PLUNKET SHIELD PLAYING CONDITIONS

2026-27

NZC

The Laws of Cricket – The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

- Respect is central to the Spirit of Cricket:
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise.

PLUNKET SHIELD

Except as specifically provided for hereafter, the 2017 Code 4th Edition 2026 of the Laws of Cricket shall apply in all matches.

1. THE COMPETITION

The Four-day Plunket Shield competition will comprise a series of eight rounds, each of three matches, played over four days.

If two or more teams are equal on points at the completion of the series of eight rounds, the winner will be decided by:

(a) the most outright wins; or

(b) if still equal, then by the higher net average per wicket

(A team's net average per wicket is calculated by deducting from the average runs per wicket scored by the team throughout the series, the average runs per wicket scored against the team throughout the series).

Notwithstanding the provisions set out within the competition playing conditions, NZC retains the ability to manage competitions at its sole discretion, including the abandonment or postponement of matches due to Force Majeure events.

2. THE SCORING OF POINTS

Points shall be scored in Plunket Shield matches as follows:

Outright Win	Twelve points to be added to the bonus points earned
Outright Tie	Six points to each team plus bonus points earned
Bonus points	Bonus points apply for each team's first innings only up to the end of 110 overs. There is no compulsory declaration. **Batting points** – One (1) point at 200 runs, two (2) points at 250 runs, three (3) points at 300 runs, four (4) points at 350 runs. **Bowling points** – One (1) point at 3 wickets, two (2) points at 5 wickets, three (3) points at 7 wickets, four (4) points at 9 wickets. No other points apply for the first innings.
A Drawn Match	will earn the bonus points only for each team, including matches that end before both first innings are completed.
Abandoned match due to weather or light (no play)	in the event a match is abandoned without any play having taken place as a result of weather or light, each participating team shall be awarded four (4) points
Abandoned match for other reasons (no play)	In the event a match is abandoned without any play having taken place as a result of reasons other than weather or light, each participating team shall be awarded the average of the points scored by the other teams in matches that took place during the same Plunket Shield round as the abandoned match.

	Notwithstanding this, in the event that NZC determines that the match abandonment is partly or wholly due to an act or omission of a team (or its Major Association or other party under the control of its Major Association) that is inconsistent with the rules and regulations governing New Zealand domestic cricket, then NZC reserves the right to withhold points from such team (note that this does not preclude further action being taken against such team or its Major Association through a disciplinary process).
Abandoned match (after play has commenced)	In the event that, following commencement of play, a match is abandoned for any reason without an outright result, the match shall be deemed to be a draw and accordingly each team shall be awarded any bonus points on the first innings as set out above. Notwithstanding the above, in the event of exceptional circumstances, NZC shall have the discretion to award points to and/or deduct points from either team. In doing so, NZC shall be entitled to take any relevant matters into consideration, including the reasons for or causes of the abandonment, the bonus points already earned by either team in the match, the likelihood of an outright result, and the average of the points scored by the other teams in matches that took place during the same Plunket Shield round as the abandoned match.

Notwithstanding the provisions set out within clause 2, NZC retains the ability at its sole discretion to award or deduct points from teams during the competition in exceptional circumstances.

Plunket Shield Playing Conditions

1. **LAW 1- THE PLAYERS**

Law 1 shall apply, subject to the following:

1.1 **Nomination and Replacement of Players**

1.1.2 Each captain shall nominate their playing 11 and a nominated 12th player, in writing to either the Match Referee (if appointed) or, one of the match umpires, before the toss. Other than as set out in clauses 1.2.7, no player (member of the playing eleven) may be changed after the nomination and prior to the start of play without the consent of the opposing captain.

1.1.3 Any replacement player shall be considered the same player as the nominated player that they replaced for the purposes of these Laws.

1.1.4 All those nominated, as well as any Concussion replacements, must be eligible to play for that particular team (refer to the NZC Eligibility Criteria) and by such nomination the nominees shall warrant that they are so eligible.

1.1.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable NZC regulations pertaining to domestic cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the NZC Code of Conduct), the NZC Antidoping Code, the NZC Helmet Policy and the NZC Anti-Corruption Code.

1.1.6 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.1.6.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or;

1.1.6.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.1.7 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter, to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area (for example, the player is not permitted to enter the on-field 'dug-out').

