

TCA BYLAWS: PREMIER GRADE RED-BALL COMPETITION PLAYING CONDITIONS 2025/26

1. THE SPIRIT OF THE GAME

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

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

2. THE LAWS OF CRICKET

Except as specifically provided hereafter, the 2017 (2022) Code of the Laws of Cricket, together with the most recent First-Class Playing Conditions as laid down by NZC will apply.

3. THE COMPETITION

- 3.1 The TCA Premier Red Ball Competition will consist of two phases - phase one being declaration cricket and phase two being two-day cricket.
- 3.2 Phase one – Declaration Cricket
 - a) The Premier Red Ball competition will begin with seven round robin matches of declaration cricket with eight competing teams.
 - b) On completion of the seven rounds of declaration 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 best net aggregate runs versus wickets taken, 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) Accumulated points will be **halved** when transitioning to the two-day phase of the competition.
- e) High school teams may comprise 12 players including a specified non-batter and non-bowler.
 - i. The wicketkeeper may not be the non-bowler.
 - ii. Penance time shall not apply.

3.3 Phase two – Two-Day Cricket

- a) Teams placed one (1) through four (4) will form the “Premiership Shield pool” and each will play three round robin matches against the other sides in the pool.
- b) Teams placed five (5) through eight (8) will form the “Championship Plate pool” and each will play three round robin matches against the other sides in the pool.
- c) High school teams may comprise 12 players including a specified non-batter and non-bowler.
 - i. The wicketkeeper may not be the non-bowler.
 - ii. Penance time does not apply.

3.4 Finals

- a) At the conclusion of the round robin matches the sides ranked one (1) and two (2) in the Premiership Shield Pool will compete in a three-day final.
- b) At the conclusion of the round robin matches the sides ranked one (1) and two (2) in the Championship Plate Pool will compete in a two-day final.
- c) The winner of the three-day final will be recognised as TCA’s Premier Red Ball champion.
- d) The winner of the two-day final will be recognised as TCA’s Premier Red Ball Plate winner.
- e) Where teams finished tied for points on the ladder, the team with the most wins in the two-day phase shall be the highest qualifier. If the teams are still tied, the team with the best net aggregate runs versus wickets taken, over the entire series of two-day matches, shall be the highest qualifier.
 - i. This calculation is carried out by the TCA General Manager or his/her delegate.

- f) If in either finals because of ground, weather, light or uncontrollable events, there should be no play or a first innings result does not eventuate, then the highest placed qualifier in the final will be declared the winner of the respective title.
- g) Hours of play shall remain as that set out in Rule 6.3 however, if daylight saving has finished then play may be permitted to commence at 10am.
- h) All teams may comprise 12 players.
- i) Prior to the start of the final/s, 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).
- j) 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).
- k) 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.
- l) TCA will provide one ball per innings. If more balls are required, the respective team/s will provide their own.

4. GENERAL CONDITIONS (both phases)

4.1 Pitches

- a) All games, including finals, shall be played on turf except where dispensation is granted under TCA SENIOR COMPETITION RULES & REGULATIONS Clause 7.1.

4.2 Balls

- a) All teams shall provide their own balls when fielding.
- b) New, red 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 or any other disruption in play.
- d) A new ball, of the type as set out in clause 4.2.b above, shall be supplied for the 1st innings of either side. The fielding captain may use a new ball in the second innings, provided it is taken at the commencement of the innings.
- e) A new ball may be taken after 80 overs in an innings.

4.3 Uniforms

- a) In all matches, the teams shall wear white cricket clothing.

5. DECLARATION PHASE PLAYING CONDITIONS

5.1 Duration

- a) A declaration match will consist of one innings per side, with a maximum of 110 overs in a day.

5.2 Declarations

- a) There is a compulsory declaration for the team batting first at the conclusion of 60 overs.
- b) The captain of the team batting first may declare his innings closed at any time, prior to or at the completion of 60 overs, when the ball is dead, during the course of the day's play. In the case of an interrupted match, the above number of overs is not reduced.
- c) The captain of the team batting second in the match may not declare their innings closed. Any such declaration shall be treated as a forfeiture of the match and default points and penalties shall be applied.

5.3 Bowling limits

- a) No bowlers shall bowl more than 15 overs in the course of an innings.

