

PREMIER DEVELOPMENT LIMITED OVERS PLAYING CONDITIONS

All women's Premier Development 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 (2022) 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 **Overall Premier Championship:** The overall champion will be the team that wins the final.

1.2 Competition Structure:

- a) **Preliminary Rounds:** Will comprise a series of 10 rounds with seven teams playing each other once. This will be followed by a seeded round of three games with teams in pools based on final placings from the previous year's competition (i.e. 1, 3, 5, 7 and 2, 4, 6, bye). Teams will then be divided into top four (A) and bottom four (B) and play semi-finals and finals to determine final placings. The format for this will be A1 vs A4 and A2 vs A3, with the winners playing the final and losing teams competing for 3rd and 4th. In the bottom pool, B1 vs bye and B2 vs B3, with winners playing for 5th and 6th and the losing team finishing with a bye. If two teams are tied on points at the end of the Preliminary Rounds, the following method(s) will determine the superior side:
 - i. The team with the highest Net Run Rate (NRR).
 - ii. If still equal, the team with the greatest number of wins.
 - iii. If still equal, the team with the greatest number of wins over the other team(s) with which it is tied.
 - iv. If still equal, the team with the higher runs scored per wicket lost. A team's runs scored per wicket is calculated by dividing the team's total runs scored by the total wickets lost during the Preliminary Rounds.
- b) **Finals Rounds:** Semi-finals will be played on Saturday 22nd March and the finals on Saturday 29th March.

1.3 Reserve days:

- a) There will be **no Reserve Days** for any Preliminary or Finals Round matches.

1.4 **Abandoned Final:** In the event of neither team winning a semi-final or final due to an abandoned match, the winning result will be awarded to the higher seeded team at the completion of the Preliminary Rounds, if teams are tied, clause 1.2(a) will be used.

2. THE PLAYERS

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

3. COMPETITION POINTS

3.1 **Limited Overs:** The competition points for Premier Development grade shall be:

Result Type	Points
Win	3
Tie	1.5
No Result/Abandoned	1.5
Loss	0

3.2 **Defaults and Byes:** The competition points awarded where grades are affected by defaults or byes shall be determined using the following criteria;

- (a) **Default in a limited overs game:** The team defaulted against shall receive points equivalent to the team scoring the most points in the same round (including bonus points earned if applicable). For clarity, if every other game in the same round is declared a 'no result', the team defaulted against shall receive points equal to a 'no result'. The team defaulting shall not receive points.

3.3 If all teams in a competition have an equal number of byes, no points shall be awarded for the bye. When there is an unequal number of byes in a grade, points shall be awarded as follows;

- (a) **Bye in a limited overs grade:** The team with the bye shall receive points equivalent to the team scoring the most points in the same round (including bonus points if applicable). For clarity, if every other game in the same round is declared a 'no result', points shall be awarded equal to a 'no result'.

1. 4. THE RESULT

4.1 **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 all of its players are dismissed or until the maximum number of overs that are to be bowled in that innings is bowled, whichever is sooner.

4.2 **No result:** If play has been abandoned in a match and less than 16 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Both teams shall be awarded equivalent to the average number of points gained by teams that completed matches in the same round or 1.5 points, whichever is higher. Where the match has been abandoned and the team batting second has faced 16 or more overs (but less than 35 overs) and has not completed its innings, its target score shall be calculated in accordance with the Duckworth Lewis Stern Method which is inbuilt into PlayHQ.

4.3 **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 points shall be shared between the two sides. Where the match is a knockout fixture (such as the Finals Round) the result of the match will be determined as follows:

- (a) In the event of a tied finals match, the teams shall compete in a Super Over to determine which team is the winner (refer attached Appendix 1)
- (b) If following a tie, weather conditions prevent the Super Over or Bowl Out from being completed, the match will be abandoned and postponed to the Reserve Date, if it is the Reserve Date the following will be used to deem the superior side:
- The team who lost the least number of wickets in their innings.
 - If still equal, the team whose batters hit the greatest number of boundaries (fours and sixes).
 - If still equal, the higher seeded team at the completion of the round robin stage, if they are tied Clause 1.2(a) will be used.