1.1.8 <u>Concussion Replacement</u>

1.1.8.1 If a player sustains a concussion or suspected concussion as a result of a head or neck injury during the course of the relevant match or symptoms appear from a previous concussion or suspected concussion, a Concussion Replacement may be permitted in the following circumstances:

1.1.8.1.1 a concussion or suspected concussion must have been formally diagnosed by a Team Medical Representative;

1.1.8.1.2 the relevant Team Medical Representative must consult with the Match Referee (or one of the umpires if there is not a Match Referee appointed to the match) and formally request a Concussion Replacement. The request shall:

1.1.8.1.2.1 be made verbally by the relevant Team Medical Representative to the Match Referee (or umpires if there is not a Match Referee appointed to the match) or the Match umpire/s to be relayed to the Match Referee (if made on the field of play);

1.1.8.1.2.2 be followed up in writing from the relevant Team Medical Representative to the Match Referee (or to NZC's Head of Cricket Operations, if there is no Match Referee appointed to the match) as soon as practicable after making the verbal notification; and

1.1.8.1.2.3 include as part of the written submission (in accordance with 1.1.8.1.3.2) the relevant completed written SCAT 6 test for that incident as soon as practicable.

1.1.8.3 A Concussion Substitute cannot be activated without the formal notification of the diagnosis of the suspected concussion of the Concussed Player to the Match Referee (or to a match umpire, if there is not a Match Referee appointed to the match); and

1.1.8.3.1 can be activated in accordance with and subject to this Plunket Shield Playing Condition 1.1.8 at any time during the remainder of the match following the formal notification.

1.1.8.3.2 Following the notification (Plunket Shield Playing Condition 1.1.8.1.3), if the team wishes to activate the Concussion Substitute, it must have its captain (or coach where the captain cannot practically do so) formally notify the Match Referee (or match umpires if there is not a Match Referee appointed to the match) of its election to activate a Concussion Substitute for that Concussed Player.

1.1.8.4 The Match Referee (or a match umpire, if there is not a Match Referee appointed to the match) should ordinarily approve a Concussion Replacement Request if the replacement is the team's nominated 12th player.

For clarity, if a team travels with 13 players, or if the home team has a squad of more than 12 players present at the match, those players cannot become a Concussion Substitute. It must be the nominated 12th man in the first instance unless it is the wicket keeper who has to be replaced. If that is the case, the Match Referee, in consultation with both teams, will allow a specialist wicket keeper to join the nominated team as a concussion replacement.

1.1.8.5 If the Match Referee (or a match umpire, if there is not an appointed Match Referee) believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the Match Referee (or a match umpire, if there is not an appointed Match Referee) may impose such conditions upon the identity and involvement of the Concussion Replacement as they see fit.

For clarity, a concussion replacement will not be permitted to bowl during the innings and/or for the remainder of the match if the replaced player was suspended from bowling for any reason at the time they were replaced.

1.1.8.6 Once the Concussion Replacement has been approved by the Match Referee (or match umpire, if a Match Referee is not appointed to the match), the replaced player shall play no further part in the match.

1.1.8.7 The restrictions in Plunket Shield Playing Conditions 24.2 shall not apply if the player is a Concussion Substitute that has been activated in accordance with Plunket Shield Playing Condition 1.1.8 and who is initially entering the field of play in replacement of a Concussed Player.

1.1.8.8 If, at the time of activation, the Concussion Substitute is replacing a:

1.1.8.8.1 Player that has "retired not out" during their team's current batting innings, the Concussion Substitute may only bat in that innings (where possible) as though the player was a batter returning to their innings; or

1.1.8.8.2 Player from the fielding team, the Concussion Substitute may enter play as though the player was a member of the fielding team returning to play.

1.1.8.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.

1.1.8.10 The decision of the Match Referee (or match umpire, if a Match Referee is not appointed to the match) in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.

