hit is possible only by Run Out, Handled Ball, Obstructed Field, Hit Ball Twice (ie same as for a No Ball).

This applies to all grades where independent umpires are standing

9 Points

Win: 2 points

Rained off/no result/tie: 2 points each team

- 10.1 Senior A:**
A full size FOUR piece white Kookaburra *Club Match* OR Regulation cricket ball (156g)
- 10.2 Second Grade:**
A full size FOUR piece cricket ball (156g) from among the following recognised and approved varieties:
Kookaburra Club Match or Regulation
- 10.3 Presidents:**
A full size TWO piece cricket ball (156g) from among the following recognised and approved varieties:
Kookaburra Red King
- 10.4 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 (or if no umpires, the opposing captain) 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.**
- 10.5 Uniform**
Where a white ball is being used. Coloured pads must be worn.

APPENDIX

Table of Adjustments for Interruptions

Overs available	Max per bowler	Overs with max 2 outside circle
20	4	6
19	4x4 + 1x3	5
18	3x4 + 2x3	5
17	2x4 + 3x3	5
16	1x4 + 4x3	4
15	3	4
14	4x3 + 1x2	4
13	3x3 + 2x2	3
12	2x3 + 3x2	3
11	1x3 + 4x2	3
10	2	3
9	4x2 + 1x1	2
8	3x2 + 2x1	2
7	2x2 + 3x1	2
6	1x2 + 4x1	1
5	1	1

ONE DAY CRICKET COMPETITION

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<p>6 Fielding Restrictions 6.1 On Side Restrictions:</p>	<p>APPENDIX Table of Adjustments for Interruptions</p>

Where conditions for Second/Presidents grades differ from those for the Senior A grade, the differences are given in italics usually within square brackets

1 **The Competition**

1.1 **Round Play:**

The competition shall be made up of as many matches as can be fit into the season as determined by the HKCA Executive Officer. Where possible this will see the competition play the number of weeks required to play a number of full rounds, however this may not always be able to occur.

1.2 **Semi-finals:**

If Semi-finals are scheduled to be part of a competition, they should proceed as follows. At the end of round play the four highest placed teams shall contest the semi-finals. The two teams highest placed shall have home

advantage. The highest placed team shall play the fourth highest placed team, and the other semi-final shall be between the teams placed second and third highest. If either semi-final is rained off or abandoned before a minimum match is completed, the team which was highest placed of the two at the end of round play shall proceed to the final.

1.3 Final:

The final shall be played between the two teams highest placed at the end of round play [*which advance from their respective semi-finals*]. Whichever of these two teams is highest placed, taking account of round play [*and semi-final*], shall have home advantage.

1.4 Reserve Day:

There shall be a Reserve Day for the final [*and where possible semi-finals*].

1.5 Use of Reserve Day:

There shall be no reduction of overs on the scheduled day. For clarity, if the team batting first has batted for 20 [18] or more overs before play is abandoned for the day, the match is continued on the Reserve Day. Otherwise, the game starts afresh on the Reserve Day, and the provisions for a minimum match in 4.1 shall apply.

1.6 The Winning Team:

The winning team shall be the team which wins the final outright. If the final is rained off or abandoned before a minimum match is completed, the team which was highest placed of the two at the end of round play [*and semi-finals*] shall be the winner of the competition.

1.7 The Highest Placed Team after Round Play [*after Round Play and Semi-final*]:

The highest placed team after round play [*after round play and semi-final*] shall be the team with the most points. If two or more teams have equal points at the completion of round play [*of round play and semi-final*], eligibility to play in the final is determined by which team had the better net run rate. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition the average runs per over scored against that team throughout the competition. If two or more teams have an equal net run rate, then the highest placed team shall be the team which has lost the least wickets throughout the competition.

2 Hours of Play

2.1 Hours of Play: [B Grade and Presidents Grade only]

The hours of play shall be 12pm-3.10pm and 3.30pm-6.40pm. [*1.00 pm to 3.40 pm, and 3.50 pm to 6.30 pm*]

2.2 Start of Play:

Start of play shall be 12.00 noon [*1.00 pm*] for round play [*and semi-finals*], and 11.00 am [*12.00 noon*] for the final. Starting times may be varied due to daylight saving or, in other circumstances, at the request of both clubs with the agreement of the HKCA Management Committee.

