

The Laws of Cricket – The Preamble – The Spirit of Cricket

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.

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity, except where specifically stated otherwise.

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FIRST CLASS PLAYING CONDITIONS

Conditions of play for domestic First Class matches in New Zealand

Except as specifically provided for hereafter, the 2017 Code of the Laws of Cricket shall apply in all matches.

1. LAW 1- THE PLAYERS

Law 1 shall apply.

2. LAW 2- THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Law 2.1 - Appointment and attendance

NZC will appoint two Umpires for each first class and limited over match. NZC will appoint a third (TV) Umpire to each match which is being televised. Neither team will have the right of objection to an Umpire appointment.

2.2 Third Umpire / TV Replays General

2.2.1 In each televised match the host Association will ensure a separate room is provided for the third Umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many replays as is necessary to assist him in making a decision.

2.2.2 The third Umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third Umpire shall have discretion to take more time in order to finalise a decision.

2.2.3 The on-field Umpire has the discretion whether or not to call for a TV replay and should take a commonsense approach. Players may not appeal to the Umpire to use the replay system – breach of this provision would constitute dissent and the player could be liable for discipline under the NZC Code of Conduct.

2.3 Fitness for Play and Suspension of Play

Laws 2.7 and 2.8 shall apply and in addition:

2.3.1 If circumstances are warranted, the Umpires shall stop play and instruct the Turf Manager to take whatever action he can and use whatever equipment is necessary to remove as much dew as possible from the outfield when

conditions become unreasonable or dangerous. The Umpires may also instruct the Turf Manager to take such action during scheduled or unscheduled breaks in play.

- 2.3.2 The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
- 2.3.3 If play is in progress up to the start of an agreed interval then it will resume after the interval unless the Umpires together agree that the conditions of ground, weather or light are so bad that there is actual and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.
- 2.3.4 After first having made a manual/visual determination, the Umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play. Light meter readings shall be used by the Umpires to determine whether there has been at any stage a deterioration or improvement in the light, and as benchmarks for the remainder of the match. Umpires shall endeavour to maximise play at all times.
- 2.3.5 Control of the playing area and decisions as to the fitness of the pitch, ground and weather shall come under the Umpires jurisdiction commencing 30 minutes prior to the scheduled start of the match.
- 2.3.6 The Umpires shall not abandon play for the day prior to the afternoon tea adjournment, without consulting the Chairman (or his/her nominee) of the Major Association in whose centre the match is being played.
- 2.3.7 Following any inspection, the Umpires will report their findings immediately to both Captains.
- 2.3.8 Use of artificial lights is not permitted for First Class matches for sake of consistency between venues.

3. LAW 3 – THE SCORERS

Law 3 shall apply.

4. LAW 4 – THE BALL

Law 4 shall apply subject to the following:

4.1 Law 4.2 – Approval and control of balls

Law 4.2 shall apply and in addition:

Kookaburra (or other brand as determined by NZC) “Turf” balls as approved by the Board of NZC shall be used. Such balls shall be approved by both captains, or should they disagree, by the management of the Association controlling the match. The same make and quality of ball shall be used throughout the match.

4.2 Law 4.4 – New ball

The following will apply in place of Law 4.3:

A new ball shall be used at the start of each innings. In addition, the Captain of the fielding team shall have the choice of taking a second new ball after 80 overs have been bowled with the old one. Note: The over in which the new ball is taken, whether or not such ball is taken after a number of balls have been bowled with the old one, is to be regarded as the first over in computing the number of overs in respect of the new ball.

The number of overs bowled shall be prominently displayed on the scoreboard, singly at the conclusion of each over, from the commencement of the innings.

5. **LAW 5 – THE BAT**

Law 5 shall apply in addition:

Only Grade A bats shall be used at matches administered by NZC, including Plunket Shield, Ford Trophy, BK Super Smash, Women's One Day and Women's Twenty20, Provincial A, Hawke Cup Challenges, and Under 19 matches. Bats of Grade B and C and any other bats may be used only at other competitions as determined by NZC.

6. **LAW 6 – THE PITCH**

Law 6 shall apply subject to the following:

6.1 Law 6.3 - Selection and preparation

Law 6.3 shall apply in addition:

6.1.1 Captains, Team Officials, Umpires and Turf Managers shall cooperate to ensure that prior to a match, no player bowls or bounces a ball on the pitch, or strikes it with a bat to assess its condition. The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorized access. The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch.

6.1.2 Prior to the start of play, only the Captain and team coach may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.1.3 Access to the pitch by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).

6.1.4 No spiked footwear shall be permitted.

6.1.5 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

6.1.6 Access shall not interfere with pitch preparation.

6.2 Non-turf pitches

Law 6.5 shall not apply. All First Class matches will be played on a grass pitch.

7. **LAW 7 – THE CREASES**

Law 7 shall apply subject to the following:

7.3 The popping crease

The following will apply in place of Law 7.3:

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum 15 yards/13.71m on either side of the imaginary centre line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

8. **LAW 8 – THE WICKETS**

Law 8 shall apply.

9. **LAW 9 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

Law 9 shall apply subject to the following:

9.1 Law 9.1 Rolling

The following will apply in place of Law 9.1

The pitch shall not be rolled during the match except as permitted below:

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 2 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 2 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

Rolling during the match may only be undertaken using a light roller (under 500kgs).

9.1.4 Timing of permitted rolling

The rolling permitted (maximum 2 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

9.2 Law 9.2 – Clearing debris from the pitch

The following will apply in place of Law 9.2:

9.2.1 The pitch shall be cleared of any debris:

- (a) before the start of each day's play. This shall be before any rolling, not earlier than 30 minutes nor later than 10 minutes before the scheduled time or any rescheduled time for start of play.
- (b) between innings. This shall precede rolling if any is to take place.
- (c) at all intervals for meals.

9.2.2 The clearance of debris in 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, whenever either umpire considers it necessary.

9.3 Law 9.3 – Mowing

Law 9.3 shall apply with the addition of:

If it is not practicable to cut the playing area each day, the grass shall be cut in sections on alternate days, e.g. the area around the pitch being mown on the day and the outer area on the alternate day. Provided that in the event of the ground being affected by the weather during the course of the match, the Umpires may direct that the ground, or part thereof, be cut at such other time or times as they think desirable.

Notwithstanding anything contained in Law 9.3, the pitch shall not be mown once the ground has been handed over to the Umpires at the beginning of the match.

9.4 Watering the Outfield

The watering of the outfield will be permitted during the match subject to the following:

9.4.1 Such watering shall only be possible if the "watering plan" is requested by the Turf Manager and approved by the Umpires before the match has started. Once the match has started, any such request will not be considered.

9.4.2 The consent of the captains is not required but the Umpires shall advise both captains before the start of the match on what has been agreed.

- 9.4.3 The watering shall occur as soon as possible after the conclusion of the day's play.
- 9.4.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.
- 9.4.5 The square and bowlers' run-ups will be adequately covered prior to any watering taking place.
- 9.4.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the Umpires and Turf Manager, but with the Umpires retaining ultimate discretion over whether to approve any watering.

9.5 Protection and preparation of adjacent pitches/outer during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

- 9.5.1 Such measures will only be possible if requested by the Turf Manager and approved by the Umpires before the start of the match.
- 9.5.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- 9.5.3 The preparation work shall be carried out under the supervision of the Umpires.
- 9.5.4 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.
- 9.5.5 The consent of the captains is not required but the Umpires shall advise both captains before the start of the match on what has been agreed.
- 9.5.6 Players - under no circumstances are fielders allowed to use spikes to scar the turf to mark their fielding position. Bowlers will be provided with green or blue paint to mark their run up, or use the bowler's marker as provided.

9.6 Logos on the ground

Only NZC has the right to apply on-ground logos.

10. LAW 10 - COVERING THE PITCH

Law 10 shall apply subject to the following:

10.1 Laws 10.2 During the Match and 10.3 Removal of Covers

The following will apply in place of Laws 10.2 and 10.3:

- 10.1.1 In all matches, the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall

be wholly covered at the termination of each day's play or, providing the weather is fine, within a period of two hours thereafter.

10.1.2 The covers must adequately protect the pitch and also the pitch surrounds, 5 metres either side of the pitch and any worn or soft areas in the outfield, as well as the bowlers' run-ups to a distance of at least 10 metres long and 10 metres wide.

10.1.3 All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2.5 hours before the scheduled start of play, provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

10.1.4 On any day during a match on which no play is scheduled, the covering shall be removed and replaced at the times provided for on actual playing days. In addition, should rain fall on such a day the pitch shall be wholly protected against such rain.

11. LAW 11 - INTERVALS

Law 11 shall apply subject to the following:

11.1 Pre-Match meeting

A meeting between the Match Referee, Umpires, Captains, Coaches and Turf Managers will be held on the first morning of the match to discuss any local ground and facility issues along with any conditions for play that need clarification.

11.2 The sessions

Match sessions shall be as follows:

- Commencement of play until lunch
- Lunch until tea
- Tea until close of play

11.3 Time for lunch interval

Lunch interval shall be taken between 12.50pm – 1.30pm except when daylight saving hours conclude, when the time for lunch interval will be amended to 12.20pm – 1.00pm.

11.4 Time for tea interval

Tea interval shall be taken between 3.40pm-4.00pm (except when daylight saving hours conclude when the time for tea interval will be amended to 3.10pm – 3.30pm).

The lunch and tea intervals may be changed, with the agreement of both captains or at the direction of the Umpires. Also refer Condition 12.

11.5 Interval for drinks

Drinks breaks will not be scheduled except that under conditions of extreme heat the Umpires (after consultation with the Match Referee) may permit an interval for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

11.6 Extension of Interval Between Innings

Teams may by mutual agreement extend the interval between innings to 15 minutes if the distance between the match pitch and dressing rooms causes delays. The additional time utilised for such interval is to be made up at the conclusion of the day's play during the permitted overtime.

12. LAW 12 - START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Duration

Matches shall be of four days' duration

12.2 Times for start and cessation of play

12.2.1 The scheduled hours of play shall be 10.30am – 6pm except when daylight saving hours conclude, in which case the scheduled hours of play will be amended to 10.00am – 5.30pm.

12.2.2 The standard hours of play shall be adhered to as closely as possible but such hours may be varied by the mutual consent of the two competing teams in which case the host team shall notify NZC, the Match Referee, Umpires, press, television, radio, sponsors and all concerned immediately any such variation has been agreed to.

12.2.3 Notwithstanding any variation to the standard hours of play but subject to Laws 12.6 and 12.7 and to Condition 12.8.

- (a) The total hours of play of a match, including extra time as in Condition 12.5 or time made up under Condition 12.6, shall not exceed 26 hours; and
- (b) Subject further to 12.2.1, the scheduled hours of play are to be confined to the period 10.30am to 6.30pm, except on day 4 as per Condition 12.6.2.

12.3 Law 12.6 Last hour of match – number of overs

For the purposes of these Conditions the words “20 overs” as used in Laws 12.6 and 12.7 shall be deemed to read as “15 overs”.

12.4 Early Finish

On the last day, by mutual agreement of the captains and provided there is no possibility of a result, then

- (a) play may cease at any time after the commencement of the tea interval with the consent of the CEO of the Major Association or his/her nominee, in whose centre the match is played; or
- (b) play may cease up to 60 minutes earlier than the scheduled time for cessation of play without the consent described in (a) being required.

For the purpose of this Condition, any variation to the standard time for cessation of play as a result of the implementation of Conditions 12.5 and 12.6 shall be deemed to be the scheduled time for cessation.

12.5 Extra Time

12.5.1 If, in the opinion of both captains, 30 minutes extra time (or minimum 8 overs) at the end of any day's play prior to the last day could bring about a definite result on that day, then the Umpires shall order the same. If however, the captains disagree, the decision shall be left to the Umpires. Subject to any decisions under Laws 2.7, 2.8 and/or Condition 2.3, the whole 30 minutes should be played out as part of the total time, even though the possibility of a result in a match may have disappeared before the 30 minutes has expired.

Before what would normally be the last over bowled the Umpires shall inquire of the captains (the batsmen at the wicket may deputise for their captain), whether one or both wish to demand extra time for the purpose of bringing about a definite result on that day.

12.5.2 The Umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the Umpires' opinion, it would bring about a definite result in that session. If the Umpires do not believe a result can be achieved, no extra time shall be allowed. If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under.

For the avoidance of doubt, this clause shall not apply when Law 11.7 is applied i.e. the total extra time remains at 30 minutes.

12.6 Making up Lost Time

12.6.1 Days 1-3:

Subject to weather and light, in the event of the match being suspended for any reason other than normal intervals, the scheduled playing time on that day shall be extended by the amount of time lost, up to a maximum of 30 minutes. In such event, the overs to be completed during the day shall be recalculated in accordance with the process set out in Condition 12.8.2 below. There shall be an additional permitted overtime of up to 30 minutes in the event the required overs have not been completed by the rescheduled close of play.

Example:

If the start of play on day 1 is delayed because of dew and play starts at 11.30 (meaning one hour/15 overs are lost), the scheduled close of play will be extended by 30 minutes to 6:30pm. The overs to be bowled during the day will be recalculated in accordance with the process set out in Condition 12.8.2 below. If, due to a slow over rate the overs to be bowled during the day have not been completed by 6.30pm, play can continue for a maximum of 30 minutes permitted overtime in order to complete these overs.

12.6.2 On the Last Day only:

Subject to weather and light, other than in the final hour of the match, in the event of the match being suspended for any reason other than normal intervals, the scheduled playing time shall be extended by the amount of time lost, up to a maximum of 30 minutes. In such event, the overs to be completed during the day up until the final hour of the match shall be recalculated in accordance with the process set out in Condition 12.8.2 below, except that the target shall be 81 overs rather than 96. There shall be an additional permitted overtime of unlimited duration in the event the required overs have not been completed by the rescheduled commencement of the final hour, in which case the last hour of the match shall be the hour immediately following the completion of these overs. No time is made up in respect of any interruptions that commence after the start of the last hour.

12.7 Time Lost Due to Disturbances

Where possible, time lost due to circumstances other than acts of god, e.g. mischief, crowd disturbance, shall be made up on the day during the 30 minutes permitted overtime.

12.8 Minimum overs in a day

12.8.1 Play shall continue on each day until the completion of a minimum target of 96 overs (or a minimum of 15 overs/hour or 4 minutes/over) or the completion of scheduled or rescheduled cessation time, whichever is the later, but provided that play shall not continue for more than an additional 30 minutes beyond the scheduled or rescheduled close of play ("permitted overtime"). For the sake of

clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease on completion of the over in progress, or the fall of a wicket during that over. The overs not bowled shall not be made up on any subsequent day.

12.8.2 If play is suspended the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greater number of overs:

Either one over for each full 4 minutes playing time remaining from the commencement of play to the scheduled time for the close of play;

Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play per 12.8.4 below.

For the avoidance of doubt there shall be a reduction of 2 overs to the minimum number of overs for a change of innings, except where this occurs at the lunch or tea intervals, or at a weather interruption.

12.8.3 On the last day, a minimum of 81 overs shall be bowled during playing time, other than the last hour of the match. If any of such minimum overs (or in the event of a recalculation of minimum overs following a suspension in play, the recalculated minimum overs) have not been bowled when one hour of scheduled playing time remains, the last hour of the match for the purposes of Law 12.6 and Law 12.7 (as amended for the purposes of these Conditions by Condition 12.6 hereof) shall commence immediately from the time when such overs have been completed.

12.8.4 Subject to Condition 12.8.2 hereof, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 30 minutes on any day (including for the avoidance of doubt the final day), the minimum number of overs shall be reduced by one over for each full 4 minutes of the aggregate playing time lost.

12.8.5 The Umpires are the sole arbiters of whether such interruption of play is allowable and of the length of such interruptions and shall inform both captains of adjustments made to the minimum over requirements. They must take steps under Law 41.10 (batsman wasting time) should batsmen deliberately waste time.

12.8.6 No reductions of the minimum number of overs should be allowed for drink intervals or player injuries where they occur after the scheduled cessation of time or, on the last day, within the last hour of the match.

12.8.7 Except on the final day, if, as a result of ground, weather or light conditions causing a suspension of play, the players are already off the field at the

scheduled or rescheduled cessation time or go off the field at any time thereafter, stumps shall be drawn.

12.8.8 The scoreboard shall show the minimum number of overs remaining to be bowled in the day and the total number of overs bowled with the ball currently in use.

12.8.9 If an innings ends during the course of an over, such part over shall count as a full over so far as the minimum number of overs to be bowled in a day is concerned.

12.8.10 Should play be suspended for the day in the middle of an over, that over must be completed the next day in addition to the minimum overs to be bowled that day.

12.8.11 Except as provided in Condition 12.5.1, there shall be no further play on any day, other than on the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within three minutes of the scheduled cessation time or thereafter. This shall also apply to the additional permitted overtime required in order to complete the minimum over requirement for the day. If an over is interrupted in these circumstances, stumps shall be drawn for the day and the over shall be completed on the resumption of play.

12.8.12 An over completed on resumption of a new day's play shall be disregarded in calculating the minimum overs for that day.

12.8.13 Fractions are to be ignored in all calculations regarding the number of overs.

12.9 Over Rate penalties

12.9.1 The minimum over rate to be achieved by the fielding teams throughout the match will be 15 overs per hour (rounded to a minimum of 96 overs in a six and a half hour day) subject to the following deductions:

- (a) Actual time where treatment by authorised medical personnel is required on the ground and also for a player leaving the field due to serious injury;
- (b) For interruptions caused by unfit pitch, ground, weather or light conditions or other unforeseen delays beyond the control of the fielding team;
- (c) Actual time taken to a maximum of 4 minutes for a drinks break taken in any session (if permitted by the Umpires pursuant to Condition 11.5);
- (d) 2 minutes for each wicket taken. (For the avoidance of doubt, no allowance shall be given for the final wicket in an innings, or for a wicket that falls immediately prior to any interval);

- (e) Actual time lost as a result of time wasting by the batting team. In the event of any allowance being granted to the fielding team under this Condition (e) (time wasting by batting team) then such time shall be deducted from the allowance granted to such batting team in the determination of its over rate.

12.9.2 Umpires, in consultation with the Match Referee, are required to verify all times for allowances and stoppages in consultation with the official scorers, at the end of each day's play, and at the completion of the match. For calculation purposes:

- (a) The last hour of a match shall be excluded;
- (b) A maximum of 20 overs in any hour shall apply;
- (c) Innings with a duration of fewer than three hours shall be excluded.

12.9.3 Over rates will be calculated at the end of the match. For each over or part thereof the fielding team is short of the required minimum 15 overs per hour, penalties as below will be applied.

- (a) below 15 but not below 14: the fielding team will be penalised by the deduction of 2 competition points;
- (b) below 14: the fielding team will be penalised by the deduction of 3 competition points.

Should a team be penalised under this Condition more than once during a competition then, in addition to the points deductions imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the captain and/or any members of the fielding team under the NZC Code of Conduct.

12.9.4 The player who is nominated as the captain in any match will be deemed to be the captain should any penalties be imposed under Condition 12.9.3. Notwithstanding this, where a team's regular Captain is playing in any match but is not nominated as the captain for that match (regardless of the reason), he or she may be deemed to be the Captain for the purposes of bringing any charge under the NZC Code of Conduct in relation to over rate penalties. Payment of any monetary penalty imposed on the fielding team is the responsibility of that team's Captain.

13. LAW 13 – INNINGS

Law 13 shall apply subject to the following:

13.1 Law 13.4 – The Toss

The following shall apply in place of Law 13.4:

The captains shall toss a coin for the choice of innings, on the field of play in the presence of the Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. The Match Referee shall oversee the exchange of team lists (minimum 6 copies and/or 20 copies for TV matches).

14. LAW 14 - THE FOLLOW-ON

Law 14 shall apply.

15. LAW 15 - DECLARATION AND FORFEITURE

Law 15 shall apply subject to the following

15.1 No Collusion

Law 15 provides an option to the captain of the batting team only, and it is not the intention that any declaration or forfeiture should become the subject of an agreement between teams, officials, captains or players.

If the Umpires have grounds for thinking that any such agreement has taken place, they shall immediately report accordingly to NZC. If NZC decides to carry out an investigation, it will conduct such enquiries as it sees fit, and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams involved.

15.2 Penalties for Collusion

If NZC finds that teams, officials, captains or players have colluded unfairly to contrive the outcome of a match, to the detriment of any other team in the competition, it may in its absolute discretion do one or more of the following:

- (a) fine a team, captain or player
- (b) suspend a captain from playing in any match or matches
- (c) disallow any points earned by a team in respect of the match
- (d) amend any points earned by a team in the match; or
- (e) take any other action as is deemed appropriate, including action under the NZC Code of Conduct.