1.2 Notwithstanding Law 1.2:

1.2.1 Where, either before, or after the players in a match have been nominated, any player who is selected by NZC to play in an International match, or is selected in any other match which in the "Player Priorities for Selection" (See Schedule 1 herein) has a higher priority than First-class matches, and in order to participate in such International or other match the player is required to absent themselves from the First-class match before it is completed, that player's team shall be entitled to substitute another player ‘on a like for like basis for the rest of such match and such replacement player shall be entitled to fully participate in that match, provided:

1.2.2 As soon as practicable after a player's selection for an International match or other match with a higher priority as aforesaid is known, their captain must advise the opposing captain and umpires of the name of such player and of their replacement.

1.2.3 A replacement player shall not be entitled to bat in any innings in which the player he is replacing has already batted (i.e. their innings has concluded). Any player replaced under the provisions of this Plunket Shield Playing Condition shall be regarded as having been retired "not out" if he should be batting at the time when the player is required to leave the match, and their replacement shall be entitled to continue such innings.

1.2.4 In the event of the replacement player being unable to immediately continue the innings the provision of Law 25.4.2 will apply (unavoidable cause).

1.2.5 If a player being replaced has failed to complete an over in progress at the time when the player is required to leave the match, another player in their team shall complete the over.

1.2.6 A player who is replaced and their replacement may not bowl two consecutive overs.

1.2.7 There is no limit on the number of players who may be replaced in a team during a match under the provisions of this Plunket Shield Playing Condition.

1.2.8 If a player, after having been called up to join a New Zealand representative team after a match has started, is subsequently not required by the New Zealand representative team, then subject to the approval of the NZC Chief Executive or their nominee, the player may return to the match and resume a full part in the match, taking over from the replacement player that replaced them earlier in the match.

If the replacement player is batting at the time that the player returns, the replacement player shall complete their innings and the player shall take over thereafter. If the replacement player is bowling at the time that the player is available and ready to take the field of play, then the replacement player shall complete any unfinished over, and the player shall take the field thereafter.

1.2.9 If a player(s) is with a New Zealand representative team, but is omitted from the final playing XI, and if he is released by NZC to play in the match after the nomination of the Major Association teams, then that player(s) may return to their Major Association’s match and take the place of a nominated player who may or may not

have already participated in the match. Each Major Association that has representation in the New Zealand representative team must, if it wishes that a specified New Zealand representative player(s) shall participate in the Major Association match if released by the New Zealand representative team, specify which player the New Zealand representative player shall replace.

This shall be done at the nomination of teams by the captain to the Match Referee (or the umpires if no Match Referee is appointed) prior to the toss for innings. If no Major Association player has been specified, then under no circumstances shall the New Zealand representative player be allowed to participate in the Major Association match.

For the avoidance of doubt, if a Major Association has more than one representative in the New Zealand representative team, then one player in the Major Association team must be nominated in respect of each New Zealand representative player and the Major Association player shall be considered as dedicated to that New Zealand representative player for the purpose of the replacement.

1.2.10 If the Major Association has specified a nominated player who is to be replaced by the New Zealand representative player, and the New Zealand representative player is indeed released by the New Zealand representative team to play in the match, if it is reasonably expected that he is able to join the match before the start of the third scheduled day, then the player must make all reasonable efforts to take their place in the Major Association side at the earliest opportunity and the replacement must be effected.

No replacement will be allowed if the New Zealand representative player is not available to take their place in the Major Association side until after the start of play on the third scheduled day. There is no option for the Major Association to refuse the New Zealand representative player if they have nominated a player to be replaced by the New Zealand representative player.

1.3 Overriding discretion of NZC

Notwithstanding anything contained above, the NZC CEO or their nominee retains the overriding discretion to vary the above, should circumstances require in the best interests of NZC and the game of cricket.

2. **LAW 2- THE UMPIRES**

Law 2 shall apply subject to the following:

2.1 Law 2.1 - Appointment and attendance

2.1.1 NZC will appoint two umpires for each Plunket Shield Match. Neither team will have the right of objection to an umpire appointment.

2.1.2 NZC will appoint one Match Referee.

2.1.2.1 If, in exceptional circumstances, a Match Referee is not available to officiate at a match, for any reason, the Match will still be played, with the responsibilities of the Match Referee being shared between the Match Umpires, Match Manager and a NZC representative. NZC will advise both teams of this prior to the match.

