



TCA BYLAWS: PREMIER GRADE TWO-DAY COMPETITION PLAYING CONDITIONS 2026/27

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 Two-Day Competition will consist of eight sides playing a six-round partial round robin.

- a) The eight sides will be seeded from one to eight based on their finishing positions in the preceding season's two-day competition.
- b) The following matches will not be played and instead treated as a "bye" round: 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5.

3.2 Finals

- a) At the conclusion of the round robin matches all teams will be placed from first to eighth position according to the points obtained.
- b) 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 two-day matches, shall be the highest qualifier.
 - i. This calculation is carried out by the TCA General Manager or his/her delegate.
- c) 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.
- d) For the purpose of deciding the finalists, a result on the first innings is sufficient to 'win' a semifinal
- e) Should there be no result in a semifinal match, the higher finishing qualifier shall advance to the final
- f) If in the final 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 title.
- g) Hours of play shall remain as that set out in Rule 5.3 however, if daylight saving has finished then play may be permitted to commence at 10am.
- h) All teams may comprise 12 players in semifinals and the final.
- 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

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 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. PLAYING CONDITIONS:

5.1 Duration

- a) A two-day match will consist of up to two innings per side.
- b) A minimum of 98 overs shall be bowled in an uninterrupted day's play.
- c) Each team must bowl a minimum of 15 overs per hour at 4 minutes per over while they are in the field during the game. 15 overs to be bowled in the last hour of the second day.
- d) There will be a 2 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.

5.2 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 5.2.a.i, the replacement player (eg from a lower division) may, in turn, be replaced under the same conditions that apply in 5.2.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.

5.3 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. Scheduled 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.

5.4 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 4.00, round up to nearest number. This gives the total minimum overs available for the day.
- 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 15 overs are reduced by one for every 4.00 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.

5.5 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	:	2 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
Bye	:	0 points

- 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 80th over:
 - 140 runs : 1 point
 - 180 runs : 2 points
 - 220 runs : 3 points
 - 260 runs : 4 points
- iv. Bowling bonus points can be scored anytime throughout the innings without limit:
 - 3 wickets : 1 point
 - 5 wickets : 2 points
 - 7 wickets : 3 points
 - 9 wickets : 4 points