For the purpose of this Condition, “colluded unfairly to contrive the outcome of a match,” means an agreement designed to contrive the outcome of a match in favour of a particular team, or to achieve a result that is unfair to any of the other teams in the same competition.

15.3 Aggressive Declarations

The operation of this playing condition is not intended to prevent competing captains from making aggressive declarations with a view to giving either team the chance of achieving an outright win.

15.4 Authorisation

Only the Chief Executive of NZC or the Chairman of the Board of NZC or their nominee is authorised to comment in relation to any matter relating to the parties involved or the process under this Condition 15. This authorisation includes, but is not limited to any report, investigation, review, decision, application for leave to appeal or an appeal and any other information regarding an application pursuant to this Condition 15. In the absence of special reasons publicity will be given by NZC in respect of the disciplinary process in each case. A breach of this provision may be treated by NZC as a breach of the NZC Code of Conduct.

16. **LAW 16 – THE RESULT**

Law 16 shall apply.

17. **LAW 17 – THE OVER**

Law 17 shall apply.

18. **LAW 18 – SCORING RUNS**

Law 18 shall apply.

19. **LAW 19 – BOUNDARIES**

Law 19 shall apply subject to the following:

19.1 Law 19.1 Determining the boundary of the field of play

Law 19.1 shall apply and in addition:

The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meters) from the centre of the pitch to be used.

Any ground which has been approved by NZC prior to 1st October 2007 or which is currently under construction as of this date, which is unable to conform to these new minimum dimensions, shall be exempt. In such cases, the regulations in force immediately prior to the adoption of these regulations shall apply.

19.2 Law 19.2 Identifying and marking the boundary

Law 19.2 shall apply and in addition:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by NZC from time to time. Where appropriate the rope should be a required minimum distance 3 yards (2.74 metres) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

20. LAW 20 – DEAD BALL

Law 20 shall apply.

21. LAW 21 – NO BALL

Law 21 shall apply.

22. LAW 22 WIDE BALL

Law 22 shall apply subject to the following:

22.1 Law 22.1 Judging a Wide

Law 22.1 will apply with the addition of the following:

If in the Umpire's opinion, the bowler is attempting to utilise the rough outside a batsman's leg stump, or is bowling down the leg side as a negative tactic, the Umpire will call and signal Wide ball, unless the ball passes sufficiently within reach of the striker for him to be able to hit it with his bat by means of a normal cricket stroke.

23. LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

24. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply (excluding Laws 24.2.8 and 24.2.9) subject to the following:

24.1 The restrictions set out in Law 24.2 shall only apply once the player has been absent from the field for longer than 8 minutes.

24.2 Law 24.2.3 shall be replaced by the following:

A player's unserved Penalty time shall be limited to a maximum of 120 minutes.

25. LAW 25 BATSMAN'S INNINGS; RUNNERS

Law 25.5 shall not apply. A runner for a batsman when batting is not permitted.

26. LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply, subject to the following.

26.1 Law 26.1 Practice on the pitch or the rest of the square

The following shall replace Law 26.1:

26.1.1 The use of the square for practice on any day of a match will be restricted to any specified practice areas on the square set aside and allocated by the Turf Manager for that purpose at the turf managers discretion.

26.1.2 Bowling practice on the bowling strips referred to in 26.1.1 above shall also be permitted during the interval (and change of innings) unless the Umpires consider that in the prevailing conditions of ground and weather it will be detrimental to the surface of the square.

Note – there shall be no practice of any kind, at any time on any day of the match, on the pitch or on either of the two strips parallel and immediately adjacent to the pitch, one on either side of it, each of the same dimensions as the pitch.

26.2 Law 26.2 Practice on the outfield

Law 26.2.2 shall apply be replaced by the following:

Between the call of Play and the call of Time there shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the Law.

27. LAW 27 - THE WICKET-KEEPER

Law 27 shall apply.

28. LAW 28 - THE FIELDER

Law 28 shall apply, subject to the following.

28.1 Law 28.1 Protective Equipment

Law 28.1 shall apply and in addition:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

29. LAW 29 - THE WICKET IS DOWN

Law 29 shall apply.

30. LAW 30 BATSMAN OUT OF HIS/HER GROUND

Law 30 shall apply.

31. LAW 31 - APPEALS

Law 31 shall apply, subject to the following.

31.1 Televised Matches

In televised matches where a third/TV Umpire has been appointed, and there is still doubt remaining after consultation between the on-field Umpires the procedure to follow will be as listed in 31.1.1 – 31.1.7 below.

31.1.1 In all televised first class, one day and T20 matches, the on-field Umpire shall be entitled to call for a TV replay to assist him in making a decision including being able to check on a possible No ball regarding the number of players in the circle.

31.1.2 Run out, Stumping and Hit Wicket Decisions

- (a) The on-field Umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the third umpire.
- (b) An on-field Umpire wishing to refer a decision to the third Umpire shall signal to the third Umpire by making the shape of a TV screen with his hands.
- (c) In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery, (all modes of No ball except for the bowler using an illegal action [for clarity, a specific type of banned delivery can be reviewed and called No ball]). If the delivery was not a fair delivery he shall indicate that the batsman is not out and advise the on-field Umpire to signal No ball.
- (d) Additionally, if the third umpire finds the batsman is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), he shall notify the on-field Umpire so that the correct decision is made.
- (e) If the third Umpire decides the batsman is out a red light is displayed, a green light means not out. Should the third Umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field Umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big screen may be used for the purpose of conveying the third umpire's decision).

31.1.3 Caught Decisions, Obstructing the Field

- (a) The on-field Umpire shall be entitled to refer an appeal for a caught decision to the third Umpire in the circumstances set out in this Condition 31.1.3.
- (b) Should the bowler's end Umpire be unable to decide whether or not a catch was taken fairly, or if a catch was taken from a bump ball or not, or if, on appeal from the fielding side, the batsman obstructed the field, he shall first consult with the square leg umpire.
- (c) Should both on field Umpires require assistance from the third Umpire to make a decision, the bowlers end Umpire shall firstly take a decision on field after consulting with the other Umpire, then he shall consult by two-way radio with the third Umpire. Such consultation shall be initiated by the bowler's end Umpire to the third Umpire by making the shape of a TV screen with his hands, followed by an out or not out signal made with the hands close to the chest at chest height.

If the third Umpire advises that the replay evidence is inconclusive, the on field decision communicated at the start of the consultation process shall stand.

- (d) The third Umpire has to determine whether the batsman has been caught, or if it was a bump ball or not, or if the batsman obstructed the field. However, when reviewing the TV replay(s) the third Umpire shall first check the fairness of the delivery for decisions involving a catch (all modes of No ball except for the bowler using an illegal action, [for clarity a specific type of banned delivery can be reviewed and called No ball]), and whether the batsman has hit the ball. If the delivery was not a fair delivery or if it is clear to the third Umpire that the batsman did not hit the ball he shall indicate to the on-field Umpire that the batsman is not out caught and in the case of an unfair delivery, advise the on-field Umpire to signal No ball. Additionally, if it is clear to the third Umpire that the batsman is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW) he shall notify the on-field Umpire so that the correct decision is made.

For clarity, the third Umpire shall not check for another mode of dismissal when there is an appeal for obstructing the field.

- (e) The final decision shall be indicated in the normal fashion by the bowler's end Umpire.
- (f) A fielder, who had allowed a batsman to walk after claiming a catch that is subsequently shown on replay not to have carried, could be the subject of a report under the NZC Code of Conduct.

31.1.4 Boundary Decisions

- (a) The on-field Umpire shall be entitled to refer to the third Umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- (b) If the television evidence is inconclusive as to whether or not a boundary has been scored, the status quo will remain, and it shall be treated as runs scored by the batting side.
- (c) An on-field Umpire wishing the assistance of the third Umpire in this circumstance shall communicate with the third Umpire by use of a two-way radio and the third Umpire will convey his decision to the on-field Umpire by this method.
- (d) The third Umpire may initiate contact with the on-field Umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field Umpires.

31.1.5 Batsmen running to the same end

- (a) In the event of both batsmen running to the same end and the Umpires are uncertain over which batsmen made his ground first, the on-field Umpire may refer the decision to the third umpire.
- (b) The procedure in paragraph 31.1.4(c) shall apply.

31.1.6 No Balls

- (a) If the on-field Umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, he or she shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action - for clarity, a specific type of banned delivery can be reviewed and called No ball) with the third umpire. Consultation with the third Umpire shall be by way of the two-way radio. If the delivery was not a fair delivery, the on-field Umpire shall indicate that the batsman is not out, and signal No ball. For the avoidance of doubt, the third Umpire shall apply Law 21.5 when deciding whether a No ball should have been called.

32. LAW 32 – BOWLED

Law 32 shall apply.

33. LAW 33 – CAUGHT

Law 33 shall apply.

34. LAW 34 – HIT THE BALL TWICE

Law 34 shall apply.

35. LAW 35 – HIT WICKET

Law 35 shall apply.

36. LAW 36 – LEG BEFORE WICKET

Law 36 shall apply.

37. LAW 37 – OBSTRUCTING THE FIELD

37.1 Law 37.1 Out Obstructing the Field

Condition 37.1.1 shall apply and in addition:

For the avoidance of doubt, if an Umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 41.14 shall also apply.

38. LAW 38 – RUN OUT

Law 38 shall apply.

39. LAW 39 – STUMPED

Law 39 shall apply.

40. LAW 40 – TIMED OUT

Law 40 shall apply.

41. LAW 41 - UNFAIR PLAY

Law 41 shall apply, subject to the following.

41.1 Law 41.3 – The match ball - changing its condition

Law 41.3.4 and 41.3.5 shall be replaced by the following:

If the Umpires together agree that the deterioration of the ball is greater or inconsistent with the use it has received, they shall consider that there has been a contravention of

this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

If it is possible to identify the player(s) responsible:

- (a) the ball shall be changed forthwith. The batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention; and
- (b) the bowler's end Umpire shall:
 - (i) Award 5 penalty runs to the batting team;
 - (ii) Inform the Captain of the fielding team of the reason for the action taken;
 - (iii) Inform the Captain of the batting team as soon as practicable of what has occurred;
 - (iv) Together with the other Umpire report the incident as is appropriate against the player(s) responsible for the conduct under the NZC Code of Conduct.

If it is not possible to identify the player(s) responsible:

- (c) the ball shall be changed forthwith. The Umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention; and
- (d) the bowler's end Umpire shall:
 - (i) issue the Captain with a first and final warning; and
 - (ii) advise the Captain that should there be any further incident by that team during the remainder of the match, steps (b)(i)-(iv) above will be adopted, with the Captain deemed under (iv) to be the player responsible.

41.2 Law 41.6 - Bowling of dangerous and unfair short pitched deliveries

Law 41.6 shall apply however Law 41.6.3 shall be replaced by the following:

41.6.3 The following shall apply:

- (a) A bowler shall be limited to two fast short-pitched deliveries per over.
- (b) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- (c) The Umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.

- (e) For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this Condition shall also count as one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in paragraph (a) above, the Umpire at the bowler's end shall signal No ball on each occasion. A differential signal shall be used to signify this fast short-pitched delivery. The Umpire shall call and signal No ball and then tap the head with the other hand.
- (g) If a bowler delivers a third fast short-pitched ball in an over, not only must the Umpire call No ball but when the ball is dead, he shall caution the bowler, inform the other Umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply throughout the innings.
- (h) If a bowler is No balled a second time in the innings for the same offence, the Umpire shall advise the bowler this is his final warning. This warning shall apply throughout the innings.
- (i) A third such offence in the same innings shall cause the Umpire to invoke Law 41.6.4 i.e. the bowler shall be removed forthwith and cannot bowl again in that innings.

42. LAW 42 PLAYERS' CONDUCT

The NZC Code of Conduct shall apply in place of Law 42.

43. REPORTS

Reports are required on the following:

- Law 41.3 The match ball – changing its condition
- Law 41.4 Deliberate attempt to distract striker
- Law 41.5 Deliberate distraction, deception or obstruction of batsman
- Law 41.6 Bowling of dangerous and unfair short pitched deliveries
- Law 41.7 Bowling of dangerous and unfair non-pitching deliveries
- Law 41.8 Bowling of deliberate front-foot No ball
- Law 41.9 Time wasting by the fielding side
- Law 41.10 Batsman wasting time
- Law 41.12 Fielder damaging the pitch
- Law 41.13 Bowler running on the protected area after delivering the ball
- Law 41.14 Batsman damaging the pitch
- Law 41.15 Striker in protected area
- Law 41.17 Batsman stealing a run

Law 42 Player's conduct. See NZC Code of Conduct for disciplinary procedures.

44. PARAMETERS OF PERMITTED ADVERTISING

44.1 Trousers

Refer NZC Domestic Competitions Clothing Regulations.

44.2 Batting Gloves

Plunket Shield - More than 50% of the protective area of the glove must be white

Ford Trophy & BK Super Smash - More than 50% of the protective area of the glove must be white or the same colour as the base colour of the relevant team's playing shirt

Two manufacturer's logos on the back of each glove and one on the wrist band permitted – each a maximum of 13 square cm (13cm²).

44.3 Shirts and Sweaters

Refer to the NZC Domestic Competitions Clothing Regulations.

44.4 Other Clothing – Skins (worn under playing shirt)

Plunket Shield - Plain white

Ford Trophy /BK Super Smash - Must be of one colour and uniform for all the team; and the same colour as the playing shirt or trousers. White skins may be worn provided they do not protrude from the shirt sleeves.

44.5 Pads and Straps

Plunket Shield - Pads are to be plain white, no coloured piping is permitted above the ankle strap of the pad.

One manufacturer's logo or trademark (brand name) is permitted on the front of each pad placed in 1 of 3 positions: ankle, outside of knee roll or above knee roll – not exceeding 26cm².

One manufacturer's identification is permitted inside top of pad – no size restriction, and one manufacturer's identification on one of the 3 pad straps – 4 in² (26cm²).

Ford Trophy/BK Super Smash - Pads shall be plain coloured other than white. One manufacturer's identification on inside top pad and on pad straps, as per Plunket Shield. Clads are permitted.

44.6 Shoes, boots & socks

Plunket Shield - Minimum of 70% white, inclusive of tongue and laces.

Any number and size of manufacturer's identification and design feature is permitted anywhere on the upper provided it does not exceed 30% of the total surface area of the shoe.

Any written name, initials or word used as a manufacturer's identification shall not exceed 2in² (13cm²).

One manufacturer's identification may be displayed on the sole with no size restriction.

Ford Trophy - As above, or alternatively the shoe may be in the same colour as the playing kit.

BK Super Smash - As above, or alternatively the shoe may be any colour.

Plunket Shield - Socks to be white or light grey with no logos, apart from manufacturer's logo.

Ford Trophy/BK Super Smash - Socks to be white, cream or light grey or the same colour as the base colour of the playing trousers.

44.7 Wicketkeeper's gloves and pads

Two manufacturer's identifications are to be allowed on the back of each glove, 1 x 6 in² (38 cm²) and 1 x 2 in² (13cm²). No other logos on the front of the glove.

Plunket Shield - Pads shall be plain white with one manufacturer's identification in 1 of 2 positions on the front of the pad - 4 in² (26cm²).

One manufacturer's identification inside top of pad – no size restriction.

One manufacturer's identification on one of the pad straps – 4 in² (26cm²).

Ford Trophy /BK Super Smash - Pads shall be plain coloured other than white. Clads are permitted.

44.8 Thigh pads, shin pads & other protective equipment

No manufacturer's logos to show through clothing.

44.9 Headbands, wristlets, sunglasses and sunglass bands

Headbands and wristlets to be plain white only (coloured headbands and wristlets allowed only when coloured clothing worn). No logos/advertising.

Sunglasses – Two manufacturer's logos permitted, on either side of the frame, but not on the front – not exceeding 3.25cm². No logo permitted on the lens or on the band, which must be single colour only.

44.10 Arm-guards

Plain white only allowed, including straps, or the same colour as the base colour of the playing shirt. No logo or sponsor's colours permitted.

44.11 Helmets (including ear pieces) caps & sunhats

Refer to the NZC Domestic Competitions Clothing Regulations. Colour shall be uniform to all members of the same team.

The wearing of helmets is governed by the NZC Helmet Regulations.

44.12 Bats

44.12.1 Front of the Bat:

Any number and size of manufacturer's logos may be carried but only within the top 9 inches (228mm) of the face of the bat, measured from the centre of the top of the face.

One set of player's initials permitted anywhere within the top 10 in (231mm) of the face of the bat – not more than 2cm in height.

44.12.2 Back of the Bat:

Any number and size of manufacturer's identification and logos may be carried on the back of the bat as long as they do not exceed 50% of the total surface area of the back of the bat.

Additionally, one player's bat logo may be carried on the back of the bat – being no greater than 10 square inches (64.5cm²) in size, with no single dimension smaller than 1 inch (25.4mm²).

One set of player's initials permitted anywhere on the back of the bat – not more than 2cm in height.

No such logo can be used without the prior written consent of both NZC and the player's Major Association.

44.12.3 Edge of the Bat:

Any number of manufacturer's identifications or logos permitted on the edge of the bat, but only within the top 9 inches.

Breaches of this Condition will incur automatic penalties as outlined in the NZC Code of Conduct.

45. PLAYER CONDUCT

All players shall be bound by the NZC Code of Conduct.

46. MATCH VENUES

Dates or venues may not be altered without reference to NZC.

47. ELIGIBILITY

Refer Eligibility Regulations.

48. NEW ZEALAND SPORTS ANTI-DOPING RULES

NZC has supported the establishment of a national policy by Drug Free Sport New Zealand (DFSNZ) in order to adopt and implement the provisions of the World Anti-Doping Code and to give effect to the functions of DFSNZ.

NZC has agreed to the Anti-Doping Rules so that the Rules apply to its members and all participants as governing the conditions under which cricket is played in New Zealand. NZC has an obligation to inform all participants about the Rules and the Prohibited List (as contained in the Rules) and particularly to educate all participants.

NZC establishes that there is no place for the improper use of drugs and doping practices in cricket and believes it is against the ethics of the game, not to mention the potentially harmful effects it can have on athletes' health. Cricketers should be under no illusions about the serious implications of violating the Anti-Doping Rules. It is absolutely imperative that the Anti-Doping Rules are read and understood, that there is an awareness of the Anti-Doping Rule violations included in the Rules and that the athlete is responsible for any medications or substances used.

49. ANTI-CORRUPTION CODE – BETTING ON MATCHES

Refer to the NZC Anti-Corruption Code for Participants.

50. REPLACEMENT OF PLAYERS

Notwithstanding Law 1.2:

- 50.1 Where, either before, or after the players in a match have been nominated, any player who is selected by NZC to play in an International match, or is selected in any other match which in the "Player Priorities for Selection" herein has a higher priority than First-class matches, and in order to participate in such International or other match he is required to absent himself from the First-class match before it is completed, that player's team shall be entitled to substitute another player 'on a like for like basis' for the rest of such match and such replacement player shall be entitled to fully participate in that match, provided:
- 50.2 As soon as practicable after a player's selection for an International match or other match with a higher priority as aforesaid is known, his Captain must advise the opposing Captain, Match Referee and Umpires of the name of such player and of his replacement.
- 50.3 A replacement player shall not be entitled to bat in any innings in which the player he is replacing has already batted (i.e. their innings has concluded). Any player replaced under the provisions of this Rule shall be regarded as having been retired "not out" if he should be batting at the time when he is required to leave the match, and his replacement shall be entitled to continue such innings.
- 50.4 In the event of the replacement player being unable to immediately continue the innings the provision of Law 25.4.2 will apply (unavoidable cause).

