

# HAWKE CUP SOUTHERN ZONE – ZONE 4

## PLAYING CONDITIONS – SEASON 2018/19

### 1. The Laws of Cricket

Except as especially provided hereinafter; the current code of the Laws of Cricket, together with the NZC First-class Playing Conditions shall apply in all matches.

### 2. Match Manager

The host association shall appoint a match manager for their home match. He shall not hold any other position in that match.

### 3. Teams

The Zone consists of teams from Southland, Otago Country, North Otago, South Canterbury and Mid-Canterbury and shall comprise a series of round-robin, two-day matches.

### 4. Balls

"Kookaburra Regulation" 4-piece balls will be provided by the host Association for both teams.

A selection of balls of various use shall be available should they be required.

A new ball becomes available after 80 overs.

### 5. Hours of Play and Intervals

10:30am.....1.00 pm	2 hours 30	150 minutes
1:40 pm..... 4.00 pm	2 hours 20	140 minutes
4:20 pm..... 6.30 pm	2 hours 10	130 minutes

The scheduled hours of play are to be confined to the periods –

Day One - 10.30am to 7.30pm or until completion of the minimum overs allocated.

Day Two - 10.00am to 7.00pm or until the completion of the last hour as per Conditions 7 & 8g.

#### Intervals for drinks

Intervals for drinks shall be determined by the umpires in agreement with the captains.

The provisions of Law 11.8 shall be observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

On the final day of a match, drinks shall be taken either when one hour of playing time remains or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 overs to be bowled.

### 6. Minimum Overs in a Day

a) Play shall continue on each day until the completion of a minimum target 105 overs (or a minimum of 15 overs/per hour or 4 minutes/over) or the completion of scheduled or rescheduled cessation time, whichever is the later.

b) If play is suspended, **or there is a change of innings**, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two bases produce the greater number of overs:

**Either** permitted playing time remaining in the day (based on 15 overs per hour/4 minutes per over);

**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.

*For the avoidance of doubt there shall be NO reduction to the minimum number of overs for a change of innings*

**7. Last Hour**

- a) On the last day, a minimum of 90 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 shall commence immediately from the time when such overs have been completed.
- b) When one hour of playing time of the match remains, according to the agreed hours of play, the over in progress shall be completed. The next over shall be the first of a minimum of 15 overs which must be bowled, provided that a result is not reached earlier and provided that there is no interruption in play.
- c) The bowler's end umpire shall indicate the commencement of this 15 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.
- d) When the minimum number of overs has been bowled in the last hour, further overs can be started only if the original time for the close of play has not been reached.

**8. Making Up Lost Time**

- a) In total a maximum of 2 hours lost time can be made. 1 hour at the end of Day One. Half an hour at the start of Day Two and half an hour at the end of Day Two.

**Time Lost - Day One**

- b) If any time is lost due to ground, weather and light conditions or any other reason other than the normal intervals, the playing time on Day One shall be extended by the amount of time lost up to a maximum of one hour. Play may be extended to 7.30pm.
- c) The overs to be completed during the day shall be recalculated in accordance with the process set out in Condition 6b above.
- d) If any time is lost and cannot be made up on Day One, additional time shall be added to the scheduled playing hours for the Day Two, up to a maximum of one hour. It shall firstly be added prior to the first session with play commencing as early as 10.00am and if required, added to the last session.

**Time Lost - Day Two**

- e) Subject to ground, 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.
- f) 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 6b above.
- g) No time is made up in respect of any interruptions that commence after the start of the last hour.

- 9. No replay of an otherwise abandoned match may be claimed.

**10. Over rate penalties**

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 105 overs in a 7 hour day) subject to the following deductions:

- a) Actual time where treatment by authorized 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) 4 minutes for each drink break taken in any session (one per session).
- d) 2 minutes for each wicket taken  
For the avoidance of doubt, no allowances shall be given for the final wicket in an innings, or for a wicket that falls immediately prior to any interval.
- e) The 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 (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.

In the event of a match finishing within 5 hours playing time, over-rate penalties shall not apply.

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

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

For every 0.1 of an over short of the required 15 overs per hour; 0.5 points will be deducted. Hence, after all allowances a team who bowls at a rate of 14.8 overs per hour over the duration of the match, will incur a 1 point penalty

#### 11. Length of innings

There is no restriction on the length of an innings.

