TARANAKI CRICKET

arborio
RESTAURANT CAFE & BAR

TCA BYLAWS: PREMIER WOMEN'S GRADE COMPETITION CONDITIONS 2026/27

1.THE SPIRIT OF THE GAME

At all times, the traditions and Spirit of Cricket 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 THE GAME

Except as specifically provided hereafter, the 2017 (2026) Code of the Laws of Cricket, together with the Women's Super Smash Playing Conditions as laid down by NZC will apply.

3. THE COMPETITION

3.1 Format

a) The TCA Premier Women's Competition is subject to change each season depending on the format of the competition and the number of teams participating. The General Manager will make the structure and the finals format known to the participating clubs each year.

3.2 2026/27 regular season

a) For the 2026/27 season the competition will consist of three teams, with each team playing each other side twice.

b) The matches will be T20 fixtures.

3.3 Finals

a) At the conclusion of the regular season matches a Grand Final will be held between the teams ranked 1 and 2 on the ladder.

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 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.

c) Teams may comprise of 12 players in the final.

d) Prior to the start of the matches, 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).

e) 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., she cannot bowl).

f) 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.

g) Should the final be delayed through ground, weather or light, umpires shall have the power to determine the length of the game by way of the Interrupted Play Calculations outlined in Clause 4.13.

h) If the final is unable to determine a winner because of ground, weather or light, then the winner shall be the grand finalist that was the highest qualifying of the round robin competition.

i) If both teams are equal on points at the conclusion of the round robin competition and cannot be separated with the net run rate calculation and the Final cannot be completed, then the trophy shall 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 a normal uninterrupted match: Start 5.15pm, finish as below:

5.15pm	–	6.35am (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) New, good quality Kookaburra 142g white 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 4.3.b above, shall be supplied for the 1st innings of either side.

4.4 Bowling limits

a) No bowlers may bowl more than 4 overs in the course of an innings.

b) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

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 a maximum of 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) A bowler shall be limited to one fast short-pitched delivery per over.

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 her 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 and obstructing the field, 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 NZC’s Women’s Super Smash playing conditions; the umpire may add more time to this, if he/she 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 her partner to be ready to receive the next ball (or for her partner to receive the next ball) within one minute 30 seconds of the fall of the previous wicket.

4.10

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 Super Over eliminator.

a) If weather and light conditions permit, this shall commence within 5 minutes of the conclusion of the match.

b) 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.

c) The same fielding restrictions will apply as for the last over of a normal T20 match.

d) The team batting second in the match will bat first in the one over eliminator.

e) The same ball as that used at the end of the team's innings will be used for the extra over.

f) The loss of 2 wickets in the over ends the teams one over innings.

g) 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 Super Over “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

b) Defaults

i. Win by default is equal to four points.

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.