

MEN'S PREMIER, PREMIER RESERVE & PREMIER THREE GRADE LIMITED OVER CHAMPIONSHIP COMPETITION (Version 13/12/24)

All men's Premier and Premier Reserve Grade limited over championship 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 Code) 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 Grade Composition:

- (a) At the commencement of the season, ACA will allocate 16 Premier Grade teams into a separate Premier Grade Major Championship competition consisting of 8 teams and a separate Premier Grade Minor Championship competition consisting of 8 teams.
- (b) At the commencement of the season, ACA will allocate 16 Premier Reserve Grade teams into a separate Premier Reserve Grade Major Championship competition consisting of 8 teams and a separate Premier Reserve Grade Minor Championship competition consisting of 8 teams.
- (c) At the commencement of the season, ACA will allocate 16 Premier Three Grade teams into a separate Premier Three Grade Major Championship competition consisting of 8 teams and a separate Premier Three Grade Minor Championship competition consisting of 8 teams.

1.2 Premier Grade Competition Structure:

- (a) **Preliminary Round:** Each of the 8 teams in the Premier Grade Major and the Premier Grade Minor competitions will play a round robin series of seven matches against the seven other teams in the same competition.
- (b) **Semi Finals:** At the conclusion of the Preliminary Round the top four finishing teams shall advance to the semi-finals. The 1st placed team will play the 4th placed team, and the 2nd placed team will play the 3rd placed team, with the superior side being awarded the home venue. If 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 most number of wins.
 - iii. If still equal, the team with the most number of wins over the other team(s) 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.
- (c) **Final:** The winners of the semi-finals will advance to the final.

1.3 Premier Reserve Grade Competition Structure:

- (a) **Preliminary Round:** Each of the 8 teams in the Premier Reserve Grade Major and the Premier Reserve Minor competitions will play a round robin series of seven matches against the seven other teams in the same competition.
- (b) **Final:** At the conclusion of the Preliminary Round the top two finishing teams in Premier Reserve Major and the top two finishing teams in Premier Reserve Minor shall advance to the respective Final. The 1st placed team will play the 2nd placed team, with the superior side being awarded the home venue. If 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 most number of wins.
 - iii. If still equal, the team with the most number of wins over the other team(s) 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.

1.4 Premier Three Grade Competition Structure:

- (a) **Preliminary Round:** Each of the 8 teams in the Premier Three Grade Major and the Premier Three Minor competitions will play a round robin series of seven matches against the seven other teams in the same competition.
- (b) **Final:** At the conclusion of the Preliminary Round the top two finishing teams in Premier Three Major and the top two finishing teams in Premier Three Minor shall advance to the respective Final. The 1st placed team will play the 2nd placed team, with the superior side being awarded the home venue. If 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 most number of wins.
 - iii. If still equal, the team with the most number of wins over the other team(s) 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.

2. THE FINALS

2.1 Date(s):

- a) **Premier Semi Finals:** Sunday 16 February 2025
- b) **Premier Reserve Finals:** Sunday 16 February 2025
- c) **Premier Three Finals:** Sunday 16 February 2025
- d) **Premier Final:** Sunday 2 March 2025

2.2 Premier Final:

The winners of the Premier Grade semi-finals advance to the final, to be played at the home ground of the superior team following the below method(s) (based on the competition at the conclusion of the Preliminary Round, excluding finals):

- i. The team with the highest Net Run Rate
- ii. If still equal, the team with the most number of wins.
- iii. If still equal, the team with the most number of victories 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 competition.

The above is subject to the host club's home ground being of the required Premier grade standard to host the Final. ACA reserves the right to allocate to an alternate ground if the home team's ground is deemed unfit.

- 2.3 **Reserve days:**
- a) **Premier Semi Finals:** If a semi-final is cancelled or abandoned, the reserve day is Sunday 23 February 2025
 - b) **Premier Reserve Finals:** If the final is cancelled or abandoned, the reserve day is Sunday 23 February 2025
 - c) **Premier Three Finals:** If the final is cancelled or abandoned, the reserve day is Sunday 23 February 2025
 - d) **Premier Final:** If the final is cancelled or abandoned, the reserve day is Sunday 9 March 2025

NB: There will be no Reserve Days for any of the Preliminary Round matches.

- 2.4 **Abandoned 'finals' matches on the reserve day or if there is no reserve day:**
- a) **Semi Final:** In the event of neither team winning the Semi Final due to an abandoned match, the superior side will be the higher seeded team at the completion of the Preliminary Round.
 - b) **Final:** In the event of neither team winning the Final due to an abandoned match, the Competition will be awarded to the superior team as set out in clause 2.2 of this section.