2.3 Latest Start of Play Time:

The latest time play can commence for a minimum match to be completed (see 4.1 below) is 3.52 pm [*4.07 pm*], or 2.52 pm [*3.07pm*] for the final.

2.4 Interval:

A tea interval of 20 minutes shall normally be taken at the close of the first innings, except that if, in the opinion of the umpires (or if no umpires, the captains in agreement), the first innings has finished early, a 10 minute interval shall be taken at the close of the first innings and a 20 minute tea interval scheduled for approximately the mid-point of the day's play.

Where the start of play is delayed or play is interrupted, the umpires (or if no umpires, the captains in agreement) may reduce the tea interval but to not less than 10 minutes.

The home team is responsible for providing afternoon tea and drinks.

2.5 Drinks Breaks:

One drinks break is permitted in each innings. Further drinks breaks are permitted only by the prior agreement of the umpires (or if no umpires, the captains in agreement).

2.6 Close of Play:

Where the start of play is delayed and/or play is interrupted, the hours of play may not be extended beyond 6.30 pm (for calculation purposes).

3 The Innings

3.1 Number of Overs:

Each team shall bat for 50 [*45 B Grade – 40 Presidents*] six ball overs, unless all out earlier.

3.2 Second Innings:

If the team batting first is dismissed in fewer than 50 [*45 B Grade - Presidents*] overs, the team batting second shall be entitled to bat for 50 [*45 B Grade – 40 Presidents*] overs, subject to the provisions of a game being delayed or interrupted by weather conditions.

3.3 Reduced Overs:

In matches where the start of play has been delayed and/or where play is interrupted, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

3.4 Reduced Second Innings:

If, owing to suspension/interruption of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting the same number of overs as the team batting first, they shall bat for a number of overs to be calculated using the over rate set down in **3.5**. See also **4.3 Calculated Result**.

3.4 Over Rate:

Any calculation of the number of overs to be bowled shall be based on an average of 16 overs an hour (3.7 mins per over).

3.5 Penalties for Slow Over Rates Senior A only

In the event of either fielding team failing to bowl 50 overs by the expiration of 3 hrs and 10 mins, it shall complete the 50 overs, but six (6) penalty runs shall be added to the opponent's score for each over bowled after the expiry of the permitted 3 hrs and 10 mins. An over in progress at the expiry of the 3 hrs

and 10 mins shall be deemed to have been bowled within the permitted time. However, if the number of overs available to the team batting first is reduced to fewer than 50, then the provisions of 3.6 shall no longer apply.

4 The Result

Lower Grades 4.1 **Minimum Match:**

A result can be achieved only if both teams have batted for a minimum of 20 [18] overs, unless one team has been bowled out in fewer than 20 [18] overs, or unless the team batting second scores enough runs to win in fewer than 20 [18] overs.

4.2 **The Winner of a Match**

The team scoring the highest number of runs shall be the winner. In the event that the number of runs is tied, the winner is the team losing the fewest wickets. In the event of further deadlock, the team scoring the most runs from the bat shall be declared the winner.

4.3 **Target Score/Calculated Result:**

If the team batting second has neither been all out nor passed its opponent's score and has not had the opportunity to bat for a number of overs equal to those available to the team batting first, the result shall be determined as follows:

The Target Score for the team batting second is calculated by multiplying the number of overs available (OA) for the second innings (minimum 20 [18]) by the average runs per over (ARPO) scored in the first innings, and adding a percentage equivalent to the number of overs no longer available for the second innings (ONLA).

OA	×	ARPO	+	ONLA%	=	Target Score
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The important factor is to set, before the match commences, the base number of overs available to each side: eg 50 [45] for a full innings, or 20 [18] for a minimum match, or, if the start is delayed, 43 overs per side, or 36 overs per side, ... etc. This is the figure from which the overs no longer available (ONLA) is derived. For example, if the first team batted 50 overs but interruption reduces the second innings to 33 overs, the overs no longer available are 50 - 33 = 17, and so ONLA = 17 %, etc.