2.2 Fitness for Play and Suspension of Play

Laws 2.7 and 2.8 shall apply and in addition:

2.2.1 If circumstances are warranted, the umpires shall stop play and instruct the Turf Manager to take whatever action they can and use whatever equipment is necessary

to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the Turf Manager to take such action during scheduled or unscheduled breaks in play.

2.2.2 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.2.3 If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is actual and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

2.2.4 After first having made a manual/visual determination, the umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play. Light meter readings shall be used by the umpires to determine whether there has been at any stage any deterioration or improvement in the light, and as benchmarks for the remainder of a stoppage or match. Umpires shall endeavour to maximise play at all times.

2.2.5 Control of the playing area and decisions as to the fitness of the pitch, ground and weather shall come under the umpires' jurisdiction from the period commencing 30 minutes prior to the scheduled start of the match.

2.2.6 The umpires shall not abandon play for the day prior to the afternoon tea adjournment, without consulting the Chief Executive Officer (or their nominee) of the Major Association in whose centre the match is being played.

2.2.7 Following any inspection, the umpires will report their findings immediately to both Captains.

2.2.8 Use of artificial lights is not permitted for First Class matches for sake of consistency between venues.

3. LAW 3 – THE SCORERS

Law 3 shall apply subject to the following:

3.1 Law 3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and where appropriate, numbers of overs bowled and operation of the in-ground scoreboard.

The two appointed scorers may be made up of any combination of the following:

i) Live Scorer
ii) Support Scorer
iii) Performance Scorer
iv) OPTA Scorer

LAW 4 – THE BALL

Law 4 shall apply subject to the following:

4.1 Law 4.2 – Approval and control of balls

Law 4.2 shall apply and in addition:

Unless otherwise specified by the Board of NZC, Red 156 gram Kookaburra Turf balls shall be used.

Such balls shall be approved by both captains, or should they disagree, by the management of the Association controlling the match. The same make and quality of ball shall be used throughout the match.

4.2 Law 4.4 – New ball

The following will apply in place of Law 4.3:

A new ball shall be used at the start of each innings. In addition, the captain of the fielding team shall have the choice of taking a new ball after 80 overs have been bowled with the old one. Note: The over in which the new ball is taken, whether or not such ball is taken after a number of balls have been bowled with the old one, is to be regarded as the first over in computing the number of overs in respect of the new ball.

The number of overs bowled shall be prominently displayed on the scoreboard, singly at the conclusion of each over, from the commencement of the innings.

5. LAW 5 – THE BAT

Law 5 shall apply and in addition:

Only Grade A bats shall be used in the Plunket Shield Competition.

6. LAW 6 – THE PITCH

Law 6 shall apply subject to the following:

6.1 Law 6.3 - Selection and preparation

Law 6.3 shall apply and in addition:

6.1.1 Captains, team officials, umpires and Turf Managers shall cooperate to ensure that prior to the commencement of play on a match day, no player bowls or bounces a ball on the pitch or strikes it with a bat to assess its condition.

6.1.2 Prior to the start of play, only the captain and team coach may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.1.3 Access to the pitch by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).

6.1.4 No spiked footwear shall be permitted.

6.1.5 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

6.1.6 Access shall not interfere with pitch preparation.

6.2 Law 6.5 - Non-turf pitches

Law 6.5 shall not apply. All First Class matches will be played on a grass pitch.

7. LAW 7 – THE CREASES

Law 7 shall apply subject to the following:

7.1 The popping crease

The following will apply in place of Law 7.3:

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum 15 yards/13.71m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered unlimited in length.

7.2 Markers

The umpires may request the ground staff to mark 5 dots from the striker's wicket to the 5ft protected area mark to aid in identifying the actual width of the pitch.

8. LAW 8 – THE WICKETS

Law 8 shall apply.

9. LAW 9 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply subject to the following:

9.1 Law 9.1 Rolling

The following will apply in place of Law 9.1

The pitch shall not be rolled during the match except as permitted below:

9.1.1 Frequency and duration of rolling

During the match, the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available, the captain of the batting side shall choose which one is to be used.

Where there is only one roller available on day one of a match that roller will be used for the duration of the game, regardless of size.