- 50.5 If a player being replaced has failed to complete an over in progress at the time when he is required to leave the match, another player in his team shall complete the over.
- 50.6 A player who is replaced and his replacement may not bowl two consecutive overs.
- 50.7 There is no limit on the number of players who may be replaced in a team during a match under the provisions of this Rule.
- 50.8 If a player, after having been called up to join a New Zealand representative team after a match has started, is subsequently not required by the New Zealand representative team, then subject to the approval of the NZC Chief Executive or his nominee, he may return to the 4-Day or 1-Day match and resume a full part in the match, taking over from the replacement player that replaced him earlier in the match. If the replacement player is batting at the time that the player returns to the 4-Day or 1-Day match, the replacement player shall complete his innings and the player shall take over thereafter. If the replacement player is bowling at the time that the player becomes available and ready to take the field of play, then the replacement player shall complete any unfinished over, and the player shall take the field thereafter.
- 50.9 If a player(s) is with a New Zealand representative team, but is omitted from the final playing XI, and if he is released by NZC to play in a 4-Day or 1-Day match after the nomination of the Major Association teams, then that player(s) may return to his Major Association's match and take the place of a nominated player who may or may not have already participated in the match. Each Major Association that has representation in the New Zealand representative team must, if it wishes that a specified New Zealand representative player(s) shall participate in the Major Association match if released by the New Zealand representative team, specify which player the New Zealand representative player shall replace. This shall be done at the nomination of teams by the captain to the Match Referee prior to the toss for innings. If no Major Association player has been specified, then under no circumstances shall the New Zealand representative player be allowed to participate in the Major Association match. For the avoidance of doubt, if a Major Association has more than one representative in the New Zealand representative team, then one player in the Major Association team must be nominated in respect of each New Zealand representative player and the Major Association player shall be considered as dedicated to that New Zealand representative player for the purpose of the replacement.
- 50.10 If the Major Association has specified a nominated player who is to be replaced by the New Zealand representative player, and the New Zealand representative player is indeed released by the New Zealand representative team to play in the 4-Day or 1-Day match, if it is reasonably expected that he is able to join the match before the start of the third scheduled day, then he must make all reasonable efforts to take his place in the Major Association side at the earliest opportunity and the replacement must be effected. No replacement will be allowed if the New Zealand representative player is not available to take his place in the Major Association side until after the start of play on the third scheduled day. There is no option for the Major Association to refuse the New Zealand representative player if they have nominated a player to be replaced by the New Zealand representative player.

If the nominated player is batting at the time that the New Zealand representative player joins the 4-Day or 1-Day match, the nominated player shall complete his innings. The replacement player cannot bat if the nominated player has batted or is batting in the same innings at the time the replacement player joins the match. If the nominated player is bowling at the time that the New Zealand representative player is available and ready to take the field of play then the nominated player shall complete any unfinished over and the New Zealand representative player shall take the field thereafter.

50.11 Overriding discretion of NZC

Notwithstanding anything contained above, the NZC CEO or his or her nominee retains the overriding discretion to vary the above, should circumstances require in the best interests of NZC and the game of cricket.

51. THE NZC PACE OF PLAY CODE

Players shall comply with the NZC Pace of Play Code, as follows:

- (a) Teams to be ready to start play exactly on schedule at commencement of day's play/after lunch/tea breaks/end of innings etc.
- (b) Batsmen to cross on the field of play.
- (c) Batsmen to be ready when bowler is at top of his mark.
- (d) Improve turnaround time at the end of each over – especially when bowler starts a new spell.
- (e) Change of gloves/helmet etc, should only be taken between overs without causing any delay in play.
- (f) Absolutely no change of gloves/bat/helmet, unless the equipment is broken or damaged within 10 minutes of a scheduled break.
- (g) Drinks break when allowed to be no more than four minutes each.
- (h) Substitutes entering play should be done without any delay.
- (i) Fielders to be in position and ready to bowl when new batsman takes guard after the fall of wicket.
- (j) Save exceptionally hot conditions where the Umpires shall have discretion to allow a departure here from, no drinks may be brought onto the field except at the fall of a wicket (drinks shall not be taken at the review/referral of an umpire's decision). No unscheduled drinks to be taken within 10 minutes of a scheduled break or within 2 overs of a wicket falling.
- (k) Following a review/referral of a decision, the batsmen and fielding team must be in position and ready to resume play immediately the umpire's final decision is made (unless of course the decision is out, in which case drinks shall be taken provided there is no delay in play).
- (l) Any delays in play caused by the batting team's failure to adhere to these provisions shall be deducted from the allowances granted to that team in the calculation of its over rate.
- (m) The above, shall not detract from the right of the Umpires to take action under Law 42 and to lay charges against the offending players under the NZC Code of Conduct for time wasting.

52. BOWLING LOADS

- 52.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings.
- 52.2 Coaches shall strictly apply the rules set out in this Condition 52 strictly and not attempt to avoid them by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit requires that fast bowlers aged under 19 as at 1 September 2017 play no more than four out of five straight days of cricket.
- 52.3 In the event of any dispute in relation to the requirements of this Condition 52, the matter should be referred to a member of the NZC High Performance staff whose ruling will be final.
- 52.4 If a player is aged under 17 as at 01 September 2017, she/he will be restricted to a bowling load of six overs in any one spell, and a maximum of 16 overs per day.
- 52.5 If a player is aged under 19 as at 01 September 2017, she/he will be restricted to a bowling load of eight overs in any spell, and a maximum of 20 overs per day.
- 52.6 The following shall apply to players aged under 19 as at 01 September 2017:
- 52.6.1 At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled, from the same end.
- 52.6.2 In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- 52.6.3 A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.
- 52.6.4 In the instance where an innings is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.
- 52.6.5 In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
- 52.6.6 Any part over completed will count as a full over only in so far as each bowlers limit is concerned.

52.7 A bowler aged 19 or over is not restricted in any bowling load.

53. NZC DOUBTFUL BOWLING PROCEDURES

NZC has established procedures to allow the legality of a bowler's action to be investigated scientifically away from a match situation.

The full procedures are available from NZC by emailing NZC Match Officials Manager – sedenwhaitiri@nzcricket.org.nz

PLUNKET SHIELD

Except as modified hereunder the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all Plunket Shield matches.

1. THE COMPETITION

The Four-day Plunket Shield competition will comprise a series of ten rounds, each of three matches, played over four days.

If two or more teams are equal on points at the completion of the series of ten rounds, the winner will be decided by:

- (a) the most outright wins; or
- (b) if still equal, then by the higher net average per wicket. A team's net average per wicket is calculated by deducting from the average runs per wicket scored by the team throughout the series, the average runs per wicket scored against the team throughout the series.

2. THE SCORING OF POINTS

Points shall be scored in Plunket Shield matches as follows:

Outright Win Twelve points to be added to the bonus points earned

Outright Tie Six points to each team plus bonus points earned

Bonus points Bonus points apply for each team's first innings only up to the end of 110 overs. There is no compulsory declaration.

Batting points – One point at 200 runs, two points at 250 runs, three points at 300 runs, four points at 350 runs.

Bowling points – One point at 3 wickets, two points at 5 wickets, three points at 7 wickets, four points at 9 wickets.

No other points apply for the first innings.

A drawn match will earn the bonus points only for each team, including matches that end before both first innings are completed.

Abandoned match due to weather or light in the event a match is abandoned without any play having taken place as a result of weather or light, each participating team shall be awarded four points

Abandoned match for other reasons in the event a match is abandoned without any play having taken place as a result of reasons other than weather or light, each participating team shall be awarded the average of the points scored by the other teams in matches that took place during the same Plunket Shield round as the abandoned match. Notwithstanding this, in the event that NZC determines that the

match abandonment is partly or wholly due to an act or omission of a team (or its Major Association or other party under the control of its Major Association) that is inconsistent with the rules and regulations governing New Zealand domestic cricket, then NZC reserves the right to withhold points from such team (note that this does not preclude further action being taken against such team or its Major Association through a disciplinary process).

NZC reserves the right to determine in its sole discretion whether a match was abandoned due to weather or light, or for other reasons.

2017-18 Plunket Shield

October 2017

Mon 23 - Thurs 26	Wellington Firebirds Northern Districts Canterbury	v	Auckland Aces Central Stags Otago Volts	Basin Reserve, Wellington Bay Oval, Mt Maunganui Hagley Oval, Christchurch
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Mon 30 -Thurs 02	Central Stags Canterbury Wellington Firebirds	v	Auckland Aces Northern Districts Otago Volts	Saxton Oval, Nelson Mainpower Oval, Rangiora Basin Reserve, Wellington
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November 2017

Tues 7 - Fri 10	Canterbury Northern Districts Auckland Aces	v	Central Stags Wellington Firebirds Otago Volts	Hagley Oval, Christchurch Seddon Park, Hamilton Eden Park no. 2, Auckland
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Wed 15 - Sat 18	Wellington Firebirds Otago Volts Northern Districts	v	Canterbury Central Stags Auckland Aces	Basin Reserve, Wellington University of Otago Oval, Dunedin Seddon Park, Hamilton
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Fri 24 - Mon 27	Central Stags Auckland Aces Otago Volts	v	Wellington Firebirds Canterbury Northern Districts	Saxton Oval, Nelson Eden Park no.2, Auckland Molyneux Park, Alexandra
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March 2018

Thurs 01 - Sun 04	Auckland Aces Canterbury Central Stags	v	Northern Districts Wellington Firebirds Otago Volts	Eden Park no. 2, Auckland Hagley Oval, Christchurch McLean Park, Napier
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Fri 09 - Mon 12	Auckland Aces Northern Districts	v	Central Stags Canterbury	Eden Park no. 2, Auckland Cobham Oval, Whangarei
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Sat 10 – Tues 13	Otago Volts	v	Wellington Firebirds	University of Otago Oval, Dunedin
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Sat 17 - Tues 20	Canterbury Northern Districts Wellington Firebirds	v	Auckland Aces Otago Volts Central Stags	Mainpower Oval, Rangiora Cobham Oval, Whangarei Basin Reserve, Wellington
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Sun 25 - Wed 28	Central Stags Wellington Firebirds Otago Volts	v	Canterbury Northern Districts Auckland Aces	McLean Park, Napier Basin Reserve, Wellington University of Otago Oval, Dunedin
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April 2018

Mon 02 - Thurs 05	Central Stags Otago Volts Auckland Aces	v	Northern Districts Canterbury Wellington Firebirds	McLean Park, Napier University of Otago Oval, Dunedin Eden Park no. 2, Auckland
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FORD TROPHY

Except as modified hereunder, the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all Ford Trophy matches.

1. THE COMPETITION

The Ford Trophy competition will comprise a series of eight rounds of matches with the six competing teams playing each other, followed by a preliminary finals playoff series, then a Grand Final. A reserve day has been scheduled for the Grand Final.

On completion of the series of eight rounds, all teams will be placed from first to sixth position according to the points obtained, or if equal on points, in accordance with Ford Trophy Condition 2.3.

1.1 Qualifying Finals

Teams placed first and second on completion of the eight rounds will play off, and teams placed third and fourth will play off in Qualifying Finals. The winner of the 1 v 2 Qualifying Final will proceed directly to the Grand Final.

The Qualifying Finals will be played at the home ground of the team which was placed in the higher position after the series of eight matches.

1.2 Elimination Final

The loser of 1 v 2 Qualifying Final will play off against the winner of 3 v 4 Qualifying Final in the Elimination Final. The winner of that match will proceed to the Grand Final.

The Elimination Final will be played at the home ground of the loser of 1 v 2 Qualifying Final.

In the event of no result or a tie being achieved in either a Qualifying Final or Elimination Final, the team which was placed in the higher position after the series of eight matches will be deemed the winner of that match.

1.3 Grand Final

The Grand Final will be played at the home ground of the team winning the 1 v 2 Qualifying Final match.

The team which wins the Grand Final shall be the winner of the competition. In the event of neither team winning the Grand Final (including a tie) the Ford Trophy will be awarded to the team winning the right to host the Grand Final through winning the 1 v 2 Qualifying Final match.

1.4 Application of the Reserve Day (Grand Final only)

The hours of play on the reserve day will be the same as on the scheduled day for the match (including the extra time provision).

If play is interrupted on the scheduled day, umpires will use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day. Each team must have had the opportunity to bat for a minimum of 20 overs for a result to be achieved.

If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the reserve day will be used to complete the match.

On the reserve day, play will recommence under the same circumstances that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams will be carried through to the reserve day.

Umpires should make all their ground / weather / light decisions to maximize play on the scheduled day of the match to achieve a result on that day - as if there was no reserve day available.

Example 1:

The match starts at 50 overs per side and there is an interruption at 10 overs. Overs are reduced to 35 overs per side and play is about to resume.

Before another ball is bowled it rains and play is abandoned for the day. As the match didn't resume under the revised overs, the match should continue on the reserve day at the original 50 overs per side with the overs reduced if necessary during the reserve day.

Example 2:

The same start as in example 1 i.e. match starts at 50 overs per side and there is an interruption at 10 overs. Overs are reduced to 35 overs per side and play is about to resume.

This time, play starts and after an over has been bowled it rains and play is abandoned for the day.

As the match has resumed, it is continued on the reserve day at 35 overs per side with the overs further reduced if necessary during the reserve day.

If the match (min 20 overs each) can be completed on the original scheduled day, then it must happen.

2. POINTS

2.1 Match Result

Points shall be scored in Ford Trophy matches as follows:

Win	4 points
Tie or no result	2 points
Bonus point	1 point
Loss	0 points

2.2 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised using the DLS system, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

2.3 Competition Placing

In the event of teams finishing on equal points, the right to play in the preliminary finals series and grand final match will be determined as follows:

- the team with the most number of wins
- the team with the highest number of bonus points
- the team with the highest net run rate

In a match declared as "no result", run rate is not applicable.

A team's net run rate is calculated by deducting from the average runs per over scored by that team through the competition, the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

In matches where play is delayed or interrupted, and the match becomes less than a 50 over per team match, the team run rates will be calculated as follows:

- (a) The team run rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs (Ford Trophy Condition 9.5).

- (b) The team run rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in Ford Trophy Condition 9.5 to be bowled to the team batting second.

3. LAW 2- THE UMPIRES

3.1 Light

Normally, play should continue regardless of the state of the light, but Umpires are empowered to enforce Law 2.7 and 2.8 if they deem it necessary.

If, in the opinion of the Umpires, natural light is deteriorating to an unfit level, they may authorise the Ground Authority to use the available artificial lighting (if available) so that the match can continue in unfit conditions.

4. LAW 4 – THE BALL

First Class Playing Condition 4 shall not apply and shall be replaced by:

White Kookaburra 156g Turf cricket balls, as approved by NZC will be used in all matches. Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end. In a one day match reduced to 25 overs or less prior to the start of the first innings, only one new ball will be used per innings.

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, a drinks interval, or any other disruption in play. White balls will be used in all matches (including day / night matches).

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape. Either bowler or batsman may raise the matter with the Umpires and the Umpires decision as to a replacement or otherwise will be final.

Host Major Associations shall ensure a good selection of quality used white Turf 156g balls are available at all venues. These should be varying in overs used – up to 25 overs.

5. LAW 11 - INTERVALS

First Class Playing Condition 11 shall not apply and shall be replaced by:

5.1 Interval between innings in uninterrupted match

If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10 minute break will occur, and team two will commence its innings correspondingly earlier, and the interval will occur as scheduled.

The Umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the Umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Note: In addition to above, the length of the interval may be reduced by the Umpires should exceptional circumstances arise.

5.2 Interrupted Match

Where the start of play is delayed or play is interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time Lost	Interval between Innings
1-14 minutes	No change i.e. 45 minutes
15 - 60 minutes	30 minutes
More than 60 minutes	the interval of 30 minutes may be further reduced by mutual agreement between the Umpires and both captains. The minimum interval shall be 10 minutes.

5.3 Intervals for drinks

Two drinks breaks per session shall be permitted, each one hour 10 minutes apart. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

6. **LAW 12 - START OF PLAY; CESSATION OF PLAY**

NZC First Class Playing Condition 12 shall not apply and shall be replaced by:

6.1 Hours of Play

In those matches where the start of the play is not delayed or play is not interrupted then:

(a) Preliminary rounds, preliminary finals and Grand Final matches

11.00am – 2.30pm Session 1

2.30pm – 3.15pm Interval

3.15pm – 6.45pm Session 2

Unless otherwise advised by NZC

(b) Day/Night Matches

A match may be played as a day/night match where determined by NZC. The hours of play shall be:

2.00pm – 5.30pm Session 1

5.30pm – 6.15pm Interval

6.15pm – 9.45pm Session 2

Unless otherwise advised by NZC.

(c) Televised Matches

NZC shall have the right to vary the hours of play of any match which is televised live.

6.2 Revised Hours of Play

If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to:

7.30pm Day matches

10.00pm Day/Night matches

6.3 Penalties for not bowling the required overs

If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required number of overs have been bowled. After consultation between Umpires and scorers regarding any time allowances, for each over short of the required number of overs at the scheduled or rescheduled cessation time, teams may be penalised \$1100 + GST for each over short of the required target. The over in progress of the cessation time shall count as a complete over.

6.4 Allowances

For the purposes of determining penalties, the Umpires shall take the following allowances into account:

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball, or recover a ball.
- (d) Referrals to third Umpire and sightscreen changes.

(e) Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under (e) above (time wasting by batting team), then such time shall be deducted from the allowance granted to such batting team in the determination of its over rate.

There shall be no allowances given for wickets falling or drinks breaks.

6.5 Verifying Allowances

Umpires are required to verify all times for allowances and stoppages in consultation with the official scorers, at the end of each session of play and at the completion of the match.

Should a team be penalized under this Condition more than once during a competition then, in addition to the fines imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team under the NZC Code of Conduct.

6.6 Captains

The player who is nominated as the Captain in any match will be deemed to be the captain should any penalties be imposed under this Condition. Notwithstanding this, where a team's regular Captain is playing in any match but is not nominated as the Captain for that match (regardless of the reason), he or she may be deemed to be the Captain for the purposes of bringing any charge under the NZC Code of Conduct in relation to over rate penalties. Payment of any monetary penalty imposed on the fielding team is the responsibility of that team's Captain.

7. **LAW 13 – INNINGS**

7.1 Duration

A match will consist of one innings per team, and each innings will be limited to 50 overs. Matches are to be of one day's duration. A minimum of 20 overs per team will constitute a match. Note: No reserve day is allocated for the preliminary rounds or finals (other than the Grand Final).

7.2 Interrupted Match – No Over Reduction

In an interrupted match, which includes a match where the start of play is delayed, or where play is suspended, but where it is possible for both sides to bat for 50 overs by 7.30pm or 10.00pm in any day/night match:

7.2.1 Each team shall bat for 50 overs unless all out earlier.

7.2.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The lunch break will be shortened as required with a minimum of 30 minutes for lunch.

7.2.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

7.2.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

7.2.5 Penalties shall apply for not bowling the required number of overs as set out in Ford Trophy Condition 6.3 above.

7.3 Interrupted Match – Over Reduction

In matches where the start is delayed or where play is suspended and it is not possible to complete a 50 over match:

7.3.1 The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the time remaining before close of play at 7.30pm or 10.00pm in any day/night match. Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs are to be rounded up.

7.3.2 If the number of overs of the team batting first is reduced, a fixed time will be specified for the close of its innings by applying the provisions of Ford Trophy Conditions 6.2 and 7.3.1. In the event of the team fielding second failing to bowl, if necessary, the reduced numbers of overs by 7.30pm in a day match or 10.00pm in any day/night match, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

7.3.3 If, owing to suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 7.3.1.

7.3.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs. To constitute a match, a minimum of 20 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.

7.4 Number of overs per bowler

No bowler shall bowl more than 10 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, 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.

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 only in so far as each bowler's limit is concerned. The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

8. LAW 15 – DELARATION AND FORFEITURE

First Class Playing Condition 15 shall be replaced by:

The Captain of the batting team may not declare his innings closed at any time during the course of the match.

9. LAW 16 – THE RESULT

9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

9.2 All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared “no result” matches.

9.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an interrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.

9.4 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

9.5 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 20 overs unless the provisions of Ford Trophy Condition 9.1 applies, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target is calculated by the Duckworth Lewis Stern method (see Duckworth Lewis Stern Regulations - DLS).

9.6 At the interval between innings or whenever a revised target has been set, a printout of ‘par’ scores (the score for which if the match was abandoned the match would be tied) for the end of each over will be supplied (by the scorers) to both team’s dressing rooms and to the match Umpires, and ground authority.

9.7 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match (unless the provisions of Ford Trophy Condition 9.1 applies), then the result shall be decided by the DLS system.

10. LAW 21 – NO BALL

10.1 Free Hit

The delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery

(any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- (a) there is a change of striker; or
- (b) the No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

11. LAW 22 – WIDE BALL

11.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

11.2 Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

11.3 A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No ball shall be scored as Wides.

11.4 Guidelines and Application

Umpires need to ensure a balance between the application of the Law and the Playing Condition.

11.4.1 Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and should be called Wide.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a Wide for the purposes of this Condition as there has been a reasonable opportunity for the batsman to score.

The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called Wide when the batsman moves across to the off stump from his original stance.

Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any Wide call.

