

ZONE 3 ELIMINATION MATCHES PLAYING CONDITIONS

1. The Laws of Cricket

Except as specially provided hereinafter, the current code of the Laws of Cricket, together with the First Class Playing Conditions as laid down by NZC will apply.

2. Teams

The Zone will consist of teams from West Coast, Buller, Nelson, Marlborough and Canterbury Country and the series will be run on a round-robin basis. Teams will consist of 12 players with all players able to be involved in the match. Team lists need to designate the non-batting and non-bowling player.

3. Balls

As per NZC regulations, "Kookaburra Regulation" 4-piece balls will be provided by the host Association for both teams.

4. Hours of Play and Intervals

10.30am - 1.00 pm 1.40pm -4.00 pm 4.20pm -6.30 pm

Should the teams have to leave the ground for the purposes of Lunch then at the discretion of the Umpires, up to 20 minutes can be added to the Lunch Break with all remaining sessions adjusted accordingly.

A minimum of 15 overs will be bowled in the last hour of the match.

5. Weather Interference

5.1 Games must be played on the date scheduled. If a game is unable to be commenced or completed because of weather points will be allocated as per 8 below.

5.2 The total hours (including all stoppages and extra time) do not exceed 14 hours in any match, except where this is necessary to allow 15 overs in the last hour of the match.

5.3 Play can be between the hours of 10.00am and 8.00pm provided that no session exceeds three hours in duration, except where this is necessary to allow 15 overs to be bowled in the last hour of the match. Time lost on Day 1 of a match can be made up on Day 2 up to a maximum of 9 hours playing time.

6. Length of Innings

There is no restriction on the length of an innings. A new ball becomes available after 80 overs.

7. Over Rates

Section 23(1) of the First Class Playing Conditions apply except that the initial minimum number of overs to be completed on any day, unless there is an interruption to play, is 110.

8. Points

| How points are allocated | Points awarded |
|---------------------------------------|----------------|
| Outright win | 10 |
| First innings win | 7 |
| No first innings result | 3 |
| Abandoned match | 3 |
| Outright loss with first innings win | 5 |
| Tie on first innings | 4 |
| Tie on first innings but outright win | 10 |
| Outright tie | 7 |
| Loss on first innings | 1 |
| Win by default | 10 |

9. Zone Results and Winner

At the conclusion of each game, the Host Association is responsible for advising the Zone Administrator the result of the game, and the scores of each side by completion of an official result card.

The Zone Administrator shall keep a table of the points earned by each side and shall advise NZC at the conclusion of the series, the Zone Winner.

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.

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.

If, for any reason, the Zone Winner is unable to fulfil their challenge obligations, then the second team will become the challenger.

Zone Final play off

For the 2018/19 season there will be a play-off between the top 2 teams as decided above. The play off will be played over 3 days under the same rules as those used for Hawke Cup challenge games (see NZC 1st class playing regulations). The winner of this play-off game will be the Zone winner.

Rules for Zone Play-off Final game (if played)

The final will be hosted by the top qualifier as decided above. The same rules as for Hawke Cup challenge games will apply to the Zone play-off final and these rules will be used to find the winner.

If the play off is a no-result then the top qualifying team from pool play will be named as Zone winner.

10. Umpires

The Host Association is responsible for the appointment of Umpires. In the case of the Canterbury based teams (Canterbury Country, Buller and West Coast) the Canterbury Regional Umpires Association will be asked to appoint umpires for home matches on the understanding that district umpires will be given priority with appointments.

11. Catering

The Host Association is responsible for providing, and paying for Lunch/Afternoon Tea for both teams, 12th men, Managers, Umpires, Scorers and Coaches.

12. Artificial Pitches

Artificial Pitches can be used for elimination matches. Where a match is played on any form of artificial pitch, any delivery not deemed to be a wide which strikes the edge of the pitch is to be called "Dead Ball".

13. Covers

Each Association is to ensure they have adequate covers available.

14. Player Eligibility

As per the Playing Conditions with the following inclusion for 2009/10: The West Coast Cricket Association (WCCA) is permitted to play two players, who do not play club cricket in, or live on the West Coast, for all Hawke Cup elimination fixtures. These players names will be submitted to the Zone Administrator and distributed to other Districts prior to the commencement of the elimination programme. Both players will play all matches if fitness and form warrant their selection. In the case of injury or form warranting non-selection, WCCA may select a replacement player but must advise the Zone Administrator prior to the match in question and provide adequate supporting information as to the reasons for the change in selection. The WCCA will endeavour to select players who have some affiliation to WCCA.

Note: This rule may also apply to the Buller Cricket Association if so requested.

Any other applications for dispensations must be referred to the Zone Administrator no later than one full week prior to the match.

15. Accommodation

Each Association is responsible for organising its own accommodation.

16. Disputes

Any query regarding Zone Elimination Matches will be referred to the Zone Administrator who will arrange for the Zone Committee (1 member per district) to rule on or arrange to get a ruling on the point at issue.

17. Sightcreens

To be used where available.

18. Scorers

Own Association's responsibility.

19. Umpire and Pitch Reports

Umpire Reports are to be completed and collected by the host association immediately following the completion of a match and forwarded to the respective Regional Umpires Association for grading purposes.

Pitch Reports are to be completed and collected by the host association immediately following the completion of a match and copies forwarded to NZC.

20. Code of Conduct

For information and procedure, refer to New Zealand Cricket-Code of Conduct as detailed in the NZC Playing Conditions Booklet.