9.1.4 Timing of permitted rolling

The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to

begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

9.2 Law 9.2 – Clearing debris from the pitch

The following will apply in place of Law 9.2:

9.2.1 The pitch shall be cleared of any debris:

9.2.1.1 Before the start of each day's play. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

9.2.1.2 Between innings. This shall precede rolling if any is to take place.

9.2.1.3 At all intervals for meals.

9.2.2 The clearance of debris in 9.2.1 shall be done by sweeping or by use of a blower, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

Note: Sweeping of the pitch may only occur up to the five-foot marks at either end, in a direction away from the main body of the pitch. Blowers may be used on the entire length of the pitch.

9.2.3 In addition to clause 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire consider it necessary.

9.3 Law 9.3 – Mowing

Law 9.3 shall apply subject to the following:

9.3.1 Responsibility for mowing

9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the venue's turf management team.

9.3.2 The pitch and outfield

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, both the pitch and the outfield shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.

If, for reasons other than conditions of ground or weather, complete mowing of the outfield is not possible, the venue turf management team shall notify the captains and umpires of the procedure to be adopted for such mowing during the match. See clause 9.2.3.

9.3.3 Timing of mowing

9.3.3.1 Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping.

9.4 Watering the Outfield

The watering of the outfield will be permitted during the match subject to the following:

9.4.1 Such watering shall only be possible if the "watering plan" is requested by the Turf Manager and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.

9.4.2 The consent of the captains is not required but the umpires shall advise both captains before the start of the match on what has been agreed.

9.4.3 The watering shall occur as soon as possible after the conclusion of the day's play.

9.4.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.

9.4.5 The square and bowlers' run-ups will be adequately covered prior to any watering taking place.

9.4.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and Turf Manager, but with the umpires retaining ultimate discretion over whether to approve any watering.

9.5 Protection and preparation of adjacent pitches/outer during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.5.1 Such measures will only be possible if requested by the Turf Manager and approved by the umpires before the start of the match.

9.5.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.5.3 The preparation work shall be carried out under the supervision of the umpires.

9.5.4 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

9.5.5 The consent of the captains is not required but the umpires shall advise both captains before the start of the match on what has been agreed.

9.5.6 Players - under no circumstances are fielders allowed to use spikes to scar the turf to mark their fielding position. Bowlers will be provided with green or blue paint to mark their run up, or use the bowler's marker as provided.

9.6 Logos on the ground

Only NZC has the right to apply on-ground logos.

10. LAW 10 - COVERING THE PITCH

Law 10 shall apply subject to the following:

10.1 Laws 10.2 During the Match and 10.3 Removal of Covers

The following will apply in place of Laws 10.2 and 10.3:

10.1.1 In all matches, the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or, providing the weather is fine, within a period of two hours thereafter.

10.1.2 The covers must adequately protect the pitch and also the pitch surrounds, 5 metres either side of the pitch and any worn or soft areas in the outfield, as well as the bowlers' run-ups to a distance of at least 10 x 10 meters.

10.1.3 All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2.5 hours before the scheduled start of play, provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

11. LAW 11 – INTERVALS

Law 11 shall apply subject to the following:

11.1 Pre-Match meeting

In normal circumstances, a meeting between the match referee (if appointed), umpires, captains, coaches, turf managers and team physios will be held on the first morning of the match, to discuss any local ground and facility issues along with any conditions for play that need clarification.

The decision as to if a pre-match meeting is required, will be at the discretion of the match referee (or umpires if no Match Referee is appointed to the match).

11.2 The sessions

Match sessions shall be as follows:

- Commencement of play until lunch
- Lunch until tea
- Tea until close of play

11.3 Time for lunch interval

Lunch interval shall be taken between 12.50pm – 1.30pm except when daylight saving hours conclude, when the time for lunch interval will be amended to 12.20pm – 1.00pm.

11.4 Time for tea interval

Tea interval shall be taken between 3.40pm-4.00pm (except when daylight saving hours conclude when the time for tea interval will be amended to 3.10pm – 3.30pm).

The lunch and tea intervals may be changed, with the agreement of both captains or at the direction of the umpires. Also refer Plunket Shield Playing Condition 12.

11.5 Interval for drinks

Drinks breaks will not be scheduled except under conditions of extreme heat or cold the umpires (after consultation with the Match Referee) may permit an interval 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 playing attire (and bibs).