Examples

4. Team 1 scores 250/9 in 50 overs, ie ARPO of $250 \div 50 = 5.0$; Team 2 has only 40 overs available, ie OA = 40, thus has lost 50 - 40 overs as no longer available, ie ONLA is 10%

OA	×	ARPO	+	ONLA%	=	Target Score
40	×	5.0	+	10%	=	220 [ie 221 to win]

5. Team 1 scores 225 all out, ie ARPO of $225 \div 50 = 4.5$; Team 2 has only 40 overs available, ie OA = 40, thus has lost 50 - 40 overs as no longer available, ie ONLA is 10%

OA	×	ARPO	+	ONLA%	=	Target Score
40	×	4.5	+	10%	=	198 [ie 199 to win]

6. Team 1 scores 225 all out, ie ARPO of $225 \div 50 = 4.5$; Team 2 has only 33 overs available, ie OA = 33, thus has lost $50 - 33$ overs as no longer available, ie ONLA is 17%

OA	×	ARPO	+	ONLA%	=	Target Score
33	×	4.5	+	17%	=	173.745 [ie 174 to win]

7. Team 1 scores 180/6 from 40 overs due to interruption for weather, ie ARPO of $180 \div 40 = 4.5$; Team 2 has only 33 overs available, ie OA = 33, thus has lost $40 - 33$ overs as no longer available, ie ONLA is 7%

OA	×	ARPO	+	ONLA%	=	Target Score
33	×	4.5	+	7%	=	158.895 [ie 159 to win]

8. Team 1 scores 180/6 from 38 overs in a game reduced to 38 overs per side, ie ARPO of $180 \div 38 = 4.737$; Team 2, due to further interruption for weather, has only 32 overs available, ie OA = 32, thus has lost $38 - 32$ overs as no longer available, ie ONLA is 6%

OA	×	ARPO	+	ONLA%	=	Target Score
32	×	4.737	+	6%	=	160.68 [ie 161 to win]

Notes

1. In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate (ARPO) shall be based on the full number of overs to which it was entitled and not the number of overs in which it was dismissed.
2. If the target score involves a fraction of a run, the final scores cannot be tied.
3. Where the target score is a whole number and the team batting second is dismissed for exactly that number of runs, the innings are tied, and a winner is determined as in 4.2 above.
4. In a rain interrupted match or a match interrupted through any other cause, the important figure is the **target score**, which can be calculated once the umpires (or if no umpires, the captains in agreement) have determined the number of overs available to be bowled at the team batting second, for that is the number of overs the second team has to achieve the target score.
5. The game concludes when the target score is passed, or when the team batting second is dismissed, or when the nominated number of overs has been bowled.
6. In the event of a further interruption a new target score is calculated once the number of overs available has been further revised.

4.4 Scorers:

The scorers shall maintain a record, during both innings, of the total at the end of each over.

5 Number of Overs per Bowler

5.1 Maximum Number of Overs per Bowler:

No bowler shall bowl more than 10 [9 B Grade – 8 Presidents] overs in an innings.

5.2 Reduction in Overs per Bowler:

In a match where the overs available to both teams, or to the team bowling second, are fewer than 50 [45 B Grade – 40 Presidents] overs, no bowler may bowl more than one fifth of the total overs available, except that, where the total number of overs is not divisible by five, one additional over may be bowled by each of a minimum number of bowlers, this minimum number being equal to the remainder obtained when the total available overs are divided by five. See *Table in Appendix*

5.3 Bowler Unable to Complete an Over:

In the event of a bowler breaking down and being unable to complete an over, or being taken off before the completion of an over, the remaining balls must be bowled by another bowler (not the bowler of the previous over). Each part over shall count as a full over for the purpose of calculating the maximum overs for both bowlers.

Fielding Restrictions [Senior A only]

6.1 On Side Restrictions:

At the instant of delivery there shall be no more than FIVE fielders on the on side of the pitch, no more than TWO fielders behind square leg.

6.2 Powerplay Overs:

First block (10 overs for an uninterrupted match) shall be at the start of the innings. There must be at least TWO stationary fielders within 15 yards (inner ring) of the striker at the instant of delivery. NB: Gully, slips, leg slip may stand further back to fast bowlers. No more than TWO fielders are permitted, at the instant of delivery, outside the 30 yard (outer) ring.