4.6 **Club Competition – Points:** All points gained in the women's premier grade limited over competitions shall be applied towards the Club Championship.

5. HOURS OF PLAY

- 5.1 First Innings: 1pm – 3:20pm
Interval: 3:20pm – 3:40pm
Second Innings: 3:40pm – 6:00pm
- 5.2 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.

6. LIMITATION OF INNINGS

- 6.1 Number of innings: Each match will consist of two innings on one day.
- 6.2 Number of overs for limited overs: Each match shall be limited to a maximum of 35 overs per innings.

7. LATE START

- 7.1 **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.
- 7.2 **Bowling restrictions:** 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.
- 7.2 **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.
- 7.3 **Interval:** The interval between innings may be reduced to a minimum of 10 minutes in length to make up for lost time.
- 7.4 Each team shall face 16 overs for the match to be deemed valid. 3.40pm is therefore the latest start time to complete a valid 16 over game (i.e. 32 overs x 4 minutes = 128 + 10mins change of innings: 3.40pm – 6.00pm).

8. INTERRUPTIONS DUE TO WEATHER

- 8.1 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.
- 8.2 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.
- 8.3 **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 16 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 which is available via PlayHQ.
- 8.4 **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.

9. BOWLING RESTRICTIONS

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

10. THE OVER

10.1 Each over shall contain six fair deliveries.

11. NO BALL

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 21.3 of the General Playing Conditions

11.3 **Free Hit:** The delivery following all modes of no-ball shall be a 'free hit' for whichever batter is facing it. 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. For any 'free hit' delivery, 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 a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker.

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.

13. THE BALL

13.1 **Approved balls:** Only balls which are approved balls as specified in Law 4.2.1 of the General Playing Conditions shall be used. No other ball shall be used. A new ball shall be used in each innings of each side.

Appendix 1

Super Over

Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted for a finals match.

- A. Subject to weather conditions the Super Over will take place on the scheduled day of the match (or reserve day if it is utilised) at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed Note: re unfit light conditions see clause M below.
- B. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
- C. The umpires shall stand at the same end as that in which they finished the match.
- D. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- E. Only nominated players in the main match may participate in the Super Over. Should any player (including the batter and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the main match shall also apply in the Super Over.
- F. Any penance time being served in the main match shall be carried forward to the Super Over.
- G. Each team's over is played with the same fielding restrictions as apply for the last over in a normal Limited Over match.
- H. The team batting second in the match will bat first in the Super Over.
- I. The ball used will be the same one as used by the respective sides in their bowling innings. If this ball is unavailable, the umpires will select an adequate replacement, no new balls can be used.
- J. The loss of two wickets in the over ends the team's one over innings.
- K. The winner is deemed to be the team with the most runs from their respective Super Over.
- L. In the event of the teams having the same score after the Super Over has been completed, a new Super Over will be scheduled, with the team batting at the end of the first Super Over to bat first with the same rules as above applying. If another Super Over cannot be completed due to weather see clause 13. If in the event a Super Over nor Bowl Out can be scheduled the following will be applied to deem the superior team:
 - i. The team who lost the least wickets in the Super Over.
 - ii. If still equal, the team whose batters hit the most number of boundaries (fours and sixes) in the Super Over shall be the winner.
 - iii. If still equal the team who lost the least wickets in the main match (ignoring the Super Over) shall be the winner.
 - iv. If still equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.
 - v. If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e., including any runs resulting from Wides, no ball or penalty runs.

Example		
<i>Runs Scored from</i>	<i>Team 1</i>	<i>Team 2</i>
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings, however team 1 scored 2 runs from its 4th ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

- M. The Umpires shall determine the suitability of the light. Only in the event bad light prohibits the application of the Super Over, then a Bowl Out shall take place as below.

Bowl Out

Procedure for the Bowl Out

The following procedure will apply if the Umpires deem the light unfit to apply a Super Over.

- a) Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.
- b) The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.
- c) The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.
- d) If a bowler bowls a No Ball it will count as one of her two deliveries but will not count towards the score of the team.
- e) Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.