11.4.2 Offside

Applying Ford Trophy Condition 11.2 above in conjunction with Law 22, any delivery that passes outside the Wide guideline, with the batsman in a “normal” batting stance, should be called Wide.

For clarity:

- (a) If the batsman brings the ball sufficiently within reach and the ball passes outside the Wide “guideline” then it is not a Wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the Wide guideline, and if he fails to make contact with the ball, the delivery will not be called a Wide.
- (b) In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called Wide.
- (c) When a right arm bowler is bowling around the wicket to a right hand batsman, or left arm bowler bowling around the wicket to a left hand batsman and bowls full yorkers on the off side marked guideline, this is deemed a negative tactic, and the delivery should be called Wide.

11.4.3 Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed on calling a Wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows:

- (a) By the batsman playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well.
- (b) Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20s) shall apply on both sides of the stumps.
- (c) Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

12. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

12.1. Fielder absent or leaving the field

First Class Playing Condition 24.2 shall apply except that the maximum penalty time shall be 90 minutes rather than 120 minutes;

13. LAW 28 THE FIELDER

13.1 Field restrictions

13.1.1 At the instant of delivery, there may not be more than five fielders on the leg side.

13.1.2 In addition to the restriction contained in Ford Trophy Condition 13.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.

13.1.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at five yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

At the instant of delivery:

- (a) Powerplay 1: no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (b) Powerplay 2: no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (c) Powerplay 3: no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

13.1.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4

23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

13.1.5 If play is interrupted during an innings and the table in Ford Trophy Condition 13.1.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Example:

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+19+6. Therefore the middle powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4. When play resumes, the final powerplay fielding restrictions apply for the remaining 3.1 overs.

13.1.6 At the commencement of the middle and final powerplays of an innings, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

13.1.7 The scoreboard shall indicate the current Powerplay in progress.

13.1.8 In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal 'No Ball'.

14. LAW 41 – UNFAIR PLAY

14.1 Time Wasting

In relation to Laws 41.9 and 41.10, Umpires should fully take into account in limited over matches any deliberate slowing down of the time by either batsmen or fielders where it may be seen to be to the disadvantage of an opposition team e.g. in the case of a team fielding second slowing down the game knowing it might win a shortened match on run rate, or in the case of a team batting first slowing down the game to reduce the number of overs available to the team batting second.

15. SIGHTSCREENS

These shall be black and be placed outside the agreed boundary.

16. SCOREBOARD

Provision will be made for the scoreboard to show the total number of overs bowled and the number of overs bowled by individual bowlers. Provision will also be made to show the progressive Duckworth Lewis Stern par score in all matches.

17. COLOURED CLOTHING AND EQUIPMENT

Pads, and players and Umpires clothing shall be coloured.

18. CONCUSSION SUBSTITUTE

The following shall apply in addition to Law 24:

18.1 If the relevant Major Association Team Physio formally notifies the Match Referee of the diagnosis of a player with suspected concussion (Concussed Player), then a Concussion Substitute may be activated to take the place of the Concussed Player for the remainder of the match in accordance with this Ford Trophy Condition 18.

18.2 Formal notification in accordance with Ford Trophy Condition 18.1:

(a) must be made orally by the relevant Major Association Team Physio to the Match Referee or the Umpire/s to be relayed to the Match Referee (if made on the field of play);

(b) must be followed up in writing from the relevant Major Association Team Physio to the Match Referee as soon as practicable after making the oral notification; and

(c) requires the relevant Major Association Team Physio to provide the Match Referee with a copy of the completed written SCAT 3 test for that incident as soon as practicable.

18.3 A Concussion Substitute:

(a) cannot be activated without the formal notification of the diagnosis of the suspected concussion of the Concussed Player to the Match Referee; and

- (b) can be activated in accordance with and subject to this Ford Trophy Condition 18 at any time during the remainder of the match following the formal notification.
- 18.4 There is no obligation for a team to immediately or subsequently activate a Concussion Substitute following any formal notification/s made in accordance with Ford Trophy Condition 18.1.
- 18.5 Following the notification at Ford Trophy Condition 18.1, if the Concussed Player's team wishes to activate the Concussion Substitute, it must have its captain (or coach where the captain cannot practically do so) formally notify the Match Referee of its election to activate a Concussion Substitute for that Concussed Player.
- 18.6 The nominated 12th man will be the Concussion Substitute therefore it may not be a like-player substitution.
- 18.7 Once approved by the Match Referee the Concussion Substitute may immediately participate in the match concerned as a complete replacement player for the Concussed Player. To be clear, the Concussion Substitute is able to bat, bowl or field as though he was a member of the starting XI.
- 18.8 If, at the time of activation, the Concussion Substitute is replacing a:
 - (a) Concussed Player that has "retired not out" during his team's current batting innings, the Concussion Substitute may only bat in that innings (where possible) as though he was a batsman returning to his innings; or
 - (b) Concussed Player from the fielding team, the Concussion Substitute may enter play pursuant to Law 2.5 as though he was a member of the fielding team returning to play.
- 18.9 Once replaced by a Concussion Substitute, a Concussed Player may take no further part in the match concerned.
- 18.10 The restrictions in First Class Playing Conditions 24.2 shall not apply if the player is a Concussion Substitute that has been activated in accordance with Ford Trophy Condition 18 and who is initially entering the field of play in replacement of a Concussed Player.

2017-18 FORD TROPHY

December 2017

Sun 03	Northern Districts Canterbury Central Stags	v v v	Wellington Firebirds Otago Volts Auckland Aces	Cobham Oval, Whangarei Mainpower Oval, Rangiora Pukekura Park, New Plymouth
Wed 06	Northern Districts Otago Volts Auckland Aces	v v v	Central Stags Wellington Firebirds Canterbury	Cobham Oval, Whangarei University of Otago Oval, Dunedin Eden Park no. 2, Auckland
Sun 10	Central Stags Auckland Aces Canterbury	v v v	Otago Volts Wellington Firebirds Northern Districts	Pukekura Park, New Plymouth Eden Park no. 2, Auckland Hagley Oval, Christchurch

January 2018

Sat 27	Otago Volts Auckland Aces Wellington Firebirds	v v v	Canterbury Central Stags Northern Districts	University of Otago Oval, Dunedin Colin Maiden Park, Auckland Basin Reserve, Wellington
Wed 31	Central Stags Wellington Firebirds Northern Districts	v v v	Canterbury Otago Volts Auckland Aces	Fitzherbert Park, Palmerston North Basin Reserve, Wellington Cobham Oval, Whangarei

February 2018

Sun 04	Otago Volts Wellington Firebirds Northern Districts	v v v	Central Stags Auckland Aces Canterbury	Queen's Park, Invercargill Basin Reserve, Wellington Cobham Oval, Whangarei
Wed 07	Otago Volts Wellington Firebirds Canterbury	v v v	Northern Districts Central Stags Auckland Aces	University of Otago Oval, Dunedin Basin Reserve, Wellington Hagley Oval, Christchurch
Sun 11	Canterbury Central Stags Auckland Aces	v v v	Wellington Firebirds Northern Districts Otago Volts	Hagley Oval, Christchurch McLean Park, Napier Eden Park no. 2, Auckland
Sat 17 Qualifying Finals	Qualifier 1 Qualifier 3	v v	Qualifier 2 Qualifier 4	(TBC) (TBC)
Wed 21 Elimination Final	Loser Q1 vs Q2	v	Winner Q3 vs Q4	(TBC)
Sat 24 Grand Final	Winner Q1 vs Q2	v	Winner of Elimination Final	(TBC)
Sun 25	Reserve Day			

FORD TROPHY

APPENDIX A

Calculation sheet for use when a delay or interruptions occur in the first innings

Time

Net playing time available at start of the match	<u>420 minutes</u>	(A)
<i>(Amend for other One Day competitions as required)</i>		
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available [A - F]	_____	(G)
G divided by 4.2 (to 2 decimal places)	_____	(H)
<i>(Amend for other One Day competitions as required)</i>		
Max overs per team [H /2] (round up fractions)	_____	(I)
Maximum overs per bowler [I / 5]	_____	
Duration of Powerplay overs (initial, batting side)	_____ + _____ + _____	

Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings [I x 4.2]	_____	(K)
Rescheduled first innings cessation time [J + (K – B)]	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [L + M]	_____	(N)
Rescheduled second innings cessation time [N + K]	_____	(O)*

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying NZC Ford Trophy Conditions Clause 7.3.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX B

Calculation sheet to check whether an interruption during the first innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [$R / 4.2$] (round up fractions) _____ (S)

(Amend for other One Day competitions as required)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix A

If S is less than or equal to T then the first innings is terminated and go to Appendix C.

APPENDIX C

Calculation sheet for the start of the second innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix B) _____ (A)

Scheduled length of innings: [$A \times 4.2$] _____ (B)

(Amend for other One Day competitions as required)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler [$A / 5$] _____

Duration of Powerplay overs _____ + _____ + _____

APPENDIX D

Calculation sheet for use when interruption occurs after the start of the second innings

Time

Time at start of innings	_____	(A)
Time at start of interruption	_____	(B)
Time innings in progress	_____	(C)
Restart time	_____	(D)
Length of interruption [D – B]	_____	(E)
Additional time available: (Any unused provision for extra time or for earlier than scheduled start of second innings)	_____	(F)
Total playing time lost [E – F]	_____	(G)

Overs

Maximum overs at start of innings	_____	(H)
Overs lost [G / 4.2] (rounded down)	_____	(I)
<i>(Amend for other One Day competitions as required)</i>		
Adjusted maximum length of innings [H – I]	_____	(J)
Rescheduled length of innings [J x 4.2]	_____	(K)
<i>(Amend for other One Day competitions as required)</i>		
Amended cessation time of innings [D + (K – C)]	_____	(L)

Overs per bowler and fielding restrictions

Maximum overs per bowler [J / 5]	_____
Duration of of Powerplay overs _____ + _____ + _____	

BK SUPER SMASH

Except as modified hereunder, the NZC First Class and Ford Trophy Playing Conditions for cricket in New Zealand shall apply in all BK Super Smash matches.

1. THE COMPETITION

The BK Super Smash competition will comprise a series of ten rounds of matches. At the end of the ten rounds the top placed team will proceed directly to the Grand Final.

The teams finishing 2nd and 3rd will play in an Elimination final with the winner proceeding to the Grand Final. A reserve day has been scheduled for the Grand Final.

1.1 Elimination Final

In the event of no result or a tie (on DLS only) being achieved in the Elimination Final, the team which was placed in the higher position after the series of 10 matches will be deemed the winner of that match.

1.2 Grand Final

The team which wins the Grand Final shall be the winner of the competition. In the event of neither team winning the Grand Final (including a tie by DLS), the team finishing higher after the series of 10 rounds will be declared the winner.

1.3 Application of the Reserve Day (Grand Final only)

If the Grand Final (min 5 overs each) can be completed on the original scheduled day, then it must happen. Umpires should make all their ground / weather / light decisions to maximize play on the scheduled day of the Grand Final to achieve a result on that day, as if there was no Reserve Day available.

If play is interrupted on the scheduled day, Umpires will use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day. Each team must have had the opportunity to bat for a minimum of 5 overs for a result to be achieved.

If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day will be used to complete the match.

The hours of play on the Reserve Day will be the same as on the scheduled day for the Grand Final (including the extra time provision). However, on the Reserve Day, play will recommence under the same circumstances that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams will be carried through to the Reserve Day.

Example 1:

Match starts at 20 overs per side and there is an interruption at 4 overs. Overs are reduced to 16 overs per side and play is about to resume.

Before another ball is bowled it rains and play is abandoned for the day. As the match didn't resume under the revised overs, the match should continue on the reserve day at the original 20 overs per side with the overs reduced if necessary during the reserve day.

Example 2:

The same start as in example 1 i.e. match starts at 20 overs per side and there is an interruption at 4 overs. Overs are reduced to 16 overs per side and play is about to resume.

This time, play starts and after an over has been bowled it rains and play is abandoned for the day.

As the match has resumed, it is continued on the reserve day at 16 overs per side with the overs further reduced if necessary during the reserve day.

DLS applies, including the provision that if e.g. a 5 over match was started and 1 innings completed and Team 2 only batted 3 overs (but in doing so scored enough runs to win on DLS target) then Team 2 would win.

The Umpires' decision as to fitness for play at all times prevails.

2. POINTS

2.1 Match Result

Points shall be scored in BK Super Smash matches as follows:

Win	4 points
Loss	0 points
No result or tie (due to weather by DLS)	2 points each

2.2 Competition Placing

In the event of teams finishing on equal points, the right to play in the finals will be determined as follows:

The team with the highest net run rate.

A teams net run rate is calculated by deducting from the average runs per over scored by that team through the competition the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

3. LAW 4 – THE BALL

Ford Trophy Playing Condition 4 shall apply however only one new ball shall be used at the start of each innings.

4. LAW 11: INTERVALS

4.1 Interval between innings

There shall be a 10 minute interval between innings.

4.2 Interval for drinks

No drinks intervals are permitted.

5. LAW 12: START OF PLAY; CESSATION OF PLAY

5.1 Hours of Play

The scheduled starting time shall be as set out in the schedule provided by NZC. The scheduled starting time may be altered by NZC provided notice is provided to the participating teams.

In those matches where the start of the play is not delayed or play is not interrupted then:

1 hour 25 minutes	Session 1
10 minutes	Interval
1 hour 25 minutes	Session 2

5.2 Over Rates

5.2.1 Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour and twenty five minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed. This will apply to both innings of the match.

5.2.2 If the innings is terminated before the scheduled or rescheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings.

5.2.3 The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the rescheduled cessation time for that innings.

5.2.4 The Umpires will record and inform the fielding Captain of any time allowances as and when they arise, and the scorers at the end of the innings. (This matter

will not be subject to retrospective negotiation). In addition, in all reduced over matches, the fielding team will be given one over leeway.

5.2.5 Over rate penalties apply only to innings of ten overs or more duration.

5.3 Time Allowances

For the purposes of determining penalties, the Umpires shall take the following allowances into account:

- (a) Actual time where treatment by authorized medical personnel is required on the ground, and also for any injured players leaving the field due to serious injury.
- (b) Interruptions caused by weather (including drying the ball) or light or other unforeseen delays beyond the reasonable control of the fielding team e.g. ball recovery from outside of the ground.
- (c) Time for third Umpire referrals and sightscreen changes, if any.
- (d) Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under (d) above (time wasting by batting team) then such time shall be deducted from the allowance granted to the batting team in the determination of its over rate.

In addition to the allowances as provided for above:

- (e) In the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted;
- (f) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

If a team is bowled out within the time determined for that innings pursuant to these Playing Conditions (taking into account all of the time allowances set out above), the fielding team will be deemed to have complied with the required minimum over rate.

5.4 Penalties

For each over not bowled inside the time allowed, a fine of \$1100 +GST per team will be imposed. Should a team be penalised under this BK Super Smash Condition 5 more than once during a competition then, in addition to the fines imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team under the NZC Code of Conduct.

6. LAW 13: INNINGS

6.1 Duration

A match will consist of one innings per team and each innings will be limited to 20 overs. A minimum of 5 overs per team will constitute a match. Note: No reserve day is allocated for the preliminary rounds or finals (other than the Grand Final).

6.2 Length of innings

In an uninterrupted match (i.e. matches which are neither delayed nor interrupted) each team will bat for 20 overs unless all out in less than 20 overs.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. In these circumstances BK Super Smash Conditions 5.3 and 5.4 shall apply.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled cessation time of the second innings, the hours of play shall be extended (subject to ground weather and light conditions) until the required number of overs has been bowled or a result achieved. In these circumstances BK Super Smash Conditions 5.3 and 5.4 shall apply.

6.3 Delay or interruptions to the innings of the team batting first:

6.3.1 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 14.1 overs per hour (4.25 minutes per over) in the total time remaining for play. The Umpires will calculate the length of the remaining playing time available for the match and will take into account the interval between innings.

Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure that both teams have the opportunity to bat for the same number of overs. If the revised number of overs calculated results in an odd number of total overs in the match, then one over shall be added and the result divided in half.

6.3.2 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the team batting second, subject to a result not being achieved earlier. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relevant delays, interruptions in play and the duration of the interval will be taken into account. If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over will be allocated to each team, with the interval and close of play times being recalculated accordingly. If there is more than one interruption to the innings of the team batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

6.3.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue, subject to conditions of ground, weather and light, until the required number of overs have been bowled or the innings is completed and BK Super Smash Conditions 5.3 and 5.4 shall apply. In all reduced overs matches both teams will be given one over leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of application of BK Super Smash Conditions 5.3 and 5.4 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

6.4 Delay or interruptions to the innings of the team batting second:

6.4.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4.25 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation related to the revision of overs shall not be effective until an amount of time, equivalent to that by which the second innings started early, has elapsed. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

6.4.2 A rescheduled time for the close of play will be fixed by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time. This calculation must not cause the match to finish earlier

than the original time for cessation of play. If required the original time may be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of five overs have to be bowled to the team batting second subject to a result not being achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the first team completed its innings in less than is allocated overs.

- 6.4.3 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved, and BK Super Smash Conditions 5.3 and 5.4 shall apply. In all reduced over matches the fielding team shall be given a one over leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of BK Super Smash Conditions 5.3 and 5.4 only – they do not influence the recalculated number of overs or the scheduled close of play.

Note: The scorers shall be responsible for performing any DLS calculations. After any hold up in play, the Umpires will notify the scorers of the number of overs lost and they will perform any DLS calculations required. The Umpires will satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires will be responsible for notifying both captains and the match manager of the target score and the available overs.

6.5 Extra time

Extra time of 30 minutes is allowed in any match where the start of play is delayed, or play is suspended i.e. for over calculation purposes e.g. play scheduled to start 2.00pm – normal close 5.00pm. If start was delayed until 2.30pm play could be extended to 5.30pm before any overs are lost. Play should not be rescheduled to finish more than 30 minutes beyond the original scheduled close time under any circumstances in any match (for the avoidance of doubt, the foregoing shall not apply to any Super Over). Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs are to be rounded up. If required to maximize the available overs in a match, the original time shall be extended to allow for the rounding up.

6.6. Number of overs per bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs, rain

interrupts play and the innings is reduced to 12 overs. Both opening bowlers have already bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.

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.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of the innings.

7. LAW 16 – THE RESULT

7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

7.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum five overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing; this revised target being calculated by the DLS method.

7.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs (providing it has received not less than five overs), the result shall be decided by the DLS method.

7.4 In the event of a tie, including a tie when the DLS method has been used, the following Super Over procedure shall apply to achieve a result:

7.5 Super Over Procedure

The following procedure will apply should the provision for a Super Over be required in any match.

7.5.1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Match Referee/Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed. Note: re unfit light conditions below – bowl out.

7.5.2 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the Umpires in consultation with the ground authority and referee if appointed.

- 7.5.3 The Umpires shall stand at the same end as that in which they finished the match.
- 7.5.4 In both innings of the Super Over, the fielding team shall choose from which end to bowl.
- 7.5.5 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match, shall also apply in the Super Over.
- 7.5.6 Any penalty time being served in the main match shall be carried forward to the Super Over.
- 7.5.7 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- 7.5.8 The team batting second in the match will bat first in the Super Over.
- 7.5.9 The fielding Captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the Umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then Playing Conditions as stated for the main match shall apply.
- 7.5.10 The loss of two (2) wickets in the over ends the team's one over innings.
- 7.5.11 In the event the teams have the same score after the Super Over has been completed, if the original match was a tie under the DLS method, clause 7.5.13 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per team eliminator shall be the winner.
- 7.5.12 If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.
- 7.5.13 If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

Example		
Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings, however team 1 scored 2 runs from its 4th ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

7.6 Super Over Unfit Light Conditions – Bowl Out

The Umpires shall determine the suitability of the light. Only in the event that bad light prohibits the application of the Super Over, then a bowl out shall take place as follows.

7.6.1 Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.

7.6.2 The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a “sudden death” basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

7.6.3 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.

7.6.4 If a bowler bowls a No ball it will count as one of his two deliveries but will not count towards the score of the team.

7.6.5 Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.

8. **LAW 24 FIELDER’S ABSENCE; SUBSTITUTES**

8.1. Fielder absent or leaving the field

Law 24.2 and First Class Playing Condition 24.2 shall apply except that:

- (a) the maximum penalty time shall be 40 minutes;

- (b) if any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match and into the Super Over (if applicable); and
- (c) any reference to a team's earlier or subsequent innings or to earlier or subsequent days in the match shall not apply.