Second block (5 overs for an uninterrupted match) The second block of Powerplay. Overs shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.) No more than THREE fielders are permitted, at the instant of delivery, outside the 30 yard (outer) ring.

Nomination of Second block A batsman must nominate his team's Powerplay block no later than the moment at which the Bowler's End umpire reaches the stumps for the start of the next over. Once a batsman has nominated a Powerplay block, the decision cannot be reversed.

Should the batting team choose not to nominate its Powerplay block, it will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 36th over).

6.3 Non-Powerplay Overs:

No more than FOUR fielders are permitted, at the instant of delivery, outside the 30 yard (outer) fielding ring.

6.4 Reduction of Powerplay Overs:

Where the number of overs available in an innings is reduced, the number of Powerplay overs shall be reduced proportionately. See *Table in Appendix*

6.5 Interruption of Powerplay Overs:

Each block of Powerplay Overs must commence at the start of an over. If play is interrupted during a Powerplay block, and, on resumption, the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately.

6.6 Interruption of non-Powerplay Overs:

If, following an interruption while a non-Powerplay over is in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

7 Wide Bowling

7.1 Prevention of Negative Bowling: [Senior A and Second Grades only]

Umpires are instructed to apply a very strict and consistent interpretation of this law in order to prevent negative bowling wide of the wicket.

7.2 Reasonable Opportunity to Score: [Senior A and Second Grades only]

Any off-side or leg-side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called "Wide Ball".

7.3 Wide Line a Guide: [Senior A and Second Grades only]

As a guide, for off-side deliveries to both right-handed and left-handed batsmen, a "wide line" shall be marked between the popping crease and the bowling crease at 890 mm either side of middle stump. The wide line is the inside edge of the marking. Any ball which, as it passes the popping crease, pitches on or passes over or to the off side of this line shall be called and signalled "Wide Ball", except when, in the opinion of the umpire, the batsman does have a reasonable opportunity to score.

7.4 Interpretation: Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and called "wide".

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a "wide" for the purposes of this Playing Condition as there has been a reasonable opportunity for the batsman to score.

When the batsman moves across to the off stump from his original stance for a ball that just misses the leg stump, this is not deemed negative bowling and is not be called "wide". Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any wide call.

7.5 Interpretation: Off side

Any delivery that passes on or outside the wide guideline, with the batsman in a "normal" batting stance, is called "wide".

If the batsman brings the ball sufficiently within reach and the ball passes outside the wide "guideline" then it is **not** a "wide". For example, a batsman

moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the “wide” guideline, and if he fails to make contact with the ball, the delivery will not be called a “wide”.

In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called “wide”.

When a right arm bowler is bowling around the wicket to a RH batsman, or left arm bowler bowling around the wicket to a LH batsman and bowls full yorkers on the off side marked “guideline”; this is deemed a negative tactic, and the delivery should be called “wide”.

7.6 Interpretation: Overhead

Any ball that pitches then passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket stroke shall be called “wide”. A second such delivery from the same bowler to the same batsman will normally be a No Ball under law 42.6.

Any ball that passes on the full above head height of the batsman standing upright, irrespective of whether it is likely to cause injury, is called “No Ball” and automatically attracts a warning for unfair bowling.

7.7 Interpretation: Reverse Sweep/Switch Hit

If the batsman plays or gets in a position to play a switch hit or reverse sweep and then aborts the shot, by playing or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well. Consequently, in these circumstances, the “wide line” guideline shall apply on both sides of the stumps. Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

7.8 Presidents Grade:

In Presidents grade the following shall apply:

- *Any ball which, as it passes the popping crease, pitches on or passes over or to the off side of the return crease shall be called and signalled “Wide Ball”.*
- *Any ball which, as it passes the popping crease, pitches on or passes over or to the leg side of the “wide line” (marked between the popping crease and the bowling crease at 890 mm either side of middle stump) shall be called and signalled “Wide Ball”*

7.9 Contact with the Ball:

If the ball makes any contact with any part of the batsman’s person, clothing or equipment, the wide ball law does not apply.

7.10 Scoring:

A wide ball scores 1 run to Extras/Wides, plus any other runs scored. Another ball must be bowled in the over.