#### 12. Points

- An outright **Win** or win by **Default**.....12 points - supersedes all other points
- First innings **Win** .....8 points
- **Draw/Abandoned** match .....5 points each
- **Tie** on First innings .....5 points each
- Outright **Tie**. .....10 points each - supersedes all other points

#### 13. Zone results & Winner

- a. At the conclusion of each game, the Host Association is responsible for providing the Umpires the Zone 4 Match Report and if required a Pitch Report. The Host Association must ensure the completion of these Reports, with the completed Match Report to be sent to Tim O’Sullivan at OCA - tim@otagocricket.co.nz by the Wednesday following the fixture.
- b. The OCA shall publish a progressive table of the points earned by each side on their website.
- c. The OCA shall advise all participating associations and NZC of the Zone winner at the conclusion of the series.
- d. In the event of a tie in the number of points earned, the team which earned the most points in the game between the two tied sides would be the winner. If the teams were tied in that game, the team with the best runs-per-wicket differential over the entire series of matches would be the winner.
- e. If more than two teams are tied, then the team with the most points from the matches between the tied sides is the winner. If still tied, the team with the best runs-per-wicket differential over the entire series would be the winner.
- f. If, for any reason, the Zone Winner is unable to fulfil their challenge obligations, then the second team will become the challenger.

#### 14. Umpires & Scorers

The Otago Cricket Umpire & Scorers Association and Canterbury Regional Cricket Umpires Association are responsible for the appointment of umpires to fixtures in their own regions.

Both umpires must hold NZCUSA Level 3 as a minimum qualification.

The host District will meet the travelling expenses (if applicable), match fees and accommodation costs of standing umpires.

Each Association shall appoint a NZCUSA qualified scorer for their team.

The Otago Regional Scoring Manager will appoint one scorer that is ‘Live Scoring’ qualified to each match and where possible this will be the host association scorer. The host association should ensure that appropriate facilities are available for accommodating the computer based live scoring system.

## 15. Umpire & Pitch Reports

If District Assns request completion of Pitch Reports these should be completed by the Umpires & Captains and sent to the Major Association where the game has been played by the Wednesday following the match.

### **Captains Reports on Umpires –**

Fixtures played in the Otago Region – there will be NO Reports distributed – the Umpire Assessor will discuss umpire performance with captains after each days play. If an Umpire Assessor cannot be appointed then a hard copy Report will be distributed and is to be sent to Allan Faithful – [allan@southlandcricket.co.nz](mailto:allan@southlandcricket.co.nz) or by mail to 542 Tweed Street, Invercargill 9812 by the Wednesday following the match.

Fixtures played in the Canterbury Region – these are to be completed on the Canterbury Regional Website [www.crcua.co.nz](http://www.crcua.co.nz) by the Wednesday following the game.

## 16. Catering

The Host Association is responsible for providing and paying for refreshments, Lunch/Afternoon tea for both teams, 12<sup>th</sup> men, Managers, Coaches, Umpires, Scorers and Umpire Assessor (if appointed). These shall be in a suitable location, not in a dressing room.

## 17. Covers

Each Association is to ensure they have adequate covers available. Run ups to also be covered wherever possible.

## 18. Player Eligibility

As per New Zealand Playing Conditions, District Association Challenge & Elimination matches.

## 19. Accommodation

Visiting Associations, in consultation with the host, are responsible for organising accommodation for its own team and their scorer. The host association is responsible for arranging accommodation for travelling umpires.

## 20. Sight-screens - To be used where available.

## 21. Code of Conduct. The New Zealand Cricket Code of Conduct shall apply.

## 22. Bowling Loads

**The following regulations apply for the 2018/2019 Season in relation to bowling loads:**

**Note:** These restrictions do not apply to spin bowlers or to One day matches.

(a) All pace bowlers (defined as bowlers where the wicket keeper 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.

(b) Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as a higher priority than match results.

(c) In the event of any dispute at the tournament, the matter should be referred to a member of the

New Zealand Cricket High Performance selection panel whose ruling will be final.

1. If a player is aged Under 17 as at 01 September, he will be restricted to a bowling load of 6 overs in any one spell, and a maximum of 16 overs per day.

2. If a player is aged Under 19 as at 01 September, he will be restricted to a bowling load of 8 overs in any spell, and a maximum of 20 overs per day.

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

(i) At the completion of a bowlers 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.

(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) A bowler's spell will be deemed to have finished at the end of a days play and a new spell may be commenced immediately the next day.

(iv) 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.

(v) 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.

(vi) Any part over completed will count as a full over only in so far as each bowlers limit is concerned.

(vii) A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded.

(viii) If play is interrupted, scheduled or not, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs allowed in a spell. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption, have been bowled from the same end.

As per New Zealand Cricket Playing Conditions, District Association Challenge & Elimination matches.

(ix) If the interruption is of 60 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.