

DIVISIONS 1, 2 & 3 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 COMPETITIONS

3.1 TCA's Division 1, 2 & 3 competition formats are subject to change each season depending on the number of teams entered in each grade. The General Manager will make the structure and the finals format known to the participating clubs each year.

3.2 2024/25 regular season

- a) The Divisions will consist of an eight team Division 1 grade and a 14 team Division 2 grade.
- b) The Division 1 grade will play two round robin rounds of seven matches, on a home and away basis against each other side.
- c) The Division 2 grade will play a single round robin round of 13 matches.

3.3 2024/25 season finals

- a) At the conclusion of the round robin matches in both Divisions, semifinals and a final will be held.
- b) The semifinals will be contested by the teams qualifying ranked 1-4 at the end of round robin play.
- 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 carried out by the TCA General Manager or his/her delegate.

- d) The semifinals format will be 1v4 and 2v3 at the home venue of the higher ranked qualifiers.
- 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) In each Division a final between the winners of the two semifinals will take place.
- g) If in the finals there shall be no play, or a winning result does not eventuate, then the championship shall be awarded to the finalist that was the higher finishing qualifier at the conclusion of round robin.

3.4 Promotion/Relegation

- a) The team deemed to have won the Division 2 (and 3 when applicable) grade/s at the conclusion of each season will be moved up one division for the following season.
- b) The teams finishing last place in the Division 1 and (2 when applicable) grade/s will move down one division for the following season.
- c) Failure to do so may result in championship titles being removed and/or championship points being deducted for the following season.
- d) TCA, at its sole discretion, may allow for promotion/relegation matches to be played between divisional winners and the losers with the winner to play in the higher division the following season.
- e) This rule does not stop any team from choosing to enter a higher division the following season if they wish.
- f) TCA, at its sole discretion may determine additional semifinal and final series be played to determine the winner of any other grades.
 - i. The format and conditions of any such series will be subject to TCA's decision each season.

4. PLAYING CONDITIONS

4.1 Duration

- a) Matches shall be limited overs matches with a maximum innings length of 40 overs per team.

b) Hours of play:

- i. 10:30am start (vs home South teams, unless altered by mutual agreement).
- ii. 1:00pm start (vs home North teams).
- iii. An innings break shall consist of 15 minutes.
- iv. Start times may be altered from the two start times above by mutual captain's agreement. TCA must be advised.

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

4.2 Balls

- a) All teams shall provide their own balls when fielding.
- b) Red good-quality Kookaburra 156g 2-piece or 4-piece balls shall be used.
- c) The use of a new ball at the commencement of an innings shall be optional, however if an innings is started with a used ball, this ball must be used throughout the innings.

4.3 Bowling limits

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

4.4 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 12 overs of each innings will have fielding restrictions where there must be one catcher in play and only two fielders outside the inner circle.
- c) From the 13th over of each innings, there must be a minimum of four fielders within the outer circle.

4.5 Short pitched bowling

- a) Bouncers are not permitted. In for all deliveries that bounce and pass or would have passed above the shoulder height of the striker, standing upright at the crease, the umpire shall call and signal “no ball”.

4.6 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.

c) Byes

- i. The team that has a bye scheduled shall be awarded points equivalent to the highest number of points by any other team in their Division for that round of matches.

4.7 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 five overs for each side). If less than 20 overs are possible for each team the match shall be declared “Abandoned”.
- b) Teams shall have 30 minutes grace before any reduction of overs is necessary.
- c) If rain interrupts play while the first team is batting, the number of overs for each team shall be reduced as in clause 4.7.a above.
- d) If rain interrupts play 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 five bowlers must still be used.



- i. No bowler may bowl more than one-fifth of the total overs allowed. 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.
- f) 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.