8 No Ball

8.1 Law 24:

The normal laws apply for No Ball, ie placement of the front foot etc; fielding restriction breaches; arm action, penalty of breach. In addition the following shall apply:

8.2 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.

Current NZC ???8.3 Bouncers:

The bowler shall be limited to ONE short-pitched delivery per over. A short-pitched ball is defined as one which passes or would have passed above the shoulder but not clearly above the head of the batsman standing upright at the crease. A second or subsequent short-pitched delivery in that over shall be called and signalled No Ball.

Note: a Wide Ball deemed to be over the shoulder shall also count as one short-pitched ball for the over.

8.4 Bouncer Above the Head:

If a short-pitched ball clearly passes above the head of the batsman standing upright at the crease so that he is prevented from being able to hit it with his bat, the umpire shall call and signal "Wide Ball" and caution the bowler (for unfair bowling under Law 42.6). Such a delivery is deemed as one short-pitched delivery in the over.

A second such delivery, in that or any other over, shall receive a caution for unfair bowling. A third such delivery shall cause the bowler to be taken off for the rest of the innings and to be reported under the code of conduct provisions.

8.5 Beamer:

If a ball passes or would have passed on the full clearly above the waist of the batsman, the umpire shall call and signal "No Ball", and issue a caution which shall remain in effect for the rest of the innings. Any repetition shall cause the bowler to be taken off for the rest of the innings and to be reported under the code of conduct provisions.

8.6 Free Hit: Senior A only

When a foot fault No Ball is called, the next (fair) delivery is to be a free hit – umpires to signal 'free hit' to the striker and to the scorers.

Where the batsman facing the No Ball remains on strike, no field change is permitted for the free hit.

If the next ball is not a fair delivery (No Ball or Wide Ball), the following delivery is a free hit (and so on).

Dismissal from a free hit is possible only by Run Out, Handled Ball, Obstructed Field, Hit Ball Twice (ie same as for a No Ball).

9 Points

Win: 2 points

Rained off/no result: 1 point each team

Loss: 0 Points

10 Match Balls

10.1 Senior A:

A full size FOUR piece white Kookaburra *Club Match* or Regulation cricket ball (156g)

10.2 Second Grade:

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

Red Kookaburra Club Match or Regulation

10.3 Presidents:

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

Kookaburra Red King

10.4 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 (or if no umpires, the opposing captain) 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.

10.5 Uniform

Where a white ball is being used. Coloured pads must be worn.

PREMIER 2 CRICKET COMPETITION

Where conditions for Second/Presidents grades differ from those for the Senior A grade, the differences are given in italics usually within square brackets

1 The Competition

1.1 Round Play:

The competition shall be made up of as many matches as can be fit into the season as determined by the HKCA Executive Officer. Where possible this will see the competition play the number of weeks required to play a number of full rounds, however this may not always be able to occur.

1.2 The Winning Team:

The winning team shall be the team which is highest placed after round play

1.3 The Highest Placed Team after Round Play

The highest placed team after round play shall be the team with the most points. If two or more teams have equal points at the completion of round play, the highest placed team is determined by which team had the better net run rate. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition the average runs per over scored against that team throughout the competition. If two or

more teams have an equal net run rate, then the highest placed team shall be the team which has lost the least wickets throughout the competition.

2 Hours of Play

2.1 Hours of Play:

1st innings 12 noon to 2.20, 2nd innings 2.40pm to 5.00pm

2.2 Start of Play:

Start of play shall be 12.00 noon. Starting times may be varied due to daylight saving or, in other circumstances, at the request of both clubs with the agreement of the HKCA Management Committee.

2.4 Interval:

A tea interval of 20 minutes shall normally be taken at the close of the first innings, except that if, in the opinion of the umpires (or if no umpires, the captains in agreement), the first innings has finished early, a 10 minute interval shall be taken at the close of the first innings and a 20 minute tea interval scheduled for approximately the mid-point of the day's play.

Where the start of play is delayed or play is interrupted, the umpires (or if no umpires, the captains in agreement) may reduce the tea interval but to not less than 10 minutes.

The home team is responsible for providing afternoon tea and drinks.