9. LAW 28 THE FIELDER

9.2. Restrictions on the placement of fielders

- 9.2.1 At the instant of delivery there shall be no more than five fielders on the leg side.
- 9.2.2 For the first six overs only of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards/27.43m) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white dots, 7 inches in diameter, at five yard intervals, or a continuous white line.
- 9.2.3 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- 9.2.4 In circumstances where the number of overs the batting team is reduced, the number of overs in regard to the restrictions in 9.2.2 above and 9.2.4 shall be reduced in accordance with the table below. The table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	No. of overs for which fielding restrictions in 9.2.2 and 9.2.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 9.2.5 If an innings is interrupted during an over, and if, on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the Umpire shall call and signal No ball.

10. LAW 40 – TIMED OUT

Law 40 shall apply, except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the pitch immediately a wicket falls, and must cross with the outgoing batsman on the field of play.

11. LAW 41

11.1 Dangerous and Unfair Bowling

Playing Condition 41.2 shall apply however bowlers will be limited to one short pitched delivery per over and the provisions of Playing Condition 41.2 shall be amended accordingly in relation to the BK Super Smash (i.e. references to 2 in Playing Condition 41.2 shall be read to mean 1 and references to 3 shall be read to mean 2).

2017-18 BK SUPER SMASH

December 2017

Wed 13	Auckland Aces	v	Central Stags	Eden Park no. 2 Auckland		4.00pm
Thurs 14	Canterbury Kings	v	Otago Volts	Hagley Oval, Christchurch		4.00pm
Fri 15	Knights	v	Wellington Firebirds	Seddon Park, Hamilton	TV	7.00pm
Sat 16	Knights	v	Auckland Aces	Bay Oval, Mt Maunganui	TV	7.00pm
Sun 17	Central Stags	v	Canterbury Kings	Saxton Oval, Nelson		2.00pm
	Otago Volts	v	Wellington Firebirds	University of Otago Oval, Dunedin	TV	4.00pm
Wed 20	Wellington Firebirds	v	Knights	Basin Reserve, Wellington		4.00pm
Fri 22	Canterbury Kings	v	Central Stags	Mairpower Oval, Rangiora		3.00pm
Sat 23	Knights	v	Otago Volts	Seddon Park, Hamilton		2.00pm
Sun 24	Auckland Aces	v	Wellington Firebirds	Eden Park no. 2, Auckland	TV	3.00pm
Tues 26	Wellington Firebirds	v	Auckland Aces	Basin Reserve, Wellington		4.00pm
	Otago Volts	v	Canterbury Kings	Molyneux Park, Alexandra		4.00pm
Wed 27	Knights	v	Central Stags	Bay Oval, Mt Maunganui	TV	7.00pm
Thurs 28	Otago Volts	v	Auckland Aces	Molyneux Park, Alexandra		2.00pm
	Wellington Firebirds	v	Canterbury Kings	Basin Reserve, Wellington		4.00pm
Sat 30	Central Stags	v	Knights	Pukekura Park, New Plymouth		4.00pm
Sun 31	Wellington Firebirds	v	Otago Volts	Basin Reserve, Wellington	TV	4.00pm

January 2018

Mon 01	Canterbury Kings	v	Auckland Aces	Hagley Oval, Christchurch	TV	3.00pm
Tues 02	Otago Volts	v	Knights	University of Otago Oval, Dunedin	TV	4.00pm
Thurs 04	Central Stags	v	Auckland Aces	Pukekura Park, New Plymouth	TV	4.00pm
Fri 05	Canterbury Kings	v	Knights	Hagley Oval, Christchurch	TV	4.00pm
Sat 06	Central Stags	v	Otago Volts	Pukekura Park, New Plymouth		4.00pm
Sun 07	Auckland Aces	v	Knights	Eden Park no. 2, Auckland	TV	4.00pm
	Canterbury Kings	v	Wellington Firebirds	Hagley Oval, Christchurch		2.00pm
Tues 9	Otago Volts	v	Central Stags	Queens Park, Invercargill		4.00pm
Wed 10	Auckland Aces	v	Canterbury Kings	Eden Park no. 2, Auckland	TV	4.00pm
Fri 12	Central Stags	v	Wellington Firebirds	Pukekura Park, New Plymouth		4.00pm
Sun 14	Wellington Firebirds	v	Central Stags	Basin Reserve, Wellington		2.00pm
	Knights	v	Canterbury Kings	Seddon Park, Hamilton		2.00pm
	Auckland Aces	v	Otago Volts	Eden Park no. 2, Auckland	TV	4.00pm
Wed 17	Elimination Final				TV	tbc
Sat 20	Grand Final				TV	tbc
Sun 21	Reserve Day					

TWENTY20

APPENDIX A

Calculation sheet for use when a delay or interruptions occur in the first innings

Time

Net playing time available at start of the match	<u>170 minutes</u>	(A)
<i>(Amend for other Twenty20 competitions as required)</i>		
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available [A - F]	_____	(G)
G divided by 4.25 (to 2 decimal places)	_____	(H)
<i>(Amend for other Twenty20 competitions as required)</i>		
Max overs per team [H /2] (round up fractions)	_____	(I)
Maximum overs per bowler [I / 5]	_____	
Number of Powerplay overs	_____	

Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings [I x 4]	_____	(K)
<i>(Amend for other Twenty20 competitions as required)</i>		
Rescheduled first innings cessation time [J + (K – B)]	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [L + M]	_____	(N)
Rescheduled second innings cessation time [N + K]	_____	(O)*

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying NZC Twenty20 Playing Conditions Clause 6.4.2. If so, add at least one over to each team and recalculate **(I)** to **(O)** above to prevent this from happening.

APPENDIX B

Calculation sheet to check whether an interruption during the first innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [$R / 4.25$] (round up fractions) _____ (S)

(Amend for other Twenty20 competitions as required)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix A

If S is less than or equal to T then the first innings is terminated and go to Appendix C.

APPENDIX C

Calculation sheet for the start of the second innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix B) _____ (A)

Scheduled length of innings: [$A \times 4.25$] _____ (B)

(Amend for other Twenty20 competitions as required)

Start time _____ (C)

Scheduled cessation time [C + B] _____ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler [$A / 5$] _____

Number of Powerplay overs _____

APPENDIX D

Calculation sheet for use when interruption occurs after the start of the second innings

Time

Time at start of innings	_____	(A)
Time at start of interruption	_____	(B)
Time innings in progress	_____	(C)
Restart time	_____	(D)
Length of interruption [D – B]	_____	(E)
Additional time available: (Any unused provision for extra time or for earlier than scheduled start of second innings)	_____	(F)
Total playing time lost [E – F]	_____	(G)

Overs

Maximum overs at start of innings	_____	(H)
Overs lost [G / 4.25] (rounded down)	_____	(I)
<i>(Amend for other Twenty20 competitions as required)</i>		
Adjusted maximum length of innings [H – I]	_____	(J)
Rescheduled length of innings [J x 4.25]	_____	(K)
<i>(Amend for other Twenty20 competitions as required)</i>		
Amended cessation time of innings [D + (K – C)]	_____	(L)

Overs per bowler and fielding restrictions

Maximum overs per bowler [J / 5]	_____
Number of Powerplay overs	_____

WOMEN'S ONE DAY COMPETITION

Except as modified hereunder the NZC First Class and Ford Trophy Conditions shall apply in all matches.

1. THE COMPETITION

- 1.1 The Women's One Day competition will comprise a series of five rounds of one day matches with the six competing teams playing each other twice.
- 1.2 On completion of the series of five rounds all teams will be placed from one to six according to the points obtained. The winner shall be the team with the highest number of points upon the conclusion of the competition. In the event of teams finishing on equal points, the winner will be determined as follows:

The team with the highest net run rate.

A team's net run rate is calculated by deducting from the average runs per over scored by that team through the competition the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

- 1.3 There shall be no Qualifying Finals, Elimination Final or Grand Final (including Reserve Day) so any reference to these in the Ford Trophy Playing Conditions shall not apply to the Women's One Day Competition.
- 1.4 The following Rules shall apply to all Women's One Day Competition matches.

2. POINTS

As per Ford Trophy Condition 2.

3. LAW 4 - THE BALL

One white Kookaburra Regulation ball (142 grams) shall be used per innings rather than a 156 gram ball referred to in Ford Trophy Condition 4.

3. LAW 11 - INTERVALS

3.1 Variations for delayed start

Where the start of play is delayed, or play is interrupted and the total playing time is reduced to less than six hours, the Umpires will vary the length of the break between innings as follows:

Time Lost	Interval between innings
Up to 80 minutes	40 minutes
Between 81 & 140 minutes	35 minutes
Between 141 & 170 minutes	30 minutes
Between 171 & 200 minutes	20 minutes
More than 200 minutes	10 minutes

3.2 Drinks Breaks

Two drinks breaks per session shall be permitted, each 65 minutes apart. The provision of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

4. LAW 12 - START OF PLAY; CESSATION OF PLAY

4.1 Hours of play

Ford Trophy Condition 6.1 shall not apply and shall be replaced by the following:

In those matches where the start of play is not delayed or play is not interrupted then the hours of play shall be:

10.30am – 1.40pm	Session 1
1.40pm – 2.25pm	Interval 3.1 above
2.25pm – 5.35pm	Session 2

In extraordinary circumstances the start of a match may be brought forward to 10.00am with the prior mutual consent of both teams, in which case all times stated shall be brought forward by 30 minutes.

In extraordinary circumstances the start of a match may be delayed up to 12 noon with the mutual consent of both teams, in which case all times stated shall be put back by the amount of time by which the start is delayed.

4.2. Penalties for not bowling the required overs

Ford Trophy Condition 6.3 shall not apply and shall be replaced by the following:

If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required number of overs has been bowled. After consultation between Umpires and scorers regarding any time allowances, for each over (or part thereof) short of the required number of overs at the scheduled or rescheduled cessation time, teams may be penalized 0.5 points for each over (or part thereof) short of the required target. The over in progress at the cessation time shall count as a complete over.

5. **LAW 13 – INNINGS**

5.1 Length of innings

In matches where the start is delayed or where play is suspended, the Ford Trophy Playing Condition 7.3.1 applies except the average rate of 14.28 overs per hour is to be replaced by the average rate of 15.79 overs per hour.

6. **LAW 19 – BOUNDARIES**

Law 19 shall apply subject to the following:

- (a) No boundary shall exceed 70 metres from the center of the pitch; and
- (b) No boundary should be less than 50 metres from the center of the pitch.

7. **LAW 28 - THE FIELDER**

Ford Trophy Condition 13.1 shall be replaced by the following:

7.1. Field Restrictions

71.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

71.2 In addition to the restriction above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs. Refer Appendix 1 below.

71.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (refer Appendix 1 below). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals each 'dot' to be covered by which plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

- (a) During the first block of Powerplay Overs (as set out in Condition 6.1.4 below), only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

- (b) During the second block of Powerplay Overs only three fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- (c) During the non-Powerplay Overs, no more than 4 fielders shall be permitted outside the fielding restriction area.

7.1.4 Subject to the provisions below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

- (a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- (b) The second block of Powerplay Overs (block of 5 overs in an uninterrupted match), shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration).
- (c) A batsman must nominate her team's Powerplay no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over.
- (d) Once a batsman has nominated a Powerplay, the decision cannot be reversed.
- (e) Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings this will begin at the start of the 36th over).
- (f) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Second Powerplay	Powerplay Total
20-21	4	2	6
22-24	5	2	7
25-28	5	3	8
29-31	6	3	9
32-34	7	3	10
35-38	7	4	11
39-41	8	4	12
42-44	9	4	13
45-48	9	5	14
49	10	5	15

- (g) Each block of Powerplay Overs must commence at the start of an over.
- (h) If play is interrupted not during the Powerplay Overs, then on resumption, it is necessary to determine how any remaining Powerplay Overs should be allocated. The total number of Powerplay Overs for the innings is derived from the table in (f) above. Any Powerplay Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting team's allocation. The decision of the batting team of when to take any remaining Powerplay Overs is made in the usual way.

Example

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. The first 10 overs have been Powerplay Overs; the next two were not. The new Powerplay Overs allocation is 9+4, so there are 3 overs left for the batting team. These must start no later than the 38th over in order to be completed by the 40th over.

- (i) If play is interrupted during the first Powerplay Over and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay Over will be assumed to have been taken immediately and will continue until it is completed.

Example

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay Overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed i.e. it covers overs 10-13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Example

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay Overs are 5+3. All Powerplay Overs have been completed. Non- Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- (j) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Over remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in

the innings.

Example

A 41 over innings in which only the first Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay Overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay Overs can be bowled in the innings.

- (k) At the commencement of the second block of Powerplay Overs, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (l) The Umpire shall also indicate to the fielding Captain before any signal is made that the batting team has chosen its Powerplay.
- (m) A light or other indicator shall be displayed on the scoreboard whenever the Powerplay is being bowled, along with the number of overs remaining in the current block of Powerplay Overs.
- (n) The public address system shall be used to keep the spectators informed.
- (o) In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal No ball.

8. REPORTS

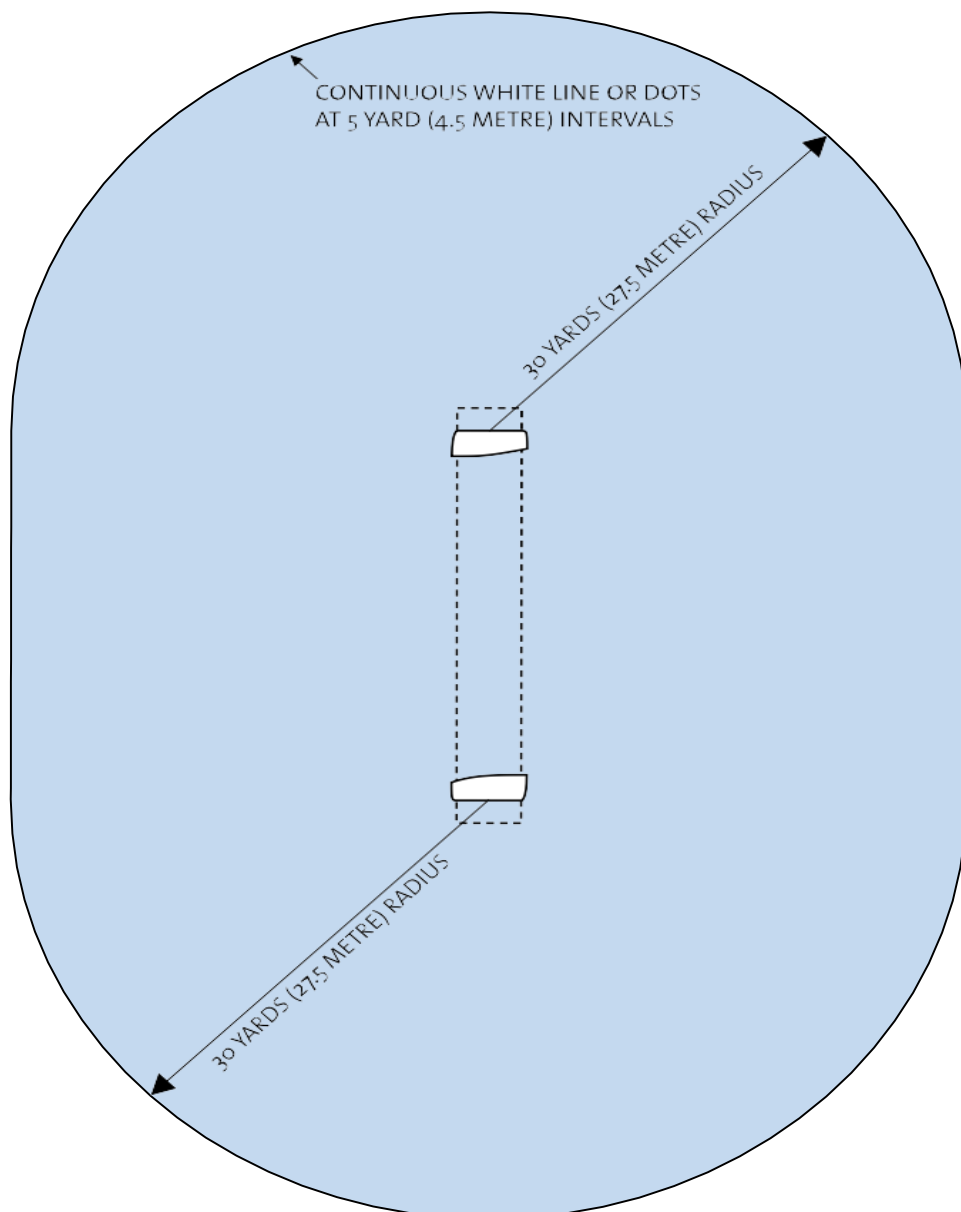
The following shall apply in addition to First Class Condition 42:

Captain's Reports on Umpires and the Match Manager's Pitch/Ground Reports are to be sent, within 24 hours of the completion of the match to NZC.

The electronic address to be used is: <http://reporting.blackcaps.co.nz> using the username and password supplied by NZC to each Captain and each Association.

APPENDIX 1 – Restriction on placement of fielders

Limited over circles	Men	Women
Outer circle centred on each middle stump	27.5 metres	23 metres
Popping crease is extended to minimum 15yds(13.71m)		



2017-18 Women's One Day

November 2017

Saturday 25 and Sunday 26	Canterbury Magicians Auckland Hearts Central Hinds	v Northern Spirit v Otago Sparks v Wellington Blaze	at Hagley Oval, Christchurch at Melville Park, Auckland at Donnelly Park, Levin
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December 2017

Saturday 2 and Sunday 3	Auckland Hearts Otago Sparks Northern Spirit	v Canterbury Magicians v Wellington Blaze v Central Hinds	at Melville Park, Auckland at University of Otago Oval, Dunedin at St Paul's Collegiate, Hamilton
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Thursday 28 and Friday 29	Northern Spirit Central Hinds Wellington Blaze	v Otago Sparks v Canterbury Magicians v Auckland Hearts	at Lincoln Green and Lincoln No. 3 at Bert Sutcliffe Oval and Lincoln Green at Lincoln No. 3 and Bert Sutcliffe Oval
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January 2018

Saturday 13 and Sunday 14	Wellington Blaze Central Hinds Canterbury Magicians	v Northern Spirit v Auckland Hearts v Otago Sparks	at Karori Park, Wellington at Fitzherbert Park, Palmerston North at Mainpower Oval, Rangiora
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Saturday 27 and Sunday 28	Wellington Blaze Otago Sparks Northern Spirit	v Canterbury Magicians v Central Hinds v Auckland Hearts	at Karori Park (Sat), Basin Reserve, Wellington (Sun) at Centennial Park, Oamaru at St Paul's Collegiate, Hamilton
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WOMEN'S TWENTY20 COMPETITION

Except as modified hereunder the NZC First Class and BK Super Smash Playing Conditions for cricket in New Zealand shall apply to all Women's Twenty20 matches.

1. THE COMPETITION

1.1 The Women's Twenty20 competition will comprise a series of five rounds of matches with the six competing teams playing each other once, followed by a T20 tournament comprising a further five rounds of matches with the six team competition teams playing each other once.

1.2 On completion of the 10 rounds all teams will be placed from one to six according to the points obtained. The winner shall be the team with the highest number of points upon the conclusion of the competition. In the event of teams finishing on equal points, the winner will be determined as follows:

The team with the highest net run rate.

A team's net run rate is calculated by deducting from the average runs per over scored by that team through the competition the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

1.3 There shall be no Elimination Final or Grand Final (including Reserve Day) so any reference to these in the BK Super Smash Playing Conditions shall not apply to the Women's Twenty20 Competition.

2. POINTS

As per BK Super Smash Condition 2.

3. LAW 4 – THE BALL

BK Super Smash Condition 3 shall apply however one 142 gram white Kookaburra Regulation ball shall be used per innings rather than a 156 gram ball.

4. LAW 12 - START OF PLAY; CESSATION OF PLAY

BK Super Smash Condition 5 shall apply, subject to the following

4.1 Hours of Play

The scheduled starting time shall be as set out in the schedule provided by NZC. The scheduled starting time may be altered by NZC provided notice is provided to the participating teams.

In those matches where the start of the play is not delayed or play is not interrupted then:

1 hour 15 minutes	Session 1
15 minutes	Interval
1 hour 15 minutes	Session 2

4.2 Over Rates

BK Super Smash Condition 5.2.1 shall apply but teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour and fifteen minutes playing time, rather than one hour and twenty-five minutes.

4.3 Penalties

BK Super Smash Condition 5.4 shall not apply and shall be replaced by:

For each over not bowled inside the time allowed, a penalty deduction of 0.5 points will be imposed.

