SENIOR LIMITED OVERS PLAYING CONDITIONS

Except as modified hereunder, all Premier Men's matches shall be played in accordance with:

a) NZC First Class Playing Conditions;
b) The playing conditions specified in this section;
c) NDCA Senior Competition Regulations.

Applicable to - HEC Holland Plate (Premier), J R Bailey Cup (Reserves), Omega Cup (Senior A)

1. THE COMPETITION

1.1. Preliminary Round: The Senior Limited Overs competitions will comprise a double round robin of matches for grades with 6 teams and a single round robin for grades with 8 teams.

1.2. Finals: The top two placed teams after the preliminary round will advance to the final. In the event of teams finishing on equal points the right to compete in the finals will be determined as follows:

1.2.1. The team with the highest net Run rate.

1.2.2. Who beat who during round robin.

1.2.3. The final will be played at a venue determined by HCA.

1.2.4. In the event of a tie in the final, the teams will compete in a Super Over to find the winner.

1.3. If a result cannot be achieved in the final, a reserve day for the final will be allocated by HCA.

1.3.1. In the event that the reserve day for the final is abandoned or a result is not achieved the team with the highest number of points in the points table will be the winner.

2. POINTS

2.1. Match Result: points shall be scored in Senior Limited Overs matches as follows:

Win	4 points
Loss	0 points
Abandoned/No Result/Tie	2 points

3. HOURS OF PLAY

3.1. In matches where the start of play is not delayed, or play is not interrupted then:

10.30am – 1.50pm	Session 1
1.50pm – 2.30pm	Interval
2.30pm – 5.50pm	Session 2

3.2. When the start of play is delayed or interrupted and the total playing time is reduced, the Umpires can vary the length of the interval.

Up to 60 minutes	40 minutes
Between 61 and 90 minutes	35 minutes
Between 91 and 110 minutes	30 minutes

Between 111 and 130 minutes	25 minutes
More than 131 minutes	20 minutes

3.3. Intervals for Drinks

3.3.1. Two drinks per session will be permitted, each 70 minutes apart. An individual player may be given a drink on the boundary edge or at the fall of a wicket, on the field provided no time is wasted.

3.3.2. No other drinks shall be taken onto the field without permission of the umpires.

3.3.3. Any player taking drinks onto the field play should be appropriately dressed in team uniform and bib.

3.4. Allowances

3.4.1. For the purposes of determining penalties, the umpires shall take the following allowances into account

3.4.1.1. Actual time taken for an injured player on the field

3.4.1.2. Actual time taken for a player leaving the field in the event of a serious injury

3.4.1.3. Actual time taken to dry a wet ball or recover a ball

3.4.1.4. Time wasting by the batting team

3.4.2. In the event of any allowance being granted to the fielding team under 3.4.1.4 then time shall be deducted from the allowances granted to the batting team in the determination of its over rate.

4. NUMBER OF OVERS

4.1. Number of overs per game: Each team shall bat for one innings which shall consist of a maximum of 50 overs. A minimum of 50 overs per team must be scheduled to constitute a match.

4.2. No bowler shall bowl more than ten (10) 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, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.

5. LAW 4 - THE BALL

5.1. White 156g Kookaburra Regulation to be used for Premier Grade.

5.2. White 156g Kookaburra Club Match to be used for Premier Reserve and Senior A Grades.

6. INTERRUPTIONS TO PLAY

6.1. **Delayed Start:** In the event of a delayed start, the number of overs to be bowled must be calculated by allocating one over for each four (4) minutes of playing time remaining. The revision of the number of overs should ensure that both teams have the opportunity to bat for the same number of overs.

6.2. **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 the playing time remaining (refer clause 3.3) and allocating one over for each four (4) minutes, both teams must have the same number of overs calculated. If the revised calculated overs left is an odd number an over shall be added so that both teams have the same number of overs allocated.

6.3. **Second Innings Target:** If, play is suspended after the match has commenced the number of overs for each innings needs to be revised, then a revised target score must be calculated by using the Duckworth Lewis Stern method (available via PlayHQ)

7. FIELDING RESTRICTIONS

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

7.2. The following fielding restrictions shall apply:

7.2.1. 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 semicircles 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:

7.2.2. 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.

7.2.3. Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area from overs 11 to 40 inclusive.

7.2.4. Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area from overs 41 to 50 inclusive.

7.3. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

8. LAW 40 - TIMED OUT

8.1. Law 40 shall apply except that the incoming batter must be ready to receive the next ball, or for the other batter to be ready to receive the next ball within ninety (90) seconds of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, timed out.

8.2. The incoming batter is expected to be ready to make his way to the pitch immediately after a wicket falls. They should cross with the outgoing batter on the field of play.

9. LAW 21 - NO BALL

9.1. **Short Pitched Delivery:** 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 popping crease. In the event of the bowler bowling more than one short pitched delivery in an over, the umpire shall call and signal No-ball.

9.2. **Free Hit:** The delivery following any no-ball shall be a 'free hit' for whichever batter is facing it.

9.2.1. 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.

9.2.2. For any 'free hit' delivery, the batsman 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.

9.2.3. 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. Players are not allowed to move back to the 30 yard circle. The position will be as close as possible to that at the time of release of the delivery of the original no ball delivery.

9.2.4. If a close fielder seeks relief from the possibility of being struck from a free hit, their option is to leave the field for the free hit delivery.