

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.