Should a team be penalised under this Playing Condition more than once during a competition then, in addition to the penalty imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team under the NZC Code of Conduct.

5. **LAW 13 - INNINGS**

5.1 BK Super Smash Condition 6.3.1 shall apply however when playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 16 overs per hour (3.75 minutes per over) rather than 15 overs per hour (4 minutes per over) in the total time remaining for play.

5.2 BK Super Smash Condition 6.3.2 shall apply however the rate to be applied is 3.75 minutes per over rather than 4 minutes per over.

5.3 BK Super Smash Condition 6.4.1 shall apply however the rate to be applied is 3.75 minutes per over rather than 4 minutes per over.

6. **LAW 28 - THE FIELDER**

BK Super Smash Condition 8.2.2 shall apply however 27.43 meters shall be replaced by 23 metres.

7. **REPORTS**

As per Women's One Day Competition.

2017-18 Women's Twenty20

November 2017

Friday 24	Canterbury Magicians	v	Northern Spirit	at Hagley Oval, Christchurch	4pm
	Auckland Hearts	v	Otago Sparks	at Eden Park no.2, Auckland	4pm
	Central Hinds	v	Wellington Blaze	at Donnelly Park, Levin	3.30pm

December 2017

Friday 1	Auckland Hearts	v	Canterbury Magicians	at Devonport Domain, Auckland	4pm
	Otago Sparks	v	Wellington Blaze	at University of Otago Oval, Dunedin	4pm
	Northern Spirit	v	Central Hinds	at St Paul's Collegiate, Hamilton	3.30pm

Wednesday 27	Northern Spirit	v	Otago Sparks	at Bert Sutcliffe Oval	3pm
	Central Hinds	v	Canterbury Magicians	at Lincoln No.3	3pm
	Wellington Blaze	v	Auckland Hearts	at Lincoln Green	3pm

January 2018

Friday 12	Wellington Blaze	v	Northern Spirit	at Karori Park, Wellington	4pm
	Central Hinds	v	Auckland Hearts	at Fitzherbert, Palmerston North	3.30pm
	Canterbury Magicians	v	Otago Sparks	at Mainpower Oval, Rangiora	4pm

Friday 26	Wellington Blaze	v	Canterbury Magicians	at Karori Park, Wellington	4pm
	Otago Sparks	v	Central Hinds	at Centennial Park, Oamaru	4pm
	Northern Spirit	v	Auckland Hearts	at St Paul's Collegiate, Hamilton	3.30pm

February 2018

Thursday 8	Auckland Hearts	v	Otago Sparks	at Bert Sutcliffe Oval	4pm
	Canterbury Magicians	v	Northern Spirit	at Lincoln Green	4pm
	Central Hinds	v	Wellington Blaze	at Lincoln No.3	4pm

Friday 9	Auckland Hearts	v	Canterbury Magicians	at Bert Sutcliffe Oval	10am
	Otago Sparks	v	Wellington Blaze	at Lincoln Green	10am
	Northern Spirit	v	Central Hinds	at Lincoln No.3	10am
	Central Hinds	v	Canterbury Magicians	at Bert Sutcliffe Oval	2.30pm
	Northern Spirit	v	Otago Sparks	at Lincoln Green	2.30pm
	Wellington Blaze	v	Auckland Hearts	at Lincoln No.3	2.30pm

Saturday 10	Wellington Blaze	v	Northern Spirit	at Bert Sutcliffe Oval	2pm
	Central Hinds	v	Auckland Hearts	at Lincoln Green	2pm
	Canterbury Magicians	v	Otago Sparks	at Lincoln No.3	2pm

Sunday 11	Otago Sparks	v	Central Hinds	at Bert Sutcliffe Oval	10am
	Wellington Blaze	v	Canterbury Magicians	at Lincoln Green	10am
	Northern Spirit	v	Auckland Hearts	at Lincoln No.3	10am

2017-18 PROVINCIAL A MAJOR ASSOCIATION PROGRAMME

Except as modified hereunder the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all three day matches and the Ford Trophy Playing Conditions shall apply in all one day limited over matches. BK Super Smash Playing Conditions shall apply in Twenty20 matches.

1. THE PROGRAMME

The programme will consist of a series of matches arranged and agreed between the Major Associations.

Umpires will be appointed by NZC as required when match details are confirmed.

2. OVER RATES AND INTERRUPTIONS

Over rate penalties do not apply.

Duckworth Lewis Stern system for establishing target scores will be used.

3. POINTS

No points apply.

4. THE BALL

Red Kookaburra Turf 156gm balls, unless otherwise provided and approved by NZC, will be used for three-day matches.

White Kookaburra Turf 156gm ball (one) will be used for one day and Twenty20 matches.

No mandatory change of ball at the commencement of the 35th over.

Associations are required to have a supply of red and white turf balls available for replacement purposes.

5. LAW 1.2 – NOMINATION OF PLAYERS

For each match teams may be composed of twelve players.

5.1 Prior to the toss for each match team captains must provide opposing captains and the Umpires a list of their batting XI and their fielding XI. The player left out of the fielding XI will act as a 12th man for the fielding portions of the match (i.e. the player may bat in the batting XI but may not bowl).

5.2 The 12th man may be rotated on and off the field acting as substitute fielder bearing in mind the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field still apply.

5.3 No player (batsman) can only bat in the match and not take part in the field.

6. REPLACEMENT PLAYERS

First Class Playing Condition 49 shall apply.

7. REPORTS

Captain's Reports on Umpires and the Match Manager's Pitch/Ground Reports are to be sent, within 24 hours of the completion of the match to NZC.

The electronic address to be used is: <http://reporting.blackcaps.co.nz> using the username and password supplied by NZC to each Captain and each Association.

8. CLOTHING

Players shall wear white clothing and equipment for three day matches and coloured clothing/equipment for one day and Twenty20 matches.

DISTRICT ASSOCIATION COMPETITION

Hawke Cup Challenge Matches

Except as modified hereunder the First Class Playing Conditions for cricket in New Zealand shall apply in all matches.

1. DURATION

Hawke Cup Challenge matches shall be of three (3) days duration, with the team winning either on the first innings, or outright, being declared the holder of the Hawke Cup. Bonus points do not apply.

2. UMPIRES

The Umpires shall be appointed by NZC from the National Umpires panel. In the event of the Hawke Cup changing hands, NZC reserves the right to make new appointments for subsequent Challenge matches.

3. ELIGIBILITY

See Eligibility Regulations.

4. BALLS

Red Kookaburra Regulation 156gm balls must be used.

5. REPLACEMENT PLAYERS

(This Rule also applies to Elimination matches).

5.1 Where, after the players in a match have been nominated, any player is selected by the Major Association (in which his team's association is situated) to play in a four day or a one day match or is selected in any other match which in the 'player priorities for selection' hereof has a higher priority than Series matches and in order to participate in such or other match he is required to absent himself from the Challenge or elimination match before it is completed, that player's team shall be entitled to substitute another player for the rest of such match and such replacement player shall be entitled to fully participate in that match, provided :

- (a) As soon as practicable after a player's selection for a four day or one-day match or other match with a higher priority as aforesaid is known, his Captain must advise the opposing Captain and the Umpires of the name of such player and of his replacement.
- (b) A replacement player shall not be entitled to bat in any innings in which the player he is replacing has already batted and any player replaced under the provisions of this rule shall be regarded as having been

retired 'not out' if he should be batting at the time when he is required to leave the match and his replacement shall be entitled to continue such innings.

- (c) In the event of the replacement player(s) being unable to immediately continue the innings the provisions of Law 25.4 will apply (unavoidable cause).
- (d) If a player being replaced has failed to complete an over in progress at the time when he is required to leave the match, another player in his team shall complete the over.
- (e) A player who is replaced and his replacement may not bowl two consecutive overs.

5.2 There is no limit on the number of players who may be replaced in a team during a match under the provisions of this Rule.

6. GRASS PITCH

Hawke Cup challenge matches shall be played on a grass pitch. However, if the holder of the Hawke Cup plays their Zone elimination series home games on an artificial pitch then NZC in its sole discretion can approve a challenge game to be played on an artificial pitch at a venue of the holders.

7. PLAYER CONDUCT

All players shall be bound by NZC's Code of Conduct.

8. PLAYING CONDITIONS FOR ELIMINATION MATCHES

Playing conditions for all elimination matches are to be fixed by mutual agreement of the participants in each zone.

9. REPORTS FOR CHALLENGE MATCHES

Captain's Reports on Umpires and the Match Manager's Pitch/Ground Reports form are to be sent, within 24 hours of the completion of the match to NZC.

The electronic address to be used is: <http://reporting.blackcaps.co.nz> using the username and password supplied by NZC to each Captain and each Association.

10. DATES

2017/18 Hawke Cup Challenge Zones:

Zone 1 Challenge (ND)	27/28/29 January
Zone 2 Challenge (CD)	9/10/11 February
Zone 3 Challenge (Cant)	23/24/25 February
Zone 4 Challenge (Otago)	9/10/11 March

MEN'S NATIONAL UNDER 19 TOURNAMENT

Except as modified hereunder, the Ford Trophy Playing Conditions shall apply in all limited over matches.

1. THE COMPETITION

- 1.1 Age Qualification is Under 19 as at 1 September preceding the tournament.
- 1.2 The competition will be held at NZC Grounds, Lincoln University, Christchurch between 4-12 December 2017, and consists of five (5) rounds of 50 over matches, a play-off day and a finals day. There will be two rest days.
- 1.3 On completion of the series of five rounds, all teams will be placed from first to sixth position according to the points obtained, or if equal on points, in accordance with Ford Trophy Condition 2.

2. LAW 1.2 - NOMINATION OF PLAYERS

- 2.1 For each match teams may be composed of twelve players.
- 2.2 Prior to the toss for each match team captains must provide opposing captains and the Umpires a list of their batting XI and their fielding XI. The player left out of the fielding XI will act as a 12th man for the fielding portions of the match. (i.e. the player may bat in the batting XI but may not bowl).
- 2.3 The 12th man may be rotated on and off the field acting as substitute fielder subject to the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field.
- 2.4 No player (batsman) can only bat in the match and not take part in the field.
- 2.5 The wicketkeeper cannot be designated as the non-bowler.

3. LIMITATION OF OVERS FOR PACE BOWLERS

- 3.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings.
- 3.2 Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit suggests that fast bowlers play no more than four out of five straight days of cricket for U17 and U19 players
- 3.3 In the event of any dispute at the tournament, the matter should be referred to NZC's General Manager High Performance whose ruling will be final.

3.4 The following rules shall apply:

- (a) If a player is aged under 17 as at 1 September, and is playing in the U19 Competition, he will be restricted to a bowling load of six overs in any one spell of one-day cricket.
- (b) If a player is aged under 19 as at 1 September, and is playing in the U19 Competition, he will be restricted to a bowling load of eight overs in any spell of one-day cricket.
- (c) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs, as the length of that spell are bowled, from the same end.
- (d) In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- (e) In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
- (f) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

4. POINTS

As per Ford Trophy Condition 2

5. BALLS TO BE USED

White Kookaburra Regulation 156gm balls as approved by NZC will be used. One ball only will be used per innings.

6. CLOTHING

Coloured clothing and equipment to be used as per Ford Trophy.

7. LAW 12 - START OF PLAY; CESSATION OF PLAY

7.1 Hours of Play

Ford Trophy Condition 6.1 shall be replaced by the following:

In those matches where the start of the play is not delayed or play is not interrupted then the scheduled hours of play shall be as follows:

Session	BSO	Lincoln No. 3	Lincoln Green
1 st innings	10.00am - 1.30pm	10.15am - 1.45pm	10.30am - 2.00pm
Lunch	1.30pm - 2.20pm	1.45pm – 2.30pm	2.00pm - 2.45pm
2 nd innings	2.20pm – 5.50pm	2.30pm - 6.00pm	2.45pm - 6.15pm

7.2 Revised Hours of Play

Ford Trophy Condition 6.2 shall be replaced by the following:

If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to one hour after the above scheduled times for cessation of play as set out in Condition 7.1 above.

7.3 Penalties for not bowling the required overs

Ford Trophy Conditions 6.3 and 6.4 shall be replaced by the following:

7.3.1 If the fielding team fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

7.3.2 Unless determined otherwise by the Tournament Manager, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time the fielding side will be penalised as follows:

0.5 shall be deducted from the team's match points

7.3.3 For the purpose of determining penalties, the following allowances shall be taken into account:

- (a) actual time taken for treatment of an injured player on the field;
- (b) actual time taken for a player leaving the field in the event of serious injury;
- (c) actual time taken to dry a wet ball; and
- (d) actual time to find or replace a ball.

MEN'S NATIONAL UNDER 17 TOURNAMENT

Except as modified hereunder, the NZC First Class Playing Conditions and the Ford Trophy Playing Conditions shall apply to 50 over matches and the BK Super Smash Playing Conditions shall apply to T20 matches.

1. THE COMPETITION

- 1.1 Age Qualification is Under 17 as at 01 September preceding the Tournament.
- 1.2 The competition will be held at Te Atatu Park Auckland between 13-20 January 2018, and consist of four (4) rounds of 50-over matches, followed by three (3) rounds of T20 over matches.
- 1.3 At the end of the tournament the teams will be placed from 1st to 6th according to the points obtained during the competition.
- 1.4 The winner of the tournament will be the team accumulating the most points.
- 1.5 If two or more teams are equal on points at the completion of the tournament, the title will be shared.

2. LAW 1.2 - NOMINATION OF PLAYERS

- 2.1 For each match teams may be composed of twelve players.
- 2.2 Prior to the toss for each match team captains must provide opposing captains and the Umpires a list of their batting XI and their fielding XI. The player left out of the fielding XI will act as a 12th man for the fielding portions of the match. (i.e. the player may bat in the batting XI but may not bowl).
- 2.3 The 12th man may be rotated on and off the field acting as substitute fielder, subject to the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field.
- 2.4 No player (batsman) can only bat in the match and not take part in the field.
- 2.5 The wicketkeeper cannot be designated as the non-bowler.

3. LIMITATION OF OVERS FOR PACE BOWLERS

- 3.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings.
- 3.2 Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit suggests that fast bowlers play no more than four out of five straight days of cricket.

- 3.3 In the event of any dispute at the tournament, the matter should be referred to NZC's General Manager High Performance whose ruling will be final.
- 3.4 If a player is aged under 17 as at 1 September, and is playing in the U17 Competition, he will be restricted to a bowling load of six overs in any one spell.
- 3.5 The following rules shall apply:
- (a) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs, as the length of that spell are bowled from the same end.
 - (b) In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
 - (c) In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
 - (d) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

4. THE BALL

Red Kookaburra Regulation 156gm balls as approved by New Zealand Cricket will be used. One ball only will be used per innings.

5. POINTS

As per NZC Ford Trophy Condition 2, including bonus points for 50 over matches and BK Super Smash Playing Condition 2 for T20 matches.

6. LAW 12 - START OF PLAY; CESSATION OF PLAY

NZC Ford Trophy Condition 6 for 50 over matches and BK Super Smash Playing Condition 5 for T20 matches shall apply, subject to the following.

6.1 Hours of Play

Ford Trophy Condition 6.1 and BK Super Smash Condition 5.1 shall not apply and the scheduled hours of play shall be as set out in the Tournament schedule provided by NZC.

6.2 Revised Hours of Play

In relation to 50 over matches, Ford Trophy Condition 6.2 shall be replaced by the following:

If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to one hour after the above scheduled times for cessation of play as set out in the Tournament schedule.

In relation to T20 matches, BK Super Smash Condition 6.5 shall apply, other than on the final day of the Tournament (where no extra time is allowed in the event the start of play is delayed or there are interruptions in play).

6.3 Penalties for not bowling the required overs

Ford Trophy Conditions 6.3 and 6.4 and BK Super Smash Conditions 5.3 and 5.4 (as applicable) shall not apply and shall be replaced by the following:

6.3.1 If the fielding team fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

6.3.2 Unless determined otherwise by the Tournament Manager, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time the fielding side will be penalised as follows:

0.5 shall be deducted from the team's match points

6.3.3 For the purpose of determining penalties, the following allowances shall be taken into account:

- (a) actual time taken for treatment of an injured player on the field;
- (b) actual time taken for a player leaving the field in the event of serious injury;
- (c) actual time taken to dry a wet ball; and
- (d) actual time to find or replace a ball.

7. **CLOTHING**

White clothing and equipment to be used.

WOMEN'S NATIONAL UNDER 21 TOURNAMENT

Except as modified hereunder the Women's One Day Competition Playing Conditions will apply to one day matches and the Women's Twenty20 Playing Conditions will apply to Twenty20 matches.

1. THE COMPETITION

- 1.1 Age Qualification is Under 21 as at 01 September preceding the Tournament.
- 1.2 The competition will be held at Lloyd Elsmore Park, Auckland, from 15-21 December 2017, and consist of four (4) one-day matches, and three (3) Twenty20 matches
- 1.3 At the end of the tournament the teams will be placed from 1st to 6th according to the points obtained during the competition.
- 1.4 The winner of the tournament will be the team accumulating the most points across both formats of the tournament.
- 1.5 If two or more teams are equal on points at the completion of the tournament, the title will be shared.

2. LAW 12 - START OF PLAY; CESSATION OF PLAY

Women's One Day Competition Playing Conditions will apply to one day matches and the Women's Twenty20 Playing Conditions will apply to T20 matches, subject to the following.

2.1 Hours of Play – One Day

Women's One Day Competition Playing Condition 4.1 shall be replaced by the following:

The 50 over one-day competition hours of play will be:

Session	Lloyd Elsmore 1	Lloyd Elsmore 2	Lloyd Elsmore 3
1 st innings	10.00am - 1.30pm	10.15am - 1.45pm	10.30am – 2.00pm
Lunch	1.30pm – 2.20pm	1.45pm – 2.30pm	2.00pm – 2.45pm
2 nd innings	2.20pm – 5.50pm	2.30pm – 6.00pm	2.45pm – 6.15pm

2.2 Hours of Play – T20

Women's Twenty20 Playing Condition 4.1 shall be replaced by the following:

The Twenty20 hours of play will be:

Session	Lloyd Elsmore 1	Lloyd Elsmore 2	Lloyd Elsmore 3
1 st innings	10.00am - 11.15am	10.00am - 11.15am	10.00am - 11.15am
Interval	11.15am - 11.30am	11.15am - 11.30am	11.15am - 11.30am
2 nd innings	11.30am – 12.45pm	11.30am – 12.45pm	11.30am – 12.45pm

Session	Lloyd Elsmore 1	Lloyd Elsmore 2	Lloyd Elsmore 3
1 st innings	2.30pm – 3.45pm	2.30pm – 3.45pm	2.30pm – 3.45pm
Interval	3.45pm – 4.00pm	3.45pm – 4.00pm	3.45pm – 4.00pm
2 nd innings	4.00pm – 5.15pm	4.00pm – 5.15pm	4.00pm – 5.15pm

2.3 Revised Hours of Play

In relation to 50 over matches, if there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to one hour after the above scheduled times for cessation of play as set out in Condition 2.1 above.

In relation to T20 matches, BK Super Smash Condition 6.5 shall apply.

2.4 Penalties for not bowling the required overs

Women's One Day Competition Playing Condition 4.2 and Women's Twenty20 Playing Condition 4.3 (as applicable) shall not apply and shall be replaced by the following:

2.4.1 If the fielding team fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

2.4.2 Unless determined otherwise by the Tournament Manager, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time the fielding side will be penalised as follows:

0.5 shall be deducted from the team's match points

2.4.3 For the purpose of determining penalties, the following allowances shall be taken into account:

- (a) actual time taken for treatment of an injured player on the field;
- (b) actual time taken for a player leaving the field in the event of serious injury;
- (c) actual time taken to dry a wet ball; and
- (d) actual time to find or replace a ball.

3. DRINKS

- 3.1 The teams must remain on the field of play during the interval
- 3.2 The team coach is permitted to accompany the 12th man on to the field of play during the drinks interval.

4. THE BALL

One only white Kookaburra Regulation 142 gram ball per innings in both 50 over and Twenty20 matches.

5. CLOTHING

Coloured clothing shall be worn.

6. NO BALLS

Umpires shall apply understanding and tolerance with regard to over waist high full toss deliveries in this competition. No ball should be called, but no warning/action should be applied. Free hit for a No ball will apply.