11.6 Extension of Interval Between Innings

Teams may by mutual agreement extend the interval between innings to 15 minutes if the distance between the match pitch and dressing rooms causes delays. The additional time utilised for such interval is to be made up at the conclusion of the day's play during the permitted overtime.

12. LAW 12 - START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Duration

Matches shall be of four days' duration.

12.2 Times for start and cessation of play

12.2.1 The scheduled hours of play shall be 10.30am – 6.00pm except when daylight saving hours conclude, in which case the scheduled hours of play will be amended to 10.00am – 5.30pm.

12.2.2 The standard hours of play shall be adhered to as closely as possible, but such hours may be varied by the mutual consent of the two competing teams and the approval of NZC, in which case the host team shall notify the match umpires, press, television, radio, sponsors and all concerned immediately any such variation has been agreed to.

12.2.3 Notwithstanding any variation to the standard hours of play but subject to Laws 12.6 and 12.7 and to Plunket Shield Playing Condition 12.8.

(a) The total hours of play of a match, including extra time as in Plunket Shield Playing Condition 12.5 or time made up under Plunket Shield Playing Condition 12.6, shall not exceed 26 hours; and

(b) Subject further to 12.2.1, the scheduled hours of play are to be confined to the period 10.30am to 6.30pm, except on day 4 as per Plunket Shield Playing Condition 12.6.2.

12.3 Law 12.6 Last hour of match – number of overs

For the purposes of these Plunket Shield Playing Conditions the words "20 overs" as used in Laws 12.6 and 12.7 shall be deemed to read as "15 overs".

12.4 Early Finish

On the last day, by mutual agreement of the captains and provided there is no possibility of a result, then:

(a) play may cease at any time after the commencement of the tea interval with the consent of the CEO of the Major Association or their nominee, in whose region the match is played; or

(b) play may cease up to 60 minutes earlier than the scheduled time for cessation of play without the consent described in (a) being required.

For the purpose of this Condition, any variation to the standard time for cessation of play as a result of the implementation of Plunket Shield Playing Conditions 12.5 and 12.6 shall be deemed to be the scheduled time for cessation.

12.5 Extra Time

12.5.1 If, in the opinion of both captains, 30 minutes extra time (or minimum 8 overs) at the end of any day's play prior to the last day would bring about a definite result on that day, then the umpires shall order the same. If however, the captains disagree, the decision shall be left to the umpires. Subject to any decisions under Laws 2.7, 2.8 and/or Plunket Shield Playing Condition 2.2, the whole 30 minutes should be played out as part of the total time, even though the possibility of a result in a match may have disappeared before the 30 minutes has expired.

12.5.2 The umpires may decide to extend play by 15 minutes (a minimum of four overs) at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.
If it is decided to extend play, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result prior to the scheduled interval, play will continue until either the match concludes, or the players have cause to leave the field for any other reason.
The following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

12.5.3 For the avoidance of doubt, Law 11.7 shall still apply subsequent to the application of this clause, i.e. when 9 wickets are down following the extra 15 minutes. However, this clause shall not apply when clause 11.7 has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

12.6 Making up Lost Time

12.6.1 Days 1-3:

Subject to weather and light, in the event of the match being suspended for any reason other than normal intervals, the scheduled playing time on that day shall be extended by the amount of time lost, up to a maximum of 30 minutes. In such event, the overs to be completed during the day shall be recalculated in accordance with the process set out in Plunket Shield Playing Condition 12.8.2 below. There shall be an additional permitted overtime of up to 30 minutes in the event the required overs have not been completed by the rescheduled close of play.

Example:

If the start of play on day 1 is delayed because of dew and play starts at 11.30 (meaning one hour/15 overs are lost), the scheduled close of play will be extended by 30 minutes to 6:30pm. The overs to be bowled during the day will be recalculated in accordance with the process set out in Plunket Shield Playing Condition 12.8.2 below. If, due to a slow over rate the overs to be bowled during the day have not been completed by 6.30pm, play can continue for a maximum of 30 minutes permitted overtime in order to complete these overs.

12.6.2 On the Last Day only:

Subject to 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.

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 Plunket Shield Playing Condition 12.8.2 below, except that the target shall be 81 overs rather than 96.

