

WOMEN'S PREMIER RESERVE TWENTY20 PLAYING CONDITIONS – TIER 3

All women's Premier Reserve Tier Three (Social T20) 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 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 Competition formats are subject to change and the ACA shall, before the commencement of each season, establish the competition format.

2. THE PLAYERS (LAW 1)

- 2.1 Each team shall be composed of 9 players. Teams may not play with less than 7 players.
- 2.2 Teams may select ten players. In any situation where ten players are being used by any team, the captain of a team which has an additional player must advise the opposition captain of the name of the player in her side who will bat but not bowl and the name of the player who will bowl but not bat. Neither of these players shall be allowed to be the wicket-keeper. This advice must be provided prior to the commencement of the match.
- 2.3 A team with ten players must only have nine players on the field at any one time.
- 2.4 There will be no "stand-down" time on a player who comes into the game and wishes to bowl after being on the side-line.

3. COMPETITION POINTS

- 3.1 **Twenty20:** The competition points for the Premier Reserve Women Tier 3 grade shall be:

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

4. THE RESULT (LAW 16)

- 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 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 5 overs have been faced by the team batting second, the match shall be deemed abandoned and competition points shared.

- 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 shall be deemed a draw and competition points shared.

5. HOURS OF PLAY

5.1 **Saturday games:**

First Innings: 1pm – 2:20pm

Interval: 2:20pm – 2:30pm

Second Innings: 2:30pm – 3:50pm

- 5.3 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 (LAW 13.1)

- 6.1 Number of innings: Each match will consist of two innings on one day.
- 6.2 Number of overs: Each match shall be limited to a maximum of 20 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 **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 4pm.

8. INTERRUPTIONS DUE TO WEATHER

- 8.1 There is no reduction of overs rule for delays in play due to poor weather once the game has started. If rain interferes in a match and play is unable to be continued without reducing the overs, then the match shall be deemed abandoned and competition points shared (no DLS).
- 8.2 If weather delays the start of a game, the maximum numbers of overs in that match shall be reduced by a deduction of one over for each complete four minutes of playing time lost. The number of overs per side should be even and be a minimum of 5 overs per side. Note a closing time of 4pm should be used when making these calculations.

9. BOWLING RESTRICTIONS

- 9.1 **Number of overs per bowler:** no bowler shall bowl more than 4 overs in each match.
- 9.2 **Late Start:** 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.

10. THE OVER (LAW 17)

- 10.1 Each over shall contain 6 fair deliveries, and a maximum of 8 regardless of legality, except for the last over on the innings there is no maximum (i.e. wides and no-balls must be re-bowled).
- 10.2 All wides and no-balls that occur in the final over of each innings are to be re-bowled.

11. NO BALL (LAW 21)

- 11.1 Any delivery that passes or would have passed above the shoulder height of the batsman 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 6.3 of section: General Playing Conditions.

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 batters 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 (LAW 4)

- 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