

## **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 40<sup>th</sup> 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.
- (a) Once a batsman has nominated a Powerplay, the decision cannot be reversed.
- (b) 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 36<sup>th</sup> over).
- (c) 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 1<sup>st</sup> and 2<sup>nd</sup> 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

- (d) Each block of Powerplay Overs must commence at the start of an over.
- (e) 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.

- (f) 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)		