There shall be an additional permitted overtime of unlimited duration in the event the required overs have not been completed by the rescheduled commencement of the final hour, in which case the last hour of the match shall be the hour immediately following the completion of these overs. No time is made up in respect of any interruptions that commence after the start of the last hour.

12.7 Time Lost Due to Disturbances

Where possible, time lost due to circumstances other than acts of God, e.g. mischief, crowd disturbance, shall be made up on the day during the 30 minutes permitted overtime.

12.8 Minimum overs in a day

12.8.1 Play shall continue on each day until the completion of a minimum target of 96 overs (or a minimum of 15 overs/hour or 4 minutes/over) or the completion of scheduled or rescheduled cessation time, whichever is the later, but provided that play shall not continue for more than an additional 30 minutes beyond the scheduled or rescheduled close of play ("permitted overtime").

For the sake of clarity, if any of the minimum target number of overs has not been bowled at the completion of the permitted overtime, play shall cease on completion of the over in progress, or the fall of a wicket during that over. The overs not bowled shall not be made up on any subsequent day.

12.8.2 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 calculations produces the greater number of overs:

Either one over for each full 4 minutes playing time remaining from the commencement of play to the scheduled time for the close of play;

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 per 12.8.4 below.

For the avoidance of doubt there shall be a reduction of 2 overs to the minimum number of overs for a change of innings, except where this occurs at the lunch or tea intervals, or at a weather interruption.

12.8.3 On the last day, a minimum of 81 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 for the purposes of Law 12.6 and Law 12.7 (as amended for the purposes of these Plunket Shield Playing Conditions by Plunket Shield Playing Condition 12.6 hereof) shall commence immediately from the time when such overs have been completed.

12.8.4 Subject to Plunket Shield Playing Condition 12.8.2 hereof, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 30 minutes on any day (including, for the avoidance of doubt, the final day), the minimum number of overs shall be reduced by one over for each full 4 minutes of the aggregate playing time lost.

12.8.5 The umpires are the sole arbiters of whether such interruption of play is allowable and of the length of such interruptions and shall inform both captains of adjustments made to the minimum over requirements. They must take steps under Law 41.10 (batter wasting time) should batsmen deliberately waste time.

12.8.6 No reductions of the minimum number of overs should be allowed for drink intervals or player injuries where they occur after the scheduled cessation of time or, on the last day, within the last hour of the match.

12.8.7 Except on the final day, if, as a result of ground, weather or light conditions causing a suspension of play, the players are already off the field at the scheduled or rescheduled cessation time or go off the field at any time thereafter, stumps shall be drawn. Off the field also means any disturbance outside the playing area that results in a stoppage to play and it is unsafe for the players to leave the field.

12.8.8 The scoreboard shall show the minimum number of overs remaining to be bowled in the day and the total number of overs bowled with the ball currently in use.

12.8.9 If an innings ends during the course of an over, such part over shall count as a full over so far as the minimum number of overs to be bowled in a day is concerned.

12.8.10 Should play be suspended for the day in the middle of an over, that over must be completed the next day in addition to the minimum overs to be bowled that day.

12.8.11 Law 12.5.2 shall apply. Play shall continue if a wicket falls in the last scheduled over of the day unless players have reason to leave the field due to ground, weather or light.

12.8.12 An over completed on resumption of a new day's play shall be disregarded in calculating the minimum overs for that day.

12.8.13 Fractions are to be ignored in all calculations regarding the number of overs.

12.9 Over Rate penalties

12.9.1 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 96 overs in a six and a half hour day) subject to the following deductions:

(a) Actual time where treatment by authorised 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) Actual time taken to a maximum of 4 minutes for a drinks break taken in any session (if permitted by the umpires pursuant to Plunket Shield Playing Condition 11.5);

(d) 2 minutes for each wicket taken. (For the avoidance of doubt, no allowance shall be given for the final wicket in an innings, or for a wicket that falls immediately prior to any interval or interruption);

(e) Actual 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 this Plunket Shield Playing Condition 12.9.1(e) (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.

12.9.2 Umpires, in consultation with the Match Referee are required to verify all times for allowances and stoppages at the end of each day's play, and at the completion of the match. If no Match Referee is appointed to the Match the Official Scorer shall assist the umpires with the verification of allowances and stoppages.