2.5 Drinks Breaks:

One drinks break is permitted in each innings. Further drinks breaks are permitted only by the prior agreement of the umpires (or if no umpires, the captains in agreement).

2.6 Close of Play:

Where the start of play is delayed and/or play is interrupted, the hours of play may not be extended beyond 6.30 pm (for calculation purposes).

3 The Innings

3.1 Number of Overs:

Each team shall bat for 40 six ball overs, unless all out earlier.

3.2 Second Innings:

If the team batting first is dismissed in fewer than 40 overs, the team batting second shall be entitled to bat for 40 overs, subject to the provisions of a game being delayed or interrupted by weather conditions.

3.3 Reduced Overs:

In matches where the start of play has been delayed and/or where play is interrupted, the object should always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

3.4 Reduced Second Innings:

If, owing to suspension/interruption of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting the same number of overs as the team batting first, they shall bat for a number of overs to be calculated using the over rate set down in **3.5**. See also **4.3 Calculated Result**.

3.4 Over Rate:

Any calculation of the number of overs to be bowled shall be based on an average of 16 overs an hour (3.7 mins per over).

3.5 Penalties for Slow Over Rates Senior A only

In the event of either fielding team failing to bowl 40 overs by the expiration of 2 hrs and 20 mins, it shall complete the 40 overs, but six (6) penalty runs shall be added to the opponent's score for each over bowled after the expiry of the permitted 3 hrs and 10 mins. An over in progress at the expiry of the 3 hrs and 10 mins shall be deemed to have been bowled within the permitted time. However, if the number of overs available to the team batting first is reduced to fewer than 40, then the provisions of 3.6 shall no longer apply.

1 The Result

A result can be achieved only if both teams have batted for a minimum of 20 overs, unless one team has been bowled out in fewer than 20] overs, or unless the team batting second scores enough runs to win in fewer than 20 overs.

4.2 The Winner of a Match

The team scoring the highest number of runs shall be the winner. In the event that the number of runs is tied, the winner is the team losing the fewest wickets. In the event of further deadlock, the team scoring the most runs from the bat shall be declared the winner.

4.3 Target Score/Calculated Result:

If the team batting second has neither been all out nor passed its opponent's score and has not had the opportunity to bat for a number of overs equal to those available to the team batting first, the result shall be determined as follows:

The Target Score for the team batting second is calculated by multiplying the number of overs available (OA) for the second innings (minimum 20) by the average runs per over (ARPO) scored in the first innings, and adding a percentage equivalent to the number of overs no longer available for the second innings (ONLA).

$$\text{OA} \times \text{ARPO} + \text{ONLA}\% = \text{Target Score}$$

The important factor is to set, before the match commences, the base number of overs available to each side: eg 40 for a full innings, or 20 for a minimum match, or, if the start is delayed, 37 overs per side, or 26 overs per side, ... etc. This is the figure from which the overs no longer available (ONLA) is derived. For example, if the first team batted 40 overs but interruption reduces the second innings to 33 overs, the overs no longer available are $40 - 33 = 7$, and so $\text{ONLA} = 7\%$, etc.

Notes

7. In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate (ARPO) shall be based on the full number of overs to which it was entitled and not the number of overs in which it was dismissed.
8. If the target score involves a fraction of a run, the final scores cannot be tied.

9. Where the target score is a whole number and the team batting second is dismissed for exactly that number of runs, the innings are tied, and a winner is determined as in **4.2** above.
10. In a rain interrupted match or a match interrupted through any other cause, the important figure is the **target score**, which can be calculated once the umpires (or if no umpires, the captains in agreement) have determined the number of overs available to be bowled at the team batting second, for that is the number of overs the second team has to achieve the target score.
11. The game concludes when the target score is passed, or when the team batting second is dismissed, or when the nominated number of overs has been bowled.
12. In the event of a further interruption a new target score is calculated once the number of overs available has been further revised.

4.4 Scorers:

The scorers shall maintain a record, during both innings, of the total at the end of each over.

5 Number of Overs per Bowler

5.1 Maximum Number of Overs per Bowler:

No bowler shall bowl more than 7] overs in an innings.