5.4 Hours of play

- a) In an uninterrupted match: Start 10.30am, finish 6.05pm, as below:

10.30am	–	1pm
1pm	–	1.40pm (Lunch – 40 minutes)
1.40pm	–	2.55pm
2.55pm	–	3.10pm (*Expected innings break – 15 minutes)
3.10pm	–	6.15pm

A 15-minute break will occur at the change of innings.

At the umpires' discretion, the first session may be extended by up to 30 minutes if the end of the innings is imminent, at which point the lunch break will be taken.

Drinks to be taken at the umpires' discretion.

- b) These hours of play are subject to:

- i. 110 overs being bowled.
- ii. Minimum 16 overs being bowled in last hour commencing at 5.05pm; unless behind the required over rate. To clarify, the last hour shall not start unless a minimum of 94 overs have been bowled, or 5.05pm, whichever is later, in an uninterrupted match. In a match where the overs have been revised due to interruptions, the corresponding minimum number prior to the last hour shall apply.
- iii. At the request of either captain the stated hours may be varied or extended where possible, to make up lost time in a day's play because of ground,

weather, light, or any other unavoidable circumstances. Hours of play are to be confined to the period 10.30am to 6.30pm, i.e. an extra 25 minutes is available to be claimed.

5.5 Time lost calculations:

- a) Minimum overs to be calculated as follows: Initial time available 480 minutes, minus accumulated time lost = playing time remaining. Divide this by 3.75, round down to nearest number. This gives the total minimum overs available for the day. This cannot exceed 110.
- b) Finish time shall be extended by a maximum of 25 minutes (i.e. 6.30pm subject to minimum overs) to make up for accumulated time lost.
- c) "Last hour" shall commence at 5.05pm + accumulated time lost, but not later than 5.30pm. In the event of stoppage during the last hour the minimum 16 overs are reduced by one for every 3.75 minutes or part thereof of stoppage once the total time lost exceeds one hour. The last hour of play can start beyond 5.30pm only if the corresponding minimum overs have not been bowled.
- d) Lunch and drinks breaks may be rescheduled as appropriate, at the discretion of the umpires.

Note: Clauses 5.4.b.ii and 5.5.c above will apply only if, at the commencement of the "last hour", 16 or fewer of the minimum total overs for the day remain to be bowled.

5.6 The Result

- a) To constitute a match, the team batting second must have the opportunity to bat at least 20 overs, if needed to achieve a result. Anything less will be classified an abandoned match. (For example. Due to a delayed start or GWL delays, a match has 44 overs available in the day. The team batting first must declare with 20 overs left in the day (i.e. at 24 overs) to constitute a match.)
- b) To win, the team bowling second must bowl the opposition out or the team batting second must score more runs than the team who batted first. If none of the above is achieved, then the match will be deemed a draw.
- c) In the event of a drawn match the team that achieves the higher rate of **Runs Per Over** for the match will be awarded a Winning Draw. The team with the lower rate will be awarded a Losing Draw.

5.7 Points

a) Match points:

Win	:	6 points
Draw	:	3 points each
Winning Draw	:	4 points
Losing Draw	:	2 points
Loss	:	0 points
Tie	:	3 points each
Abandoned	:	3 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.
- iii. Bonus points

c) Bonus points will apply on a team's **second** innings.

- i. Batting Bonus Points:
 - a. Achieving 70% of the target runs will be worth one bonus point
 - b. Achieving 90% of the target runs will be worth two bonus points
- ii. Bowling Bonus points:
 - a. Taking seven wickets will be worth one bonus point
 - b. Taking nine wickets will be worth two bonus points
 - c. Bonus points will be awarded to teams in all match scenarios except Abandoned matches.

6. TWO-DAY PHASE PLAYING CONDITIONS:

6.1 Duration

- a) A two-day match will consist of up to two innings per side. There is no limit on overs in the first innings.
- b) A minimum of 104 overs shall be bowled in an uninterrupted day's play.
- c) Each team must bowl a minimum of 16 overs per hour at 3.75 minutes per over while they are in the field during the game. 16 overs to be bowled in the last hour of the second day.
- d) There will be a three over reduction of overs for each change of innings, umpires will adjust the minimum number of overs left in the day at each scheduled break and change of innings.
- e) Play shall continue until the minimum number of overs for that day have been bowled or the scheduled conclusion of play has been reached – whichever occurs last.
- f) Play should not be called off before the start of the last hour on the second day, however the officiating umpires may at their discretion call play off earlier if they are certain a result will not be reached.

