



Local Playing Conditions – 20/20

1. Duration

Matches of one innings per side, each innings being limited to a maximum of 20 overs

2. Hours of Play and Intervals

Each innings will be scheduled for 1 hour and 20 minutes with a 10 minute interval.

If the innings of the team batting first is completed prior to the scheduled interval, the interval shall take place immediately and the innings for the second team shall start correspondingly earlier.

If the side bowling first has not completed the allotted number of overs by the scheduled time the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. In any of the above circumstances the interval shall be a minimum of ten minutes.

When playing time is lost, through a delayed start or an interruption in play, the scheduled interval will be reduced to 10 minutes no matter how many overs or time has been lost.

There will be no interval for drinks.

3. Length of Innings

In an uninterrupted match each team will bat for 20 overs unless all out in less than 20 overs

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 first fails to bowl the required number of overs by the scheduled time, the hours of play shall continue (subject to ground, weather and light condition) until the required number of overs have been bowled or a result achieved.

3.1 Delayed or interrupted matches

Delays or interruptions to the innings of the team batting first:

- a) 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 4 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 the 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 overs to be bowled will be calculated as if the over in progress had been completed.
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 is an odd number, then one over shall be added and the result halved.
- b) The team batting second shall not bat for a greater number of overs than the team batting first unless the team batting first has completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.
If there is more than one interruption to the innings of the side batting first, calculations should be based on the original scheduled close of play.
- c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue, subject to ground, weather and light conditions, until the required number of overs have been bowled or the innings has been completed, and over rate penalties will apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purpose of application of over rate penalties only

3.2 Delay or interruptions to the team batting second

- a) 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 the rate of 4 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction should be ignored.
- b) A rescheduled time for the close of play will be fixed by applying 4 minutes per over in respect of each already bowled and/or rescheduled to be bowled in the innings. 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.
- c) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play will be extended, subject to ground,

weather and light, until the overs have been bowled or a result achieved and over rate penalties shall apply.

4. The Result

- 4.1 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 most runs shall be the winner.
- 4.2 If, due to a suspension of play after the start of the match the number of overs in the innings of the team batting second has to be revised to a lesser number than that originally allotted (minimum five overs) then a revised target score shall be calculated. This will be calculated as per local one-day playing conditions. This will also apply if a match is abandoned before the team batting second has received its allocated number of overs.
- 4.3 In the event of a tie, the following procedure shall apply to achieve a result:

Super Over

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

- a) The Super Over shall commence 5 minutes after the conclusion of the match
- b) The Super Over will take place on the pitch allocated for the match
- c) Prior to the commencement of the Super Over, each team selects three batters and one bowler
- d) The nominated players are given in writing to the umpires (in games with no umpires these are to be handed to the opposing captain)
- e) The umpires shall stand at the same end as that in which they finished the match
- f) The umpires shall choose which end to bowl, and both teams will bowl from the same end
- g) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match
- h) The team batting second in the match will bat first in the Super over
- i) The same ball (or a ball of similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the 'extra' over
- j) The loss of two wickets in the over ends the team's one over innings
- k) In the event of the team's having the same score after the Super Over has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the Super Over shall be the winner
- l) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match and the eliminator over will be declared the winner
- m) If the number of boundaries from the two innings in both the main match and the Super Over are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner

- n) 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 wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no balls or penalty runs

5. Restrictions on the Placement of Fielders

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

5.2 For the first six overs only of each innings, only two fielders are permitted outside the 30-yard circle

5.3 For the remaining overs of each innings only five fielders are permitted outside the fielding circle at the instant of delivery

5.4 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.2 above shall be reduced proportionately

Total overs in Innings	No. Of overs for which fielding restrictions in 5.2 and 5.4 will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

5.5 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 5.2 for the same proportions of the second innings that they were maintained for the first innings.

In the event of an infringement of any of the above fielding restrictions, the umpires shall call and signal “No Ball”

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 sides or for the side 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. 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

7. Declarations

There will be no declarations during the course of the match

8. No Ball – penalty

Law 21.15 will apply

9. Free hit after a Foot Fault No Ball

There will be NO free hits in this competition with player umpires. The 'free hit' rule is only applicable when official umpires are standing. There are NO 'free hits' when the game is being played with player umpires.

9.1 Wides - For P4's, the wide line is the same as the 40 over competition.

10. Law 40 – Timed Out

Law 40 will 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 90 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

11. Law 22 - Wide Ball

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2:

22.1.1.1 the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal guard position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

- 22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for them to be able to hit it with the bat by means of a normal cricket stroke.
- 22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

12. Balls

Premier 1: You must use a new 4 piece Kookaburra 156gram Regulation or Club Match white ball per game.

Premier 2: You must use a new 2 piece Kookaburra 156gram white cricket ball for the 12pm game. This ball may be used for your second game. However, the batting team captain shall have the right to request the fielding team to use another ball if he is not satisfied with the quality of the ball the fielding team is using or intends to use. If this situation arises the batting team will be required to supply the fielding team with the ball.

Premier 3: You must use a new 2 piece Kookaburra 156gram white cricket ball for the 12pm game. This ball may be used for your second game. However, the batting team captain shall have the right to request the fielding team to use another ball if he is not satisfied with the quality of the ball the fielding team is using or intends to use. If this situation arises the batting team will be required to supply the fielding team with the ball.

Premier 4: You must use a new 2 piece Kookaburra 156gram white cricket ball for the 12pm game. This ball may be used for your second game. However, the batting team captain shall have the right to request the fielding team to use another ball if he is not satisfied with the quality of the ball the fielding team is using or intends to use. If this situation arises the batting team will be required to supply the fielding team with the ball.

13. Points

Win	4 points
Tie	2 points
No Result	2 points

14. Abandonments & Suspensions of Play

- (i) The Cancellations Committee will issue notice of cancellations and postponements through text message or phone call no later than 1 hour before the commencement of play from which point matches will be considered to be under the control of official umpires; any duty manager appointed by the MCA; or alternatively the respective captains.
- (ii) Where matches under the control of official umpires are not started or discontinued due to weather or ground conditions all matches being played on the same surfaces on the same park (Fitzherbert, Manawaroa & Ongley Parks count as one) will also cease. Any Duty Officer appointed by the Management Board shall have the same rights as the Playing Committee with regard to the abandonment of play.
- (iii) Where official umpires are appointed to a match, all decisions regarding the fitness of the pitch, ground, weather and light shall be in the hands of the Umpires, providing that the Umpires shall not abandon play without the consent of both Captains.
- (iv) Where there are no official Umpires the decision of fitness of conditions is in the hands of both Captains who must agree to either suspend or abandon play. In the case of dispute because both Captains are unable to agree the existing situation shall continue.
- (v) Before the commencement of, or during, play the Manawatu Cricket Association Cancellations Committee may over rule the Umpires if they consider that damage may occur to the playing surface if play continues.
- (vi) Games being played on separate grounds around the Association will have their pitch, ground, weather & light conditions determined on a case by case basis. This will be determined by the following:
 - (a) Cancellation Committee before 11am
 - (b) Official Umpires after 11am
 - (c) Team Captains

14. Helmet Policy

The MCA endorses the NZC Helmet Policy which states that all U19 players must wear a helmet when batting, wicket-keeping and fielding inclose. The MCA also strongly encourages all cricketers regardless of age to wear a helmet whxen fulfilling these roles.

15. Code of Conduct

A Copy of the MCA Code of Conduct can be found [here](#)