5.2 Reduction in Overs per Bowler:

In a match where the overs available to both teams, or to the team bowling second, are fewer than 40 overs, no bowler may bowl more than one fifth of the total overs available, except that, where the total number of overs is not divisible by five, one additional over may be bowled by each of a minimum number of bowlers, this minimum number being equal to the remainder obtained when the total available overs are divided by five. See *Table in Appendix*

5.3 Bowler Unable to Complete an Over:

In the event of a bowler breaking down and being unable to complete an over, or being taken off before the completion of an over, the remaining balls must be bowled by another bowler (not the bowler of the previous over). Each part over shall count as a full over for the purpose of calculating the maximum overs for both bowlers.

Fielding Restrictions

6.1 On Side Restrictions:

At the instant of delivery there shall be no more than FIVE fielders on the on side of the pitch, no more than TWO fielders behind square leg.

6.2 Powerplay Overs:

First block (10 overs for an uninterrupted match) shall be at the start of the innings. There must be at least TWO stationary fielders within 15 yards (inner ring) of the striker at the instant of delivery. NB: Gully, slips, leg slip may stand further back to fast bowlers. No more than TWO fielders are permitted, at the instant of delivery, outside the 30 yard (outer) ring.

Second block (20 overs for an uninterrupted match) The second block of Powerplay. Overs shall be taken between overs 11 and 30 no more than

THREE fielders are permitted, at the instant of delivery, outside the 30 yard (outer) ring.

Third block (10 overs for an uninterrupted match) The third block of Powerplay. Overs shall be taken between overs 31 and 40 no more than FOUR fielders are permitted, at the instant of delivery, outside the 30 yard (outer) ring.

Batting Power Play

At any stage in the innings the Batting team may take a 5 over powerplay. In this power play no more than ONE Fielder is permitted at the instant of delivery, outside the 30 yard (outer) ring

6.4 Reduction of Powerplay Overs:

Where the number of overs available in an innings is reduced, the number of Powerplay overs shall be reduced proportionately. *See Table in Appendix*

6.5 Interruption of Powerplay Overs:

Each block of Powerplay Overs must commence at the start of an over. If play is interrupted during a Powerplay block, and, on resumption, the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately.

6.6 Interruption of non-Powerplay Overs:

If, following an interruption while a non-Powerplay over is in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

7 Wide Bowling

7.1 Prevention of Negative Bowling

Umpires are instructed to apply a very strict and consistent interpretation of this law in order to prevent negative bowling wide of the wicket.

7.2 Reasonable Opportunity to Score:

Any off-side or leg-side delivery which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called "Wide Ball".

7.3 Wide Line a Guide:

As a guide, for off-side deliveries to both right-handed and left-handed batsmen, a "wide line" shall be marked between the popping crease and the bowling crease at 890 mm either side of middle stump. The wide line is the inside edge of the marking. Any ball which, as it passes the popping crease, pitches on or passes over or to the off side of this line shall be called and signalled "Wide Ball", except when, in the opinion of the umpire, the batsman does have a reasonable opportunity to score.

7.4 Interpretation: Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and called "wide".

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide” for the purposes of this Playing Condition as there has been a reasonable opportunity for the batsman to score.

When the batsman moves across to the off stump from his original stance for a ball that just misses the leg stump, this is not deemed negative bowling and is not be called “wide”. Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any wide call.

7.5 Interpretation: Off side

Any delivery that passes on or outside the wide guideline, with the batsman in a “normal” batting stance, is called “wide”.

If the batsman brings the ball sufficiently within reach and the ball passes outside the wide “guideline” then it is **not** a “wide”. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the “wide” guideline, and if he fails to make contact with the ball, the delivery will not be called a “wide”.

In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called “wide”.

When a right arm bowler is bowling around the wicket to a RH batsman, or left arm bowler bowling around the wicket to a LH batsman and bowls full yorkers on the off side marked “guideline”; this is deemed a negative tactic, and the delivery should be called “wide”.

7.6 Interpretation: Overhead

Any ball that pitches then passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket stroke shall be called “wide”. A second such delivery from the same bowler to the same batsman will normally be a No Ball under law 42.6.

Any ball that passes on the full above head height of the batsman standing upright, irrespective of whether it is likely to cause injury, is called “No Ball” and automatically attracts a warning for unfair bowling.

