SENIOR C PLAYING CONDITIONS

Jurisdiction:	*Hamilton Cricket Association*
Grade:	*C H Hamilton Cup, Norm Austin Cup*
Format:	*1-Day (35 Overs)*

Except as modified hereunder, the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all C.H. Hamilton Cup matches.

1. THE COMPETITION

The Senior C competitions will comprise a series of matches as notified and determined by the HCA.. This may include pool or divisional structures, and playoffs including but not limited to semi-finals and finals. The HCA retains the right to change this structure if necessary.

Teams will be ranked for playoffs in accordance with clause 2.3.

1.2 Final

The final will be played at a venue to be determined by the Hamilton Cricket Association on a date set out by HCA with no Reserve Day.

The team which wins the final shall be the winner of the competition. In the event of a tie in the final, a Super Over will be played.

If a result cannot be achieved in the final, the winner will be decided by the team with the highest number of points in the round robin tournament.

2. POINTS

2.1 Match Result

Points shall be scored in C.H. Hamilton Cup matches as follows:

Win	4 points
Tie or no result	2 points
Loss	0 points

Where matches are shortened and targets revised using the DLS system, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

2.2 Competition Placing

In the event of teams finishing on equal points, the right to play in the preliminary finals series and grand final match will be determined as follows:

- the team with the most number of wins
- the team with the highest net run rate

3. LAW 2 – THE UMPIRES

3.1 Light

Normally, play should continue regardless of the state of the light, but Umpires are empowered to enforce Law 2.7 and 2.8 if they deem it necessary.

4. LAW 4 – THE BALL

First Class Playing Condition 4 shall not apply and shall be replaced by:

Red Kookaburra 156g Senator, or Club Match cricket balls, as approved by the HCA will be used in all matches. Each fielding team shall have one new ball for its innings.

The Umpires (including player umpires) shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. This includes at the fall of a wicket, a drinks interval, or any other disruption in play.

5. LAW 11 – INTERVALS

First Class Playing Condition 11 shall not apply and shall be replaced by:

5.1 Interval between innings

The interval between innings shall be no longer than 20 minutes. If play in the first innings is not completed by 3.20pm, the interval time shall be reduced so that the second innings starts at 3.40pm. In the event of interruptions or poor weather, captains may reduce the time for the interval by mutual consent.

5.3 Intervals for drinks

One drinks breaks per session shall be permitted, after 17 overs.

6. LAW 12 – START OF PLAY, CESSATION OF PLAY

NZC First Class Playing Condition 12 shall not apply and shall be replaced by:

6.1 Hours of Play

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

(a) All matches

1.00pm – 3.20pm	Session 1
3.20pm – 3.40pm	Interval
3.40pm – 6.00pm	Session 2

Unless otherwise advised by the HCA

6.2 Revised Hours of Play

If there is a delayed start, or one or more interruptions in play, play may be extended up to 6.30pm.

7. LAW 13 – INNINGS

7.1 Duration

A match will consist of one innings per team, and each innings will be limited to 35 overs. Matches are to be of one day's duration. A minimum of 14 overs per team will constitute a match.

7.4 Number of overs per bowler

No bowler shall bowl more than 7 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. LAW 15 – DECLARATION AND FORFEITURE

First Class Playing Condition 15 shall be replaced by:

The Captain of the batting team may not declare the innings closed at any time during the course of the match.

9. LAW 16 – THE RESULT

9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 14 overs unless one team has been all out in less than 14 overs or unless the team batting second scores enough runs to win in less than 14 overs.

9.2 All other matches in which one or both teams have not had an opportunity of batting for a minimum of 14 overs, shall be declared "no result" matches.

9.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 35 overs each, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.

9.4 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

9.5 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 14 overs unless the provisions of C.H. Hamilton Cup Condition 9.1 applies, 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 is calculated by the Duckworth-Lewis/Stern method (see Duckworth-Lewis/Stern Regulations - DLS).

9.6 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 14 overs required to constitute a match (unless the provisions of C.H. Hamilton Cup Condition 9.1 applies), then the result shall be decided by the DLS system.

10. LAW 21 – NO BALL

10.1 Free Hit

The delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for 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 batsman is facing it.

For any free hit, 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 wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

(a) there is a change of striker; or

(b) the No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

11. LAW 22 – WIDE BALL

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

11.2 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 a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

11.3 A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No ball shall be scored as Wides.

12. LAW 41.6 – BOWLING OF DANGEROUS AND UNFAIR SHORT PITCHED DELIVERIES

Law 41.6 shall apply however Law 41.6.3 shall be replaced by the following:

41.6.3 The following shall apply:

(a) A bowler shall be limited to two fast short-pitched deliveries per over.

(b) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

(c) The Umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.

(d) In addition, for the purpose of this regulation, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.

(e) For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this Condition shall also count as one of the allowable short pitched deliveries in that over.

(f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in paragraph (a) above, the umpire at the bowler's end shall signal No ball on each occasion.

13. LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

13.1. Fielder absent or leaving the field

First Class Playing Condition 24.2 shall apply except that the maximum penalty time shall be 90 minutes rather than 120 minutes;

13.2 Late arrival of Fielders

Captains must notify the opposition captain of any shortfall in team numbers prior to commencement of play. On this basis any player that arrives late may play an immediate role in the game and no stand-down penalty time for batting or bowling shall be imposed on such notified players.

14. LAW 28 – THE FIELDER

14.1.1 Field restrictions

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

14.1.2 In addition to the restriction above, no more than 5 fielders are allowed outside the fielding circle. If a fielding circle is not marked, this is approximately 30 yards (27.5 metres) from the pitch.

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

15. PLAYERS

15.1 Players dropping Grades

Any player may only drop up to one grade for the same club on consecutive playing days.

15.2 Continuity of Teams

C Grade Teams must consist of at least five players for the same team on consecutive playing days. Any variation to the above rules must be submitted in writing to Competitions by 12pm Friday prior to play.

16. SCORING REQUIREMENTS

Matches must be submitted via PlayHQ by the team named first in the online draw by **6.00pm the following evening**. Failing to submit a PlayHQ result will result in a $150 club fine or 4-point deduction.

17. TEAMS NOT BOWLING THE REQUIRED OVERS

If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required overs have been bowled. Penalties may be applied by the judicial committee.