

PREMIER GRADE T20 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 Pool format

- a) The TCA Premier T20 competition will consist of two 4-team pools, a North Pool and a South Pool
- b) Each will play three pool matches against the other sides in the pool.

3.2 Finals

- a) At the conclusion of the pool matches, semifinals and a final will be held.
- b) The semi-finals will be contested on a crossover basis between the two pools, ie the team qualifying 1st in the North Pool will play the team qualifying 2nd in the South Pool and vice versa.
- c) Semi-finals will be played at the home venue of the two teams ranked 1st in their respective pools
- d) 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.
- e) In the case that any semifinal cannot be finished then the highest qualifying team/s after the round robin stage shall advance to the final.
- f) A final between the winners of the two semifinals will take place.
- g) If the final is unable to be played or abandoned, then the winner of the pool match between the two teams (if one was played) will be deemed to win the trophy. If a pool match was not played, or there was no result from the pool match, the trophy will be shared.



4. PLAYING CONDITIONS

4.1 Duration

- a) Matches shall be limited overs matches with a maximum innings length of 20 overs per team.

4.2 Hours of play

- a) In an uninterrupted match: Start 5.15m, finish 8.05pm, as below:

5.15pm	–	6.35pm (First innings)
6.35pm	–	6.45pm (Interval)
6.45pm	–	8.05pm

- b) There are no drinks breaks
- c) A minimum of 5 overs per team will constitute a match.

4.3 Balls

- a) All teams shall provide their own balls when fielding.
- b) White good quality Kookaburra 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.
- d) A new ball, of the type as set out in clause 4.3.b above, shall be supplied for the 1st innings of either side.

4.4 Bowling limits

- a) No bowlers shall deliver more than 4 overs in the course of an innings.

4.5 Fielding restrictions

- a) Leg Side - At the instant of delivery there may be no more than five fielders on the leg side of which no more than two may be behind square leg. In the event of an infringement of this clause, either umpire shall call and signal “No Ball”.
 - i. This fielding restriction applies throughout the innings.
- b) The first six overs of each innings will have fielding restrictions where only two fielders may be outside the inner circle.
- c) After the sixth over of each innings, a maximum of five fielders are allowed outside the inner circle.

4.6 Short pitched bowling

- a) One short-pitched ball per over is allowed.

4.7 Free hits

- a) Free hit rules apply only when there is a TCUSA appointed umpire standing at the bowler's end.
- b) Should a bowler deliver a no ball, it will incur the penalty of 1 run and his next delivery is designated a free hit.
- c) If the delivery for the free hit is not a legitimate delivery (ie any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing.
- d) The batter facing a free hit delivery can only be dismissed through a run out, for hitting the ball twice, obstructing the field or handling the ball, as is the case for the original "no ball."
- e) If the same batter is facing, then fielders must remain in the same position.
- f) If batters change ends, the field can be changed.

4.8 Slow over rate

- a) If the fielding team do not start to bowl their 20th over within 80 minutes, they must bring an extra player into the fielding circle for every whole over bowled after the 80-minute mark, as per List A conditions; the umpire may add more time to this, if he considers the batting team is wasting time.

4.9 Batter timed out

- a) The incoming batter must be in position to take guard or for his partner to be ready to receive the next ball (or for his partner to receive the next ball) within one minute 30 seconds of the fall of the previous wicket.

4.10 Eliminator tie-breaker

- a) If the match ends with the scores tied and there must be a winner (ie a semi-final or final only), the tie is broken with a one over per side eliminator.
- b) If weather and light conditions permit, this shall commence within 5 minutes of the conclusion of the match.
- c) Prior to the commencement of the eliminator, each team selects 3 batter and 1 bowler. The umpires shall choose which end to bowl and both teams will bowl from the same end.
- d) The same fielding restrictions will apply as for the last over of a normal T20 match.
- e) The team batting second in the match will bat first in the one over eliminator.
- f) The same ball as that used at the end of the team's innings will be used for the extra over.
- g) The loss of 2 wickets in the over ends the teams one over innings.

- h) In the event of a “tie” at the end of the eliminator, the team that has hit the most number of boundaries (fours & sixes) combined from its two innings (main match + eliminator) shall be the winner. If this is the same for both teams, the team that hit the most number of boundaries in the main match only, will be declared the winner.

4.11 Alternative Tie-Breaker

- a) If fading light prevents the “eliminator” being completed safely; the “bowl-out” tie-breaker option may be employed as follows:
 - b) Five bowlers from each side deliver 2 balls each at an unguarded set of wickets.
 - c) The team which breaks the wickets the most times shall be the winner.
 - d) If the number of broken wickets is equal after the first 10 balls per side, the bowling continues and is decided by sudden death.

4.12 Points

- a) Match points:

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

- b) 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.

4.13 Interrupted play calculations

- a) Teams have one hour 20 minutes to bowl 20 overs.
- b) In the first innings, the calculation of the number of overs to be bowled shall be based on one over for every full 4 minutes in the total time available for play up to the scheduled close of play.
- c) In the second innings of the match, overs shall be reduced at a rate of one over for every full 4 minutes lost, unless the first innings finished early / second innings started early in which case no overs are lost until the time that has been gained is subsequently lost.
- d) 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.
 - i. No bowler may bowl more than one-fifth of the total overs allowed.
 - ii. 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.

- e) 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.