7. NOMINATION OF PLAYERS

- 7.1 For each match teams may be composed of twelve players.
- 7.2 Prior to the toss for each match captains must provide opposing captains and the Umpires a list of their batting XI and their fielding XI. The player left out of the fielding XI will act as a 12th man for the fielding portions of the match. (i.e. the player may bat in the batting XI but may not bowl).
- 7.3 The 12th man may be rotated on and off the field acting as substitute fielder.
- 7.4 No player (batsman) can only bat in the match and not take part in the field.
- 7.5 The wicketkeeper cannot be designated as the non-bowler.

8. POINTS

Twenty20

Win 3 points

No result 1 point

Loss 0 points

One Day

As per Women's One Day Competition.

COMMUNITY CRICKET NATIONAL SCHOOLS TOURNAMENTS

National Primary School Cup and National Primary School Shield Finals Playing Conditions

The MCC Laws of Cricket 2017 shall apply except as follows:

1. THE COMPETITION

The Cup competition shall be open to every male student, and the Shield competition every female student, in New Zealand attending the participating primary school on a full-time basis who is year eight or under at the 1st January in the year of the competition.

The competition shall be held at New Zealand Cricket's High Performance Centre, Lincoln University, Christchurch. The Cup competition will be held from the 20-22 November 2017 and the Shield competition from 23-25 November 2017. Each tournament will consist of a full round robin format of Twenty20 cricket. The teams will consist of the regional preliminary winners from each Major Association.

2. NOMINATION OF PLAYERS

Teams may have a squad of twelve players who will participate in the tournament. Additional players can be included in the squad but will act only as injury replacement. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. Cost for additional players will be the school's responsibility.

For each match, teams may be composed of twelve players (as stated above).

- (a) Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their batting XI and the Fielding XI.
- (b) The player left out of the Fielding XI will act as 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler.
- (d) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. THE BALL

Two piece, 142g Orange Kookaburra Crown balls will be used for the Cup competition and two piece, 142g Pink Kookaburra Crown balls will be used for the Shield competition.

4. HOURS OF PLAY AND INTERVALS

4.1 The normal session times shall be the following:

10.00am – 11.20am	Session 1
11.20am – 11.40am	Interval
11.40am – 1.00pm	Session 2
2.00pm – 3.20pm	Session 1
3.20pm – 3.40pm	Interval
3.40pm – 5.00pm	Session 2

4.2 Close of play for calculation purposes will be 1.30pm and 5.30pm.

4.3 In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 10 minutes.

4.4 Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.

5. NUMBER OF OVERS PER BOWLER

5.1 No bowler shall bowl more than four overs in an innings.

5.2 In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.

5.3 In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. POINTS/TOURNAMENT PLACING

6.1 Points shall be awarded as follows:

Win	2 points
No result	1 point
Loss	0 points

- 6.2 The six finalists will each play five round robin matches. The team with the most points after the completion of the round robin matches will be deemed the winner.
- 6.3 If no play is possible during round robin play, the tournament will be abandoned and no award will be made.
- 6.4 In the event of a game being a tie, the Bowl Out Rules, as listed below, will apply.
- 6.5 If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result and both teams receive a minimum one point.
- 6.6 If rain interrupts a game where both teams have completed five overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.
- 6.7 To calculate the target score for team two in a weather affected match the target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
- 6.8 If a match is abandoned when team two has batted for five overs or more the target score to determine a winner will be number of whole overs completed multiplied by average run rate of team one plus one run.
- 6.9 In the event of teams finishing on equal points, the tournament placings will be determined as follows:
- (a) The team with most number of wins
 - (b) The team with the highest Net Run Rate per over

7. BOWL OUT

- 7.1 Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors.
- 7.2 The team with the highest number of hits will be deemed to be the winner.
- 7.3 In the event of a tie, a further five bowlers will each bowl one delivery.
- 7.4 If the scores are still tied, the above process will be repeated using the same groupings and until such time as a winner is found.
- 7.5 If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team.

8. NO-BALL

8.1 Free Hit

The delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- (a) There is a change of striker; or
- (b) The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

If the ball passes, or would have passed, over the shoulder height of the striker standing in his normal stance at the crease, the Umpire shall call and signal No ball.

If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batter standing in his normal stance at the crease, the Umpire shall call and signal No ball.

9. WIDE BOWLING

Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return Crease shall be called wide. The above provisions do not apply if the striker makes contact with the ball.

10. CLOTHING

In all matches, teams will wear white cricket attire. Teams may wear coloured clothing at the discretion of New Zealand Cricket.

Secondary School Boys' First XI Cup Finals Playing Conditions

Except as modified hereunder the NZC First Class and Ford Trophy Playing Conditions for Cricket in New Zealand shall apply.

1. THE COMPETITION

The competition shall be open to every male student in New Zealand attending the participating secondary school on a full-time basis and who is 19 years of age or under at the 1st January in the year of the competition.

The competition shall be held at Fitzherbert and Manawaroa Parks, Palmerston North, between the 4th – 8th December 2017 and consist of a full round robin format of 50 over cricket. The teams will consist of the preliminary round regional winners from each Major Association.

2. NOMINATION OF PLAYERS

Teams may have a squad of twelve players who will participate in the tournament. Additional players can be included in the squad but will act only as injury replacement. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. Cost for additional players will be the school's responsibility.

For each match, teams may be composed of twelve players (as stated above).

- (a) Prior to the toss for each match, the team captain must provide the opposing Captain, and the Umpires, a list of their batting XI and the Fielding XI.
- (b) The player left out of the Fielding XI will act as 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler.
- (d) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. THE BALL

Four piece, 156gm White Kookaburra Regulation balls will be used for the competition.

4. HOURS OF PLAY AND INTERVALS:

- (a) The normal session times shall be the following:

10.00am – 1.10pm	Session 1
1.10pm – 1.50pm	Interval
1.50pm – 5.00pm	Session 2
- (b) Close of play for calculation purposes will be 6.30pm.

- (c) In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 20 minutes.
- (d) Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.

5. NUMBER OF OVERS PER BOWLER

- 5.1 No bowler shall bowl more than 10 six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 40 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers (eg. in a 33 over match three bowlers may have a maximum of seven overs and no other bowler may have more than six overs).
- 5.2 In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. LIMITATION OF OVERS FOR PACE BOWLERS

- 6.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per spell. This rule is made in the interests of player safety and follows extensive research findings.
- 6.2 Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results.
- 6.3 In the event of any dispute at the tournament, the matter should be referred to the NZC Tournament Manager whose ruling will be final.
- 6.4 The following rules shall apply:
 - (a) A pace bowler will be restricted to a bowling load of six overs in any one spell in this competition.
 - (b) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs of the length of that spell, are bowled from the same end.

- (c) In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- (d) In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
- (e) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

7. POINTS/TOURNAMENT PLACING

7.1 Points shall be awarded as follows:

Win	2 points
No result / Tie	1 point
Loss	0 points

7.2 The six finalists will each play five round robin matches. The team with the most points after the completion of the round robin matches will be deemed the winner.

7.3 If no play is possible during group play, the tournament will be abandoned and no award will be made.

7.4 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

7.5 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match then the result shall be decided by the Duckworth-Lewis-Stern system (current version DLS1-2014).

7.6 If rain interrupts and prevents each team from completing a minimum of 20 overs, the match will be called a no result and both teams receive one point.

7.7 In the event of teams finishing on equal points the tournament placings will be determined as follows:

- (a) The team with the most number of wins
- (b) The team with the highest Net Run Rate per over

8. NO BALL

Refer to Ford Trophy Conditions in relation to a free hit following a no-ball.

9. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

Refer to Ford Trophy Playing Conditions

10. WIDE BOWLING

Refer to Ford Trophy Conditions for the definition of a Wide and its guidelines and application.

11. DANGEROUS AND UNFAIR BOWLING

Refer to Ford Trophy Conditions

12. CLOTHING

In all matches, teams will wear coloured clothing which has been approved by NZC.

NZCT Secondary School Girls' Finals Playing Conditions

Except as modified hereunder the Women's Twenty20 Playing Conditions for Cricket in New Zealand shall apply.

1. THE COMPETITION

The competition shall be open to every female student in New Zealand attending the participating secondary school on a full-time basis and who is 19 years of age or under as of 1st January in the year of the competition.

The competition shall be held at Fitzherbert and Manawaroa Parks, Palmerston North, between the 1-3 December 2017 and consist of a full round robin format of Twenty20 cricket. The teams will consist of the preliminary round regional winners from each Major Association.

2. NOMINATION OF PLAYERS

Teams may have a squad of twelve players who will participate in the tournament. Additional players can be included in the squad but will act only as injury replacement. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. Cost for additional players will be the school's responsibility.

For each match, teams may be composed of twelve players (as stated above).

- (a) Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their batting XI and the Fielding XI.
- (b) The player left out of the Fielding XI will act as 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler.
- (d) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. THE BALL

Four piece, 142gm White Kookaburra Senator balls will be used for the competition.

4. HOURS OF PLAY AND INTERVALS:

4.1 The normal session times shall be the following:

10.00am – 11.20am	Session 1
11.20am – 11.40am	Interval
11.40am – 1.00pm	Session 2
2.00pm – 3.20pm	Session 1
3.20pm – 3.40pm	Interval
3.40pm – 5.00pm	Session 2

4.2 Close of play for calculation purposes will be 1.30pm and 5.30pm.

4.3 In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 10 minutes.

4.4 Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.

4.5 The Tournament Manager may direct a change of venue because of weather or ground conditions. This includes the use of all-weather pitches of suitable quality only when grass pitches are not available.

5. NUMBER OF OVERS PER BOWLER

5.1 No bowler shall bowl more than four six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.

5.2 In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. THE FIELDER

6.1 At the instant of delivery there shall be no more than five fielders on the leg side.

6.2 For the first six overs of each innings, no more than two fielders are permitted outside of the inner circle.

6.3 For the remaining overs of each innings, no more than five fielders are permitted outside of the inner circle.

- 6.4 In a match where the number of overs is reduced, refer to the table below for boundary fielder restrictions.

Total overs in innings	No. of overs Boundary Fielder restrictions apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 6.5 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'no ball.'

7. POINTS/TOURNAMENT PLACING

- 7.1 Points shall be awarded as follows:

Win	2 points
No result	1 point
Loss	0 points

- 7.2 The six finalists will each play five round robin matches. The team with the most points after the completion of the round robin matches will be deemed the winner.
- 7.3 If no play is possible during round robin play, the tournament will be abandoned and no award will be made.
- 7.4 In the event of a tie, the Super Over procedure (as set out in the BK Super Smash Playing Conditions) will apply to achieve a result. If due to weather interruption the Super Over cannot be carried out a bowl out will apply. See Condition 8 below for bowl out procedure.
- 7.5 If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a "no result" and both teams receive a minimum one point.
- 7.6 If rain interrupts a game where both teams have completed five overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.
- 7.7 To calculate the target score for team two in a weather affected match the target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
- 7.8 If a match is abandoned when team two has batted for five overs or more the target score to determine a winner will be number of whole overs completed multiplied by average run rate of team one plus one run.

7.9 In the event of teams finishing on equal points the tournament placings will be determined as follows:

- (i) The team with the most number of wins
- (ii) The team with the highest Net Run Rate per over

8. BOWL OUT

8.1 Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors.

8.2 The team with the highest number of hits will be deemed to be the winner.

8.3 In the event of a tie, a further five bowlers will each bowl one delivery.

8.4 If the scores are still tied, the above process will be repeated using the same groupings and until such time as a winner is found.

8.5 If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team.

9. NO BALL

Refer to Ford Trophy Conditions for free hit following a no-ball.

10. WIDE BOWLING

Refer to Ford Trophy Conditions.

11. DANGEROUS AND UNFAIR BOWLING

Refer to Ford Trophy Conditions.

12. CLOTHING

In all matches, teams will wear coloured shirts which have been approved by New Zealand Cricket. Teams have the option to wear white trousers or a full coloured uniform.

NZCT Junior Secondary School Boys' Finals Playing Conditions

The MCC Laws of Cricket 2017 shall apply except as follows:

1. THE COMPETITION

The competition shall be open to every male student in New Zealand attending the participating secondary school on a full-time basis and who is a Year nine student for the first three months of the competition (Oct-Dec) and a Year 10 student for the second three months of the competition (Jan-Mar).

The competition shall be held at Fitzherbert and Manawaroa Parks, Palmerston North, between the 19-23 March 2018 and consist of a full round robin format of 40 over cricket. The teams will consist of the preliminary round regional winners from each Major Association.

2. NOMINATION OF PLAYERS

Teams may have a squad of twelve players who will participate in the tournament. Additional players can be included in the squad but will act only as injury replacement. If a player suffers an injury which prevents further participation during the tournament they may be replaced by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. Cost for additional players will be the school's responsibility.

For each match, teams may be composed of twelve players (as stated above).

- (a) Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their batting XI and the Fielding XI.
- (b) The player left out of the Fielding XI will act as 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).
- (c) The wicketkeeper cannot be designated as the non-bowler.
- (d) There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings.

3. THE BALL

Red Kookaburra Senator 156gm balls will be used for the competition.

4. HOURS OF PLAY AND INTERVALS:

- (a) The normal session times shall be the following:

10.00am – 12.40pm	Session 1
12.40pm – 1.10pm	Interval
1.10pm – 3.50pm	Session 2

Close of play for calculation purposes will be 5.00pm.

- (b) In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 10 minutes.
- (c) Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play.
- (d) The Tournament Manager may direct a change of venue because of weather or ground conditions. This includes the use of all-weather pitches of suitable quality only when grass pitches are not available.

5. NUMBER OF OVERS PER BOWLER

- (a) No bowler shall bowl more than eight six-ball overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 32 overs, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers.
- (b) In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.

6. LIMITATIONS OF OVERS FOR PACE BOWLERS

- 6.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per spell. This rule is made in the interests of player safety and follows extensive research findings.
- 6.2 Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results.
- 6.3 In the event of any dispute at the tournament, the matter should be referred to the NZC Tournament Manager whose ruling will be final.
- 6.4 A pace bowler will be restricted to a bowling load of six overs in any one spell in this competition.

6.5 The following rule apply:

- (i) At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs of the length of that spell, are bowled from the same end.
- (ii) In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- (iii) In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
- (iv) Any part over completed will count as a full over only in so far as each bowler's limit is concerned.

7. POINTS/TOURNAMENT PLACING

7.1 Points shall be awarded as follows:

Win	2 points
No result	1 point
Loss	0 points

7.2 The six finalists will each play five round robin matches. The team with the most points after the completion of the round robin matches will be deemed the winner.

7.3 If no play is possible during round robin play, the tournament will be abandoned and no award will be made.

7.4 In the event of a tie, the Super Over procedure (as referred to in BK Super Smash Playing Conditions) will apply to achieve a result. If, due to weather interruption, the Super Over cannot be carried out a "bowl out" will apply. See below the bowl out procedure.

7.5 If rain interrupts and prevents each team from completing a minimum of 20 overs, the match will be called a "no result" and both teams receive one point.

7.6 If rain interrupts a game where both teams have completed 20 overs and the scores are tied, the team with the higher run rate per over for that match will be deemed the winner.

7.7 To calculate the target score for team two in a weather affected match the target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run.

7.8 If a match is abandoned when team two has batted for 20 overs or more the target score to determine a winner will be number of whole overs completed multiplied by average run rate of team one plus one run.

7.9 In the event of teams finishing on equal points, the tournament placings will be determined as follows:

- (i) The team with the most number of wins
- (ii) The team with the highest Net Run Rate per over

8. BOWL OUT

8.1 Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors.

8.2 The team with the highest number of hits will be deemed to be the winner.

8.3 In the event of a tie, a further five bowlers will each bowl one delivery.

8.4 If the scores are still tied, the above process will be repeated using the same groupings and until such time as a winner is found.

8.5 If a bowler bowls a No Ball it will count as their delivery but will not count towards the score of the team.

9. NO BALL

Refer to Ford Trophy Conditions for free hit following a no-ball.

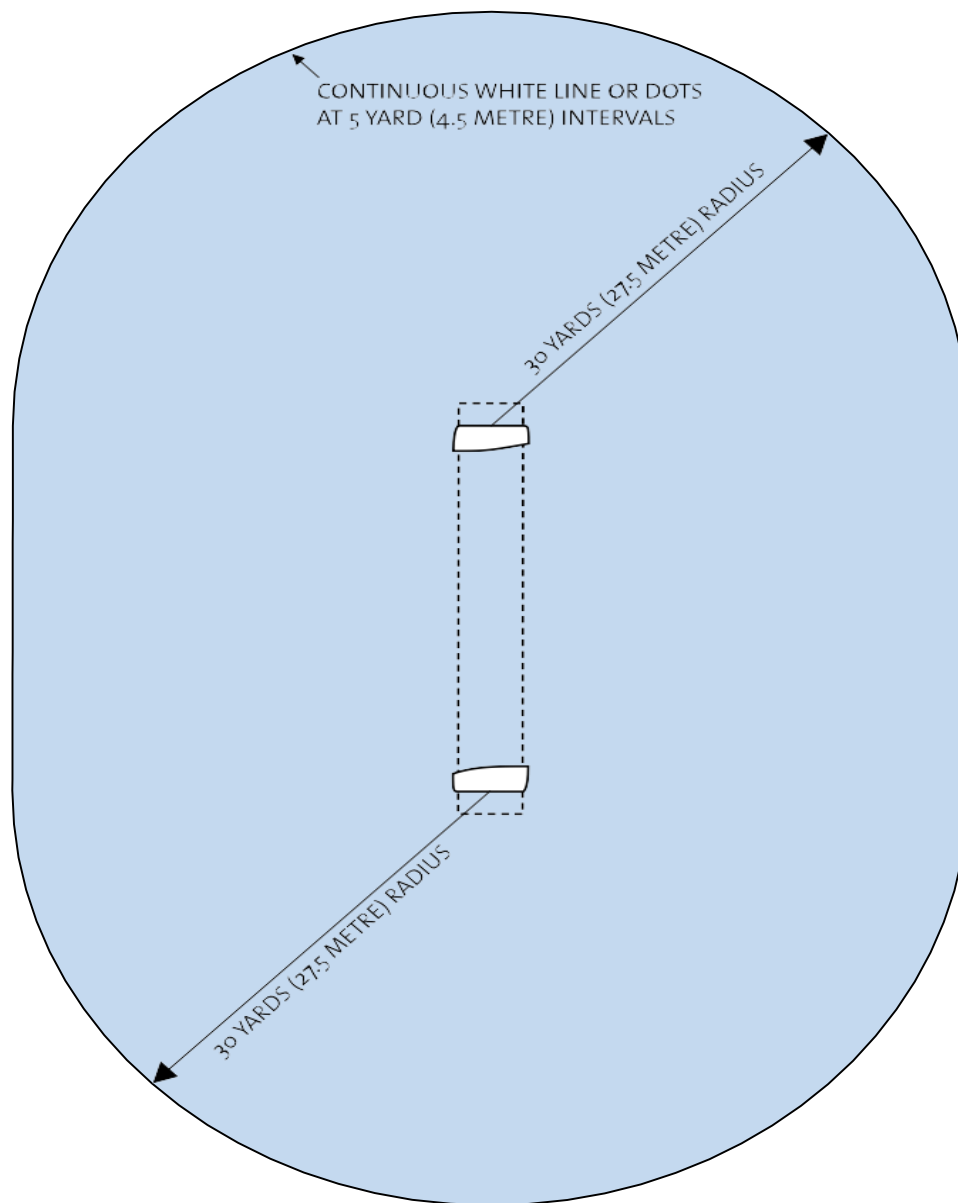
10. WIDE BOWLING

Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping crease, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

11. CLOTHING

In all matches, teams will wear white cricket attire. Teams may wear coloured clothing at the discretion of NZC.

APPENDIX 1 – Restriction on placement of fielders



APPENDIX 2

Application of the Duckworth Lewis Stern method for setting a fair target score in an interrupted limited-overs match

Duckworth Lewis Stern Match Manager

- (a) A person competent in the way the Duckworth Lewis Stern calculations should be performed should be appointed for each match. That person should be responsible for all Duckworth-Lewis-Stern calculations and for the communication of such information to the Captain, Umpires, Scorers and Match Authority.
- (b) The current computerised version of the Duckworth Lewis Stern system should be used (DLS2 dated 2016).