- 2.5 **Premier Reserve Final eligibility:**
- a) To play in a Premier Reserve Limited Overs final (Major or Minor), a player must have played (or been named to play in the case of abandoned games) in three or more matches for that team in the same Limited Overs competition prior to the date of the final.
 - b) In addition to the above, any player who does not meet this criteria but has played all of their cricket in that season at the same grade or lower, shall be eligible to play in a Premier Reserve final.
 - c) Where a club has both their Premier, Premier Reserve and Premier Three sides playing in a semi-final or final on the same day, dispensation to 2.5 (a) may be granted to allow for the fair selection of teams. Any such dispensation must be requested from the Auckland Cricket Senior Club Cricket Manager no later than the 5pm on the Wednesday prior to such semi-final or final.

- 2.6 **Premier Three Final eligibility:**
- a) To play in a Premier Three Limited Overs final (Major or Minor), a player must have played (or been named to play in the case of abandoned games) in three or more matches for that team in the same Limited Overs competition prior to the date of the final.
 - b) In addition to the above, any player who does not meet this criteria but has played all of their cricket in that season at the same grade or lower, shall be eligible to play in a Premier Three final.
 - c) Where a club has their Premier, Premier Reserve and Premier Three sides playing in a semi-final or final on the same day, dispensation to 2.5 (a) may be granted to allow for the fair selection of teams. Any such dispensation must be requested from the Auckland Cricket Senior Club Cricket Manager no later than the 5pm on the Wednesday prior to such semi-final or final.

3. COMPETITION POINTS

- 3.1 **Limited Overs:** The competition points for Premier, Premier Reserve & Premier Three Men grades 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:** In the first instance, the team defaulted against shall receive points equivalent to the highest number of points earned by the team scoring the most points in the same round (including bonus points earned if applicable). For any subsequent instances, equivalent to the average number of points gained by the winning teams that completed matches in the same round.
- 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'.
- 3.4 **Promotion/relegation:**
- (a) **Men's Premier Grade One Day Championship Competition:** The team which wins the Premier Grade Minor One Day Championship Competition shall gain promotion to the Premier Grade Major One Day Championship Competition. The team which gains the lowest aggregate of points in the Premier Grade Major One Day Championship Competition shall be relegated to the Premier Grade Minor One Day Championship Competition.
 - (b) **Men's Premier Reserve Grade One Day Championship Competition:** The team which wins the Premier Reserve Grade Minor One Day Championship Competition shall gain promotion to the Premier Reserve Grade Major One Day Championship Competition. The team which gains the lowest aggregate of points in the Premier Reserve Grade Major One Day Championship Competition shall be relegated to the Premier Reserve Grade Minor One Day Championship Competition.
 - (c) **Men's Premier Three Grade One Day Championship Competition:** The team which wins the Premier Three Grade Minor One Day Championship Competition shall gain promotion to the Premier Three Grade Major One Day Championship Competition. The team which gains the lowest aggregate of points in the Premier Three Grade Major One Day Championship Competition shall be relegated to the Premier Three Grade Minor One Day Championship Competition.

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 ten of its players are dismissed or until the maximum number of overs which 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 20 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.3 of this section.

- 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 finals fixture (such as a preliminary semi-final, semi-final, or final) 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:
 - i. The team who lost the least number of wickets in their innings.
 - ii. If still equal, the team whose batters hit the most number of boundaries (fours and sixes).
 - iii. If still equal, the higher seeded team at the completion of the round robin stage, if they are tied clause 2.2 will be used.

5. HOURS OF PLAY

5.1 Premier and Premier Reserve

First session: 11:00am – 2:30pm

Interval: 2:30pm – 3:10pm

Second Session: 3:10pm – 6:40pm

Premier Three

First session: 12:00pm – 3pm

Interval: 3pm – 3:30pm

Second Session: 3:30pm – 6:30pm

- 5.2 **Premier and Reserve Men:** Where the start of play is delayed or interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time lost	Interval between innings
Up to 20 minutes	40 minutes
Between 20 and 80 minutes	35 minutes
Between 80 and 110 minutes	30 minutes
Between 110 and 140 minutes	20 minutes
More than 140 minutes	10 minutes

- 5.3 **Completion:** There shall be a five minute interval at the completion of 25 overs in each innings, but if a wicket falls in the 25th over this five minute interval shall be taken immediately. The closing time for each match shall be 6.40pm.