7.7 Interpretation: Reverse Sweep/Switch Hit

If the batsman plays or gets in a position to play a switch hit or reverse sweep and then aborts the shot, by playing or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well. Consequently, in these circumstances, the “wide line” guideline shall apply on both sides of the stumps. Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

7.9 Contact with the Ball:

If the ball makes any contact with any part of the batsman’s person, clothing or equipment, the wide ball law does not apply.

7.10 Scoring:

A wide ball scores 1 run to Extras/Wides, plus any other runs scored. Another ball must be bowled in the over.

8 No Ball

8.1 Law 24:

The normal laws apply for No Ball, ie placement of the front foot etc; fielding restriction breaches; arm action, penalty of breach. In addition the following shall apply:

8.2 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.

8.3 Bouncers:

The bowler shall be limited to ONE short-pitched delivery per over. A short-pitched ball is defined as one which passes or would have passed above the shoulder but not clearly above the head of the batsman standing upright at the crease. A second or subsequent short-pitched delivery in that over shall be called and signalled No Ball.

Note: a Wide Ball deemed to be over the shoulder shall also count as one short-pitched ball for the over.

8.4 Bouncer Above the Head:

If a short-pitched ball clearly passes above the head of the batsman standing upright at the crease so that he is prevented from being able to hit it with his bat, the umpire shall call and signal "Wide Ball" and caution the bowler (for unfair bowling under Law 42.6). Such a delivery is deemed as one short-pitched delivery in the over.

A second such delivery, in that or any other over, shall receive a caution for unfair bowling. A third such delivery shall cause the bowler to be taken off for the rest of the innings and to be reported under the code of conduct provisions.

8.5 Beamer:

If a ball passes or would have passed on the full clearly above the waist of the batsman, the umpire shall call and signal "No Ball", and issue a caution which shall remain in effect for the rest of the innings. Any repetition shall cause the bowler to be taken off for the rest of the innings and to be reported under the code of conduct provisions.

8.6 Free Hit: Senior A only

When a foot fault No Ball is called, the next (fair) delivery is to be a free hit – umpires to signal 'free hit' to the striker and to the scorers.

Where the batsman facing the No Ball remains on strike, no field change is permitted for the free hit.

If the next ball is not a fair delivery (No Ball or Wide Ball), the following delivery is a free hit (and so on).

Dismissal from a free hit is possible only by Run Out, Handled Ball, Obstructed Field, Hit Ball Twice (ie same as for a No Ball).

- 9 **Points**
Win: 2 points
Rained off/no result: 1 point each team
Loss: 0 Points

10 **Match Balls**

A full size FOUR piece white Kookaburra *Club Match* or Regulation cricket ball (156g)

10.4 **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 (or if no umpires, the opposing captain) 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.

10.5 **Uniform**

Where a white ball is being used. Coloured pads must be worn.

SPIRIT OF THE GAME

Code of Conduct:

NZ Cricket Playing Conditions shall apply except that any citing shall be lodged with the Horowhenua-Kapiti Cricket Association Executive Officer before 7pm on the Monday immediately following the day of the citing.

The umpires shall advise the player(s) concerned, their captain and the opposition captain that the citing is to be lodged.

See ***Application HKCA Code of Conduct that explains how the NZC Code of Conduct is applied in the Horowhenua Kapiti District***

Yellow Card Report:

The umpires may issue a “yellow card” penalty for minor instances of unacceptable behaviour on the field of play, by which the offending player is required to leave the field of play for a period of not less than 10 and not more than 30 minutes. When a bowler given a “yellow card” penalty returns to the field of play, he may not bowl until after a period equal to the playing time off the field. When the penalty period for a batsman given a “yellow card” has expired, he may not resume his innings until the fall of a wicket.

For each penalty imposed, the umpires shall submit a Yellow Card Offence Report to the Horowhenua-Kapiti Cricket Association’s Executive Officer not later than 7pm on the Monday following the issuing of the penalty. See ***the Yellow Card Offence Report Form reproduced below.***

Questioning of Umpires:

Under the current ***Code of the Laws of Cricket***, players are not permitted to question or to ask the reason for any umpire’s decision. Breach of this provision is a code of conduct offence.