6.2 Players

- a) Up to three players may be changed for the second day of a two-day match, this rule does not apply for the finals. Additionally:

- i. If a player/s has been selected to play or coach for a TCA, CD or NZ representative team and is/are required to be replaced for the second day of a two-day match, then the replacement player/s may participate fully in the match.
- ii. If a player who has been selected for higher honours, has batted then the replacement player shall not be entitled to bat in that innings.
- iii. If a player who has been selected for higher honours, is not out then he/she shall be recorded in the scorebook as 'retired, not out' and his/her replacement shall be entitled to continue such innings.
- iv. If, due to the circumstances in 6.2.a.i, the replacement player (eg from a lower division) may, in turn, be replaced under the same conditions that apply in 6.2.a.ii & iii.
- v. A representative player returning to a team may not resume the innings of the player they are replacing, if that player finished the first day of the match not out.

6.3 Hours of Play

- a) In an uninterrupted match: Start 10.30am, finish 6.00pm, as below:

10.30am	–	12.45pm
12.45pm	–	1.25pm (Lunch – 40 minutes)
1.25pm	–	3.40pm
3.40pm	–	4.00pm (Tea break – 20 minutes)
4.00pm	–	6.00pm

Drinks to be taken at the umpires' discretion.

- b) At the request of either captain the stated hours may be varied or extended where possible, on the day or subsequent days, to make up lost time in a day's play because of ground, weather or light, or any other unavoidable circumstances. Hours of play are to be confined to the period 10.30am to 6.30pm. i.e., an extra half-hour (eight overs) per day is available to be claimed.

6.4 Time lost calculations

- a) Minimum overs to be calculated as follows: Initial playing time available 390 minutes, minus accumulated time lost = playing time remaining. Divide this by 3.75, round **up** to nearest number. This gives the total minimum overs available for the day. This cannot exceed 104.
- b) Finish time shall be extended by a maximum of 30 minutes (i.e. 6.30pm subject to minimum overs) to make up for accumulated time lost.
- c) "Last hour" shall commence at 5.00pm + accumulated time lost, but not later than 5.30pm. In the event of stoppage during the last hour the minimum 16 overs are reduced by one for every 3.75 minutes or part thereof of stoppage once the total time lost exceeds one hour. The last hour of play can start beyond 5.30pm only if the corresponding minimum overs have not been bowled.

- d) Lunch, tea and drinks breaks may be rescheduled as appropriate, at the discretion of the umpires.

6.5 Points

a) Match points:

Outright win & 1st innings lead	:	8 points
Outright win & 1st innings loss	:	6 points
Outright loss & 1st Innings lead	:	5 points
1 st innings lead & drawn match	:	5 points
1 st innings loss & drawn match	:	0 points
1 st innings tie & outright win	:	5.5 points
1 st innings tie & outright loss	:	2.5 points
1 st innings tie & drawn match	:	3 points each
1 st innings win & outright tie	:	7 points
1 st innings loss & outright tie	:	2 points
1 st innings tie & outright tie	:	4 points each
No result* (≤104 overs)	:	3 points each (plus bonus)
No result* (>104 overs)	:	1 point each (plus bonus)
Abandoned match**	:	8 points each

- i. * When the team batting second has not been bowled out or has not scored enough runs to gain a first innings result then the match is a no-result match.
- ii. ** Should both playing days be completely lost (ie not a ball bowled) then the match is an abandoned match.
- iii. An outright tie occurs only when scores are level and the team batting last is all out. If the scores are level and the team batting last is nine down the match is a draw.
- iv. If the first day of a match is completely lost, the second day of the match shall not be played as a one-day limited overs match.
- v. Defaults
- vi. Win by default is equal to maximum points in the respective round.
- vii. Loss by default may include a two-point penalty deduction.

b) Bonus points

- i. Bonus points will apply in any match outcome except an Abandoned match.
- ii. Bonus points will apply for each team's **first** innings.
- iii. Batting Bonus Points can be scored to the end of the 90th over:
 - 150 runs : 1 point
 - 200 runs : 2 points
 - 250 runs : 3 points
 - 300 runs : 4 points
- iv. Bowling Bonus points can be scored to the end of the 90th over:
 - 3 wickets : 1 point
 - 5 wickets : 2 points
 - 7 wickets : 3 points
 - 9 wickets : 4 points