ELIGIBILITY

1. MEN'S AND WOMEN'S COMPETITIONS

- 1.1 No player shall be eligible to be contracted by or to play cricket for a Major Association unless he/she is:
- (a) A New Zealand citizen, or New Zealand permanent resident; or a player who is eligible to represent the BLACKCAPS or WHITE FERNS (as appropriate) under ICC Eligibility Regulations; or
 - (b) an Overseas Player; or
 - (c) (in relation to male players) a New Zealand Qualifying Player.
- 1.2 "Overseas Player" means a person who is not eligible to play for the BLACKCAPS or WHITE FERNS (as appropriate) and does not meet the New Zealand qualifying criteria.
- 1.3 "New Zealand Qualifying Player" is a player who:
- (a) has declared his intention, in writing to NZC, to become eligible to represent the BLACKCAPS;
 - (b) is not currently eligible to be selected for the BLACKCAPS or available for selection for another country's national team;
 - (c) has, immediately following his declaration played in New Zealand for two (2) consecutive seasons and/or resided in New Zealand for a continuous period of not less than 12 months; and
 - (d) continues to demonstrate his ongoing commitment to becoming eligible for the BLACKCAPS to the satisfaction of NZC and the NZCPA.
- 1.4 In exceptional circumstances, NZC and the NZCPA may agree to consider an application by a player to be considered a New Zealand Qualifying Player without fulfilling the criteria set out above. In such circumstances, the player must clearly demonstrate to the satisfaction of NZC and the NZCPA that he is committed to becoming eligible to play for the BLACKCAPS and residing permanently in New Zealand.
- 1.5 For the purpose of the clauses 1.6 and 1.7 below, Overseas Players and New Zealand Qualifying Players shall be deemed to be "Ineligible Players".
- 1.6 For each Plunket Shield or Ford Trophy competition match, each Major Association may select a maximum of one (1) Overseas Player and/or a maximum of two (2) New Zealand Qualifying Players in its final playing XI, provided that the total number of Ineligible Players selected in any final playing XI may not exceed two (2) Ineligible Players.

- 1.7 For each BK Super Smash match, each Major Association may select a maximum of two (2) Overseas Players and/or a maximum of two (2) New Zealand Qualifying Players in its final playing XI, provided that the total number of Ineligible Players selected in any final playing XI may not exceed three (3) Ineligible Players.
- 1.8 For each Women's Domestic Competition match (One Day or Twenty20) each Major Association may select a maximum of one (1) Overseas Player in its final playing XI. Note: For the purposes of these regulations, a female player who has represented an ICC Associate or Affiliate member in an International match is not considered to be an Overseas Player.
- 1.9 It shall be the duty of a Major Association before contracting with or selecting any player under Rule 1.1(b) (Overseas Player) above to comply with the following process:
- (a) the Major Association must notify NZC before signing any such player for any of the competitions;
 - (b) NZC shall review the notification to ensure that contracting such player is in the best interests of the relevant competition and/or the game of cricket in New Zealand. NZC shall, amongst other things, consider: (i) the extent to which signing such player is consistent with the Major Association's player succession plan; and (ii) the profile and experience of the relevant player;
 - (c) A notification from NZC that there are no objections to signing such player must be received by the Major Association before the player's No Objections Certificate (NOC) is signed;
 - (d) the Major Association can only announce the signing of such player once it has received notification of no objection from NZC and NZC has received the player's fully signed NOC.
- 1.10 It shall be the duty of a Major Association before contracting with or selecting any player whose eligibility may otherwise be in question to submit the issue of such player's eligibility to NZC and the NZCPA for confirmation. NZC and the NZCPA may, on its own motion or otherwise, deal with and decide any question of the eligibility of any player upon such oral, documentary or other evidence as it thinks fit, and its decision may be announced by email, letter or fax before, during or after any match in which the question of the player's status has been raised.
- 1.11 A player eligible to play for a Major Association under Rule 1.1(b) or 1.1(c) shall not be debarred from representing a District Association in the District Association Cup competition if eligible under those competition regulations.
- 1.12 No player shall represent more than one Major Association in the same season at First Class level (i.e. Plunket Shield, Ford Trophy and BK Super Smash for

male players and One Day and Twenty20 Domestic Competitions for female players) without the express sanction of NZC and/or if otherwise provided for through a loan system between Major Associations.

2. WOMEN'S DOMESTIC COMPETITION – LOAN PLAYER SYSTEM

- (a) A player wishing to be loaned must approach their home Major Association coach requesting to be loaned.
- (b) An away Major Association approaches a potential loan player through the home Major Association coach.
- (c) A player is loaned by the home Major Association to the away Major Association for a specified period of time.
- (d) NZC must be informed in writing of any loan prior to the commencement of the loan and a loan form must be signed by home Major Association, away Major Association, the player and lodged with NZC prior to the player taking the field. In addition, an extension can be given upon further application to NZC that is supported by the home Major Association, the away Major Association and the player.
- (e) A home Major Association may play a maximum of two loan players in a Women's Domestic Competition match.
- (f) A player may be loaned to an away Major Association during a round of the competition (the T20 match and the 2 x 50 over matches) if injury occurs but a loan player cannot be called back to the home Major Association mid-round (i.e. between the T20 and either of the 50 over matches).
- (g) A player may be loaned to more than one away Major Association in the season.
- (h) The loan only applies for the season in which it takes place.
- (i) A loan may be approved on the day e.g. a visiting team has 12 players and injuries occur on the morning of a match or during a match mid round. The away Major Association may request a loan from the home Major Association but this would be subject to home Major Association, away Major Association, the player and NZC agreeing. Refer to clause (d). This process should take place by telephone prior to the match commencing.

3. OVERRIDING DISCRETION OF NZC

Notwithstanding the provisions of clauses 1 and 2 herein and for the avoidance of doubt, NZC shall have the power at any time to allow any player to be contracted with or selected by a Major Association, notwithstanding the fact that the player would not otherwise be eligible to be contracted by or to play cricket for such Major Association under clauses 1 and 2 above if NZC determines in its sole and absolute discretion that the selection or contracting of such player is in the best interest of NZC or the game of cricket.

4. DISTRICT ASSOCIATION HAWKE CUP CHALLENGE & ELIMINATION MATCHES

- 4.1 A player shall be eligible to play in a Challenge or Elimination match if he is:
- 4.1.1 A New Zealand citizen, or New Zealand permanent resident, an Overseas Player or a New Zealand Qualifying Player (as these are defined in Clause 1 above), and:
 - 4.1.2 Qualifies to play for a District Association through playing all his current seasons' club cricket in that district; or
 - 4.1.3 Has lived no less than 3 years in the District between the ages of 5 and 18 years.
- 4.2 No player shall represent more than one District Association in the same season without the express sanction of New Zealand Cricket in accordance with clause 7.
- 4.3 All Overseas Players and New Zealand Qualifying Players playing in Hawke Cup Challenges or Elimination matches must be declared to the opposition captain at the coin toss.
- 4.4 A District Association may play no more than one Overseas Player in a Hawke Cup Challenge or Elimination match, provided that such Overseas Player must have played or is playing all of his current season's club cricket in that district.
- 4.5 An Overseas Player may become exempt from clauses 4.3 and 4.3 and may be classified as a local player (for Hawke Cup Elimination and Challenge matches only) if they have played club cricket for the previous 3 seasons within the same district. An eligibility request for such a player is required from the District Association via the Major Association to New Zealand Cricket at any time following the completion of the Overseas Player's third season of cricket within the district.
- 4.8 For each Hawke Cup Challenge or Elimination Match, each District Association may select a maximum of one (1) Overseas Player and/or a maximum of two (2) New Zealand Qualifying Players in its final playing XI, provided that the total number of Ineligible Players (as this is defined in Clause 1 above) selected in any final playing XI may not exceed two (2) Ineligible Players.

5. LOAN PLAYERS

- 5.1 Each Hawke Cup Zone (the zones district) may implement a loan player scheme for Elimination Games only. No loan players to be eligible for Challenge matches. Each zone co-ordinator is required to be eligible for Challenge matches. Each zone co-ordinator is required to notify New Zealand Cricket via a Major Association of any loan player arrangements at least 10

working days prior to the first game in that zone. Each Zone is to administer the loan player scheme in their zone.

6. DISPENSATIONS AND DISPUTES

- 6.1 Any request from a District Association for a dispensation from the above conditions must be lodged in writing in the first instance with the Districts' Major Association for support, before the Major Association will present on behalf of the District Association to New Zealand Cricket.
- 6.2 NZC shall have the power at any time to allow dispensation for any player to be contracted with or selected by a Districts Association, notwithstanding the fact that the player would not otherwise be eligible to be contracted by or play cricket for such an Association.
- 6.3 In any such situation NZC must determine the issue in its sole and absolute discretion and ensure the selection or contracting of such a player is in the best interests of NZC or the game of Cricket balancing the need to ensure a credible and fair Hawke Cup competition.
- 6.4 On any issue relating to eligibility, NZC (following written complaint by an interested association or, of its own motion) shall, in its sole and absolute discretion, investigate as it consider necessary and determine the position having regard to the criteria provided for in Clause 6.2.

7. OVERRIDING DISCRETION OF NZC

- 7.1 Notwithstanding the provisions of clause 4.1 and 4.2 herein and for the avoidance of doubt, NZC shall have the power at any time to allow any player to be contracted with or selected by a District Association, notwithstanding the fact that the player would not otherwise be eligible to be contracted by or to play cricket for such an Association under clause 1 above, if NZC determines in its sole an absolute discretion that the selection or contracting of such a player is in the best interest of NZC or the game of Cricket.
- 7.2 Eligibility rules for District Association Challenge and Elimination matches will next be reviewed in advance of the 2018-2019 season.

All dispensation and registration requests should be emailed to New Zealand Cricket:

Primary contact: adale@nzcricket.org.nz

Secondary contact: bramsay@nzcricket.org.nz

NZC PLAYER PRIORITY FOR SELECTION

The following list of priorities shall apply:

Men

1. New Zealand Test or One-day or Twenty20 Internationals
2. First Class matches which are either National trials or North Island v South Island matches
3. First Class matches and One-day matches against overseas international teams
4. International Matches, by the National U19 team played either in New Zealand or overseas
5. Domestic First Class matches including Domestic One-day and Twenty20 competition matches
6. National Provincial A matches & Tournament
7. District Association Cup challenge matches
8. District Association Cup elimination matches
9. Major Association trial matches and Association senior tournaments
10. National U19 tournament
11. National U17 tournament
12. District Association matches
13. National Secondary Schools competition

Women

1. New Zealand Test, One-day or Twenty20 Internationals
2. New Zealand 'A' First Class matches or One-day matches
3. Matches which are either National trials or North v South matches
4. Domestic One-day and Twenty20 competitions
5. National Under 21 Tournament
6. National Secondary School Age group tournament.
7. Zonal Age group tournaments

Notes

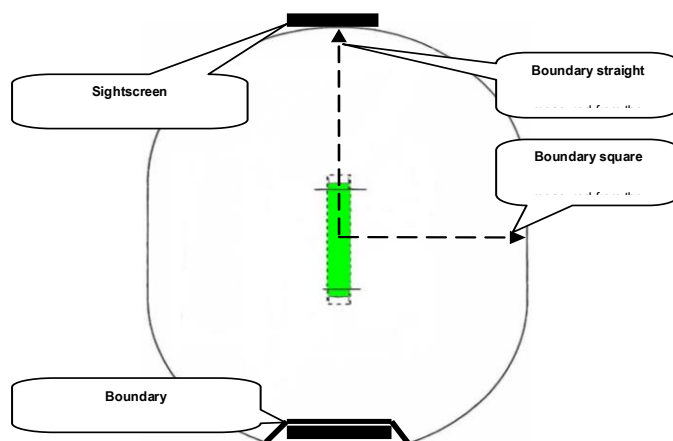
1. NZC has the right to declare a specific priority for any particular match or series of matches.

Cricket Field Guide

Selection

The selection of the pitch vests with the ground authority – that is the strip of turf (natural or artificial) where the match is to be held. The ground staff choose the particular strip to be used, considering the schedule of matches that are allocated to that ground.

Ground staff must cooperate with the Match Referees, Umpires and Captains to inspect the pitch at any time prior to the nomination of their players. The Umpires take control from the Toss.



Boundaries

	Men	Women
Maximum distance from the centre of the pitch	82 metres	60 metres
Minimum straight from the centre of the pitch	64 metres	50 metres
Minimum one side from the centre of the pitch	60 metres	50 metres
Minimum other side from the centre of the pitch	77 metres	50 metres
A white line or rope must mark the boundary, or flags on the outer edge of the line		

Sightscreens

Sightscreens must be placed outside the boundary. If this is not possible the ground must be marked in front of the sightscreen.

Covers

Before the match the whole pitch **MUST** be covered including the bowlers' run-ups.

After the Toss, as directed by the Umpires, the whole pitch and square will be covered including the bowler's run-ups.

Field Maintenance

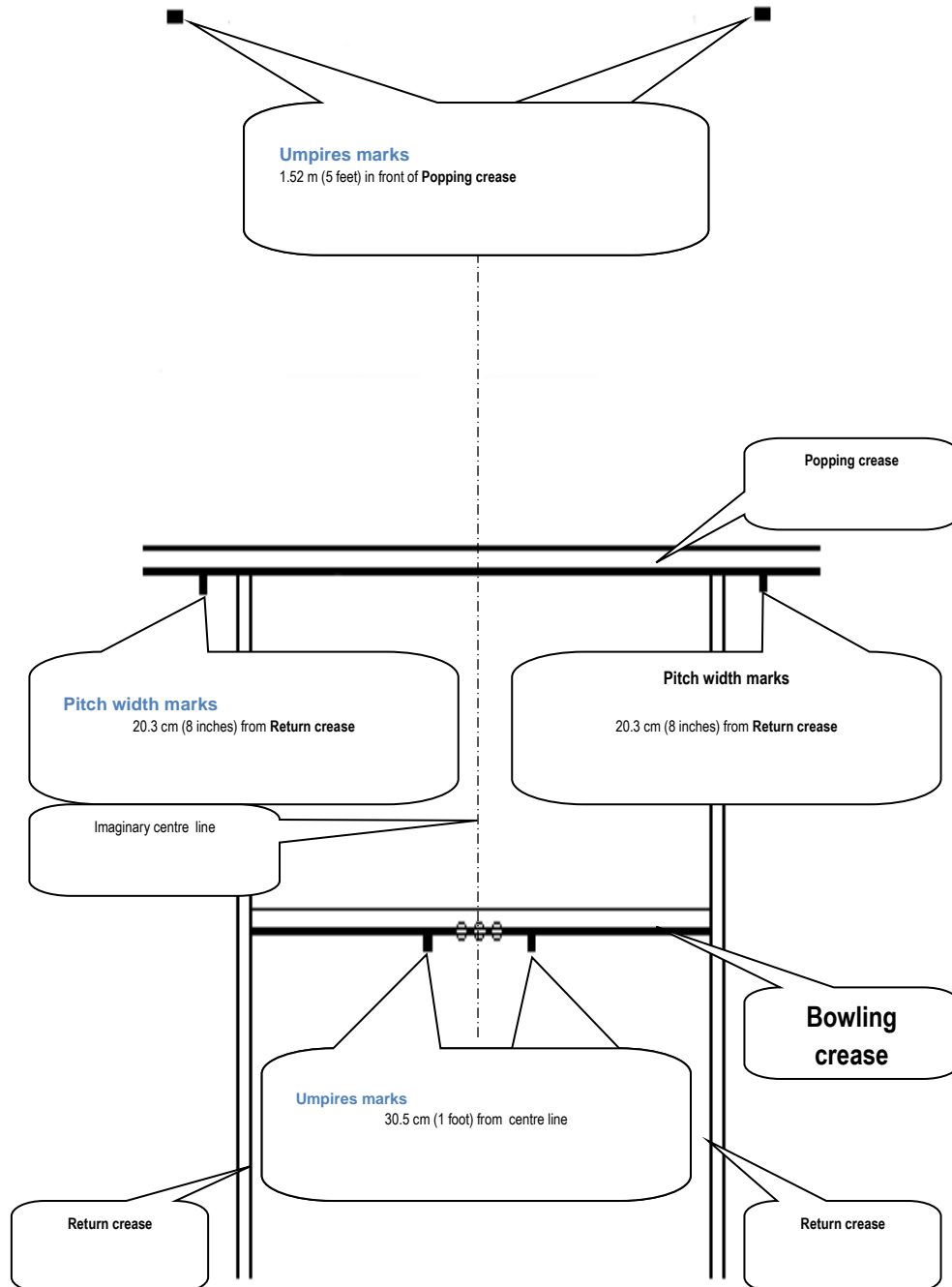
Weather permitting, the outfield should be mowed prior to each day's play. Watering the pitch during a match is absolutely prohibited.

The pitch must be swept to remove debris before rolling

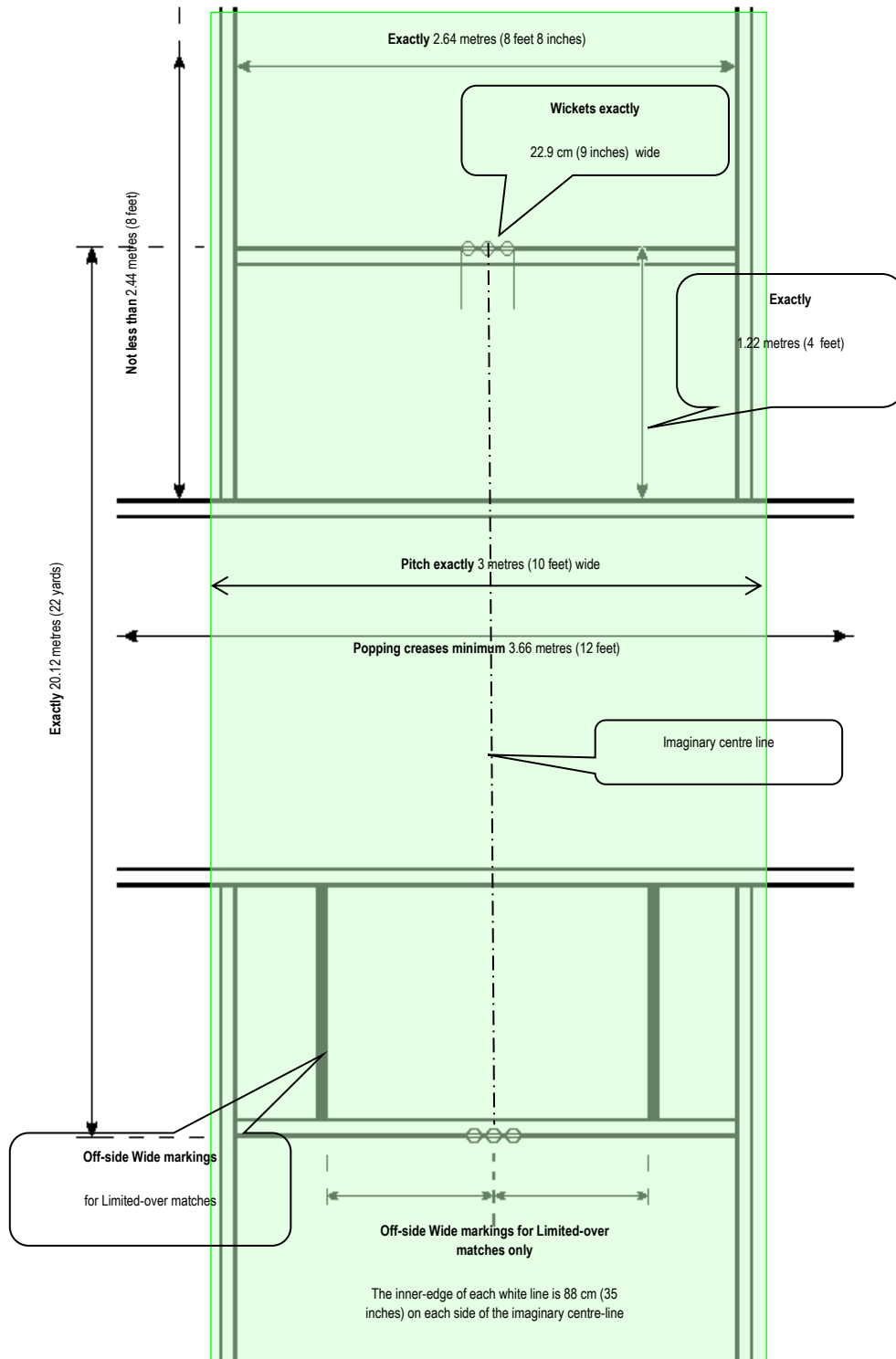
The Creases and Umpires marks

Refer image on next page.

Umpires marks should only be made on request.



Pitch Markings



Limited-over matches

Limited over circles	Men	Women
Outer circle centred on each middle stump	27.5 metres	23 metres
Popping crease is extended to minimum 15yds(13.71m)		

