

FRIDAY NIGHT T20 DIVISION 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 TCA's Friday Night T20 Division competition may be subject to change each season depending on the number of teams entered. The General Manager will make the structure and the finals format known to the participating clubs each year.

3.2 Grading

a) For the purposes of player eligibility, the Division shall be treated as the equivalent of the Division 1 and 2 Grades.

3.3 2024/25 regular season

a) The Division will consist of seven teams.

b) The teams will play two round robin rounds of six matches plus a bye on a home and away basis against each other side.

3.4 2024/25 season finals

a) At the conclusion of the round robin matches, 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) 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.

4. PLAYING CONDITIONS

4.1 Duration

- a) Matches shall be limited overs matches with a maximum innings length of 20 overs per team.
- a) Hours of play:
 - i. 5.15pm start
 - ii. An innings break shall consist of up to 10 minutes.
 - iii. There are no drinks breaks.
- b) Start times may be brought forward by mutual captain's agreement. TCA must be advised.
- c) A minimum of five overs per team will constitute a match.

4.2 Balls

- a) All teams shall provide their own balls when fielding.
- b) White or coloured (ie pink/orange) 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 bowlers shall deliver more than four 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 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.

4.5 Short pitched bowling

- a) Bouncers are not permitted. Ie 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 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.

4.7 Eliminator tie-breaker

- a) If the match ends with the scores tied and there must be a winner (ie a semifinal 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 five minutes of the conclusion of the match.
- c) Prior to the commencement of the eliminator, each team selects three batter and one 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 two 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.

4.8 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 two 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.

4.9 Points



a) Match points:

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

b) Defaults

- i. Win by default is equal to maximum points in the respective round.
- ii. Loss by default may include a two-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 the division for that round of matches.

4.10 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 four 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 four 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 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.
- 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.