6. LIMITATION OF INNINGS

- 6.1 **Number of innings:** Each match will consist of two innings on one day.

- 6.2 **Number of overs:** Each team shall bat for one innings which shall consist of a maximum of 50 overs for Premier and Premier Reserves, and 45 overs for Premier Three. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

- 6.3 **Completion of innings:** If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3½ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled in the 3½ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.

- 6.4 **Limitation on overs in second innings:** If the last wicket in the first innings falls within two minutes of the expiration of the 3½ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).
- 6.5 **Dismissal:** Subject to clauses 6.3 and 6.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 6.6 **Extension of innings:** If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 6.3, 6.4, or 6.5 of this section, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.
- 6.7 Clauses 6.3, 6.4, 6.5 and 6.6 apply to Premier and Premier Reserve only.

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.
- 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. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs. For the sake of clarity, where the total remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 7.3 **Closing time:** Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 7.1 and 7.2), the closing time for each match shall be 6.40pm for Premier and Premier Reserve or 6.30pm for Premier Three, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

8. INTERRUPTIONS DUE TO WEATHER

- 8.1 **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 allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.
- 8.2 **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 20 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 available to the team batting second – this revised target being calculated by the Duckworth Lewis Stern Method available on PlayHQ.

9. BOWLING RESTRICTIONS

- 9.1 **Number of overs per bowler:** No bowler shall bowl more than ten overs in an innings in Premier and Premier Reserve Men, or nine overs in Premier Three. In the event of a delayed or interrupted match where the overs are reduced for both teams, or the team bowling second, clause 7.2 of this section shall apply.

10. WIDE BALLS AND NO BALLS (LAW 21 & LAW 22)

10.1 **Wide balls:** The following rules shall apply in respect of wide balls:

- (a) **Limited Over matches:** Any offside or leg side delivery which, in the sole opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called as 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. Umpires shall consider the level at which the match is being played before such strict enforcement of this rule.

10.2 **Short Pitched:** 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 crease.

In the event of the bowler bowling more than two short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in Clause 21 of section: General Playing Conditions.

10.3 **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 or if the no-ball was a result of a fielding restriction breach.

11. FIELDING RESTRICTIONS

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

11.2 In addition to the restriction in clause 11.1 above, further fielding restrictions shall apply to certain overs in each innings of a Premier or Premier Reserve match. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

11.3 The following fielding restrictions shall apply:

- (a) 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 semi-circles 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:

- (b) **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.
- (c) **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (d) **Powerplay 3** - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 11.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Second Powerplay	Third Powerplay
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 11.5 If play is interrupted during an innings and the table in 10.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 12.4

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 11.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 11.7 For Premier Three, there are no Powerplay Overs. Fielding restrictions shall apply as per Clause 11.1 above, and 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.

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

12. THE BALL

12.1 **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.

13. SCOREBOARD AND GROSVENOR CUP POINTS (Premier Men)

13.1 **Scoreboard:** The batting team shall keep a scoreboard up to date at all times.

13.2 **Scoring:** For Premier games the home team shall live score unless prior arrangement has been made with the away team to live score.

13.3 **Grosvenor Cup:** The Umpires Association shall take into account the operation of the scoreboard in respect of the award of the Grosvenor Cup.

14. CLUB COMPETITIONS

14.1 **Points:** All points gained in Men's limited over competitions shall be applied towards regular competitions and the Club Championship

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 (including Preliminary Semi Final, Semi Final or Final).

1. 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 13 below.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.
3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. 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.
6. Any penance time being served in the main match shall be carried forward to the Super Over.
7. Each team's over is played with the same fielding restrictions as apply for the last over in a normal Limited Over match.
8. The team batting second in the match will bat first in the Super Over.
9. 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.
10. The loss of two wickets in the over ends the team's one over innings.
11. The winner is deemed to be the team with the most runs from their respective Super Over.
12. 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:
 - (a) The team who lost the least wickets in the Super Over.
 - (b) If still equal, the team whose batters hit the most number of boundaries (fours and sixes) in the Super Over shall be the winner.
 - (c) If still equal the team who lost the least wickets in the main match (ignoring the Super Over shall be the winner.
 - (d) 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.
 - (e) 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		
Runs Scored from	Team 1	Team 2
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.

13. 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.

1. 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.
2. 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.
3. 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.
4. If a bowler bowls a No Ball it will count as one of his two deliveries but will not count towards the score of the team.
5. Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.