

## PREMIER GRADE ONE-DAY COMPETITION CONDITIONS

### 1. THE SPIRIT OF THE GAME

At all times, the traditions and spirit of the game must be respected and maintained.

### 2. THE LAWS OF THE GAME

Except as specifically provided hereafter, the 2017 (2022) Code of the Laws of Cricket, together with the List A Playing Conditions as laid down by NZC will apply.

### 3. THE COMPETITION

#### 3.1 Format

- a) The TCA Premier One-Day competition will consist of a seven match round robin series of limited overs cricket with eight competing teams.
- b) On completion of the seven rounds of cricket all teams will be placed from first to eighth position according to the points obtained.
- c) Where teams finished tied for points on the ladder, the team with the most wins shall be the highest qualifier. If the teams are still tied the team with the highest net run rate, over the entire series of matches, shall be the highest qualifier. This calculation is confirmed by the TCA General Manager or his/her delegate.
- d) A semifinal round will be contested between teams ranked 1 v 4 and 2 v 3 at the home venues of the teams ranked 1 & 2.
- e) Teams may comprise of 12 players in both semifinals and the final.
- f) Prior to the start of the match, team captains must exchange team lists and a copy must be supplied to the umpires. These lists must contain batting XI (non-batter) and fielding XI (non-bowler).
- g) The player left out of the fielding XI (non-bowler) may act as a 'normal' 12th man for the fielding part of the match (i.e., he/she cannot bowl).
- h) The 12th man may be rotated on and off the field, however, the rules of cricket regarding eligibility to bowl and bat in relation to a players' time off the field (penance time) must apply, this includes the non-batter or bowler.
- i) In the semifinal should there be no result in a match the higher finishing qualifiers shall go direct into the final.
- j) Should either the semifinals or final be delayed through weather, umpires shall have the power to determine the length of the game.
- k) A late start can still constitute a 50 over game.

- l) If the final is unable to determine a winner because of weather, then the winner shall be the grand finalist that was the highest qualifying of the round robin competition.
- m) If both teams are equal on points at the conclusion of the round robin competition and cannot be separated with the net run rate calculation and the Final cannot be completed, then the trophy shall be shared.
- n) If in the final because of rain, weather or uncontrollable events, there should be no play or a result does not eventuate, then the highest placed qualifier in the final will be declared the winner of the title.

#### 4. GENERAL CONDITIONS

##### 4.1 Duration

- a) Matches shall be limited overs matches with a maximum innings length of 50 overs per team.

##### 4.2 Hours of play

- a) In an uninterrupted match: Start 11am, finish 6.20pm, as below:

11am	–	2.20pm (First innings)
2.20pm	–	3pm (Lunch)
3pm	–	6.20pm

Drinks to be held at the umpires' discretion.

- b) A minimum of 20 overs per team will constitute a match.

##### 4.3 Balls

- a) All teams shall provide their own balls when fielding.
- b) New, white Kookaburra Regulation 156g 4-piece balls shall be used.
- c) The umpires shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the balls and shall retain possession of it them at the fall of a wicket, a drinks interval, or any other disruption in play.

##### 4.4 Bowling limits

- a) No bowlers shall deliver more than 10 overs in the course of an innings.

##### 4.5 Points

- a) Match points:

Win	:	Four points
Loss	:	Zero points
Tie	:	Two points each
Abandoned	:	Two points each points each

- b) Bonus Point:
  - i. The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- c) Defaults
  - i. Win by default is equal to maximum points in the respective round.
  - ii. Loss by default may include a 2-point penalty deduction.

#### 4.6 Interrupted play calculations

- a) Where the start of play is delayed, or play is interrupted the number of overs for each team shall be reduced on one over for every eight minutes. (i.e., if 85 minutes is lost the number of overs is reduced by 5 overs for each side).
- b) If less than 20 overs are possible for each team the match shall be declared "abandoned". Remaining overs should be calculated back from 6:50pm.
- c) If play is interrupted while the first team is batting, the number of overs for each team shall be reduced as in clause 3.10.a above.
- d) If play is interrupted while the second team is batting, the number of overs for this team shall be reduced by one over for every four minutes of playing time lost. If less than 20 overs are possible for the second team the match shall be declared "Abandoned".
- e) If the number of overs is reduced for both teams or for the team bowling second a minimum of 5 bowlers must still be used.
- f) No bowler may bowl more than one-fifth of the total overs allowed.
- g) 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.
- h) For the purpose of finding a winner for rain interrupted games the Duckworth Lewis formula will be used for calculations when required, and the Play HQ Duckworth Lewis calculator should be used. It is up to the home team to have an appropriate device available to make the calculation.