For calculation purposes:

(a) The last hour of a match shall be excluded;

(b) A maximum of 20 overs in any hour shall apply;

(c) An innings with a duration of fewer than three hours (after adjustment for allowances) shall be excluded, unless inclusion would be beneficial to the fielding side.

12.9.3 Over rates will be calculated at the end of the match. If the fielding team has failed to meet the minimum over rate (Plunket Shield Playing Condition 12.9) the team will be subject to competition points deduction.

NZC also reserves the right (depending on the seriousness and context of the breach), to bring a charge against any member of the fielding team under the NZC Code of Conduct.

12.9.4 Points deduction for a failure to meet the minimum over rate of 15 overs per hours, will be calculated on the following:

For any team that is short of the required minimum over rate, the following penalties will apply:

(a) Less than 15 but more than 14 overs per hour - the team will be penalised by the deduction of 1 competition point;

(b) Less than 14 but more than 13 overs per hour - the team will be penalised by the deduction of 3 competition points;

(c) Less than 13 overs per hour – the team will be penalised by the deduction of 5 competition points.

For clarity, fractions are to be ignored in all calculations regarding the number of overs.

Notwithstanding the foregoing, no penalties will be applied under this Plunket Shield Playing Condition 12.9.3 & 12.9.4 against any team if the match is completed within a combined total of 288 overs (the equivalent of three full days play).

Teams can lodge an appeal, if a penalty is applied in accordance with Plunket Shield Playing Condition 12.9.4. Teams must submit the appeal in writing to NZC's GM Cricket Operations, within 48 hours of the completion of the match. NZC will consider the appeal and notify the team of their ruling within seven (7) days of receipt of the appeal.

Over-rate penalties pursuant to clause 12.9 shall be applied in addition to the relevant provisions under the NZC Code of Conduct.

13. LAW 13 – INNINGS

Law 13 shall apply subject to the following:

13.1 Law 13.4 – The Toss

The following shall apply in place of Law 13.4:

The captains shall toss a coin for the choice of innings, on the field of play in the presence of the Match Referee (or the umpires if no Match Referee is appointed), not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. The Match Referee shall oversee the exchange of team lists (minimum 6 copies).

14. LAW 14 - THE FOLLOW-ON

Law 14 shall apply.

15. LAW 15 - DECLARATION AND FORFEITURE

Law 15 shall apply, subject to the following

15.1 No forfeiture of the final innings

Teams are no longer permitted to forfeit the final innings of the match.

15.2 No Collusion

Law 15 provides an option to the captain of the batting team only, and it is not the intention that any declaration or forfeiture should become the subject of an agreement between teams, officials, captains or players.

If the umpires have grounds for thinking that any such agreement has taken place, they shall immediately report accordingly to NZC. If NZC decides to carry out an investigation, it will conduct such enquiries as it sees fit, and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams involved.

15.3 Penalties for Collusion

If NZC finds that teams, officials, captains or players have colluded unfairly to contrive the outcome of a match, to the detriment of any other team in the competition, it may in its absolute discretion do one or more of the following:

(a) fine a team, captain or player

(b) suspend a captain from playing in any match or matches

(c) disallow any points earned by a team in respect of the match

(d) amend any points earned by a team in the match; or take any other action as is deemed appropriate, including action under the NZC Code of Conduct.

For the purpose of this Plunket Shield Playing Condition, “colluded unfairly to contrive the outcome of a match,” means an agreement designed to contrive the outcome of a match in favour of a particular team, or to achieve a result that is unfair to any of the other teams in the same competition.

15.4 Aggressive Declarations

The operation of this Plunket Shield Playing Condition is not intended to prevent competing captains from making aggressive declarations with a view to giving either team the chance of achieving an outright win.

15.5 Authorisation

Only the Chief Executive of NZC or the Chairman of the Board of NZC or their nominee is authorised to comment in relation to any matter relating to the parties involved or the process under this Plunket Shield Playing Condition 15.

This authorisation includes, but is not limited to any report, investigation, review, decision, application for leave to appeal or an appeal and any other information regarding an application pursuant to this Condition 15. In the absence of special reasons publicity will be given by NZC in respect of the disciplinary process in each case. A breach of this provision may be treated by NZC as a breach of the NZC Code of Conduct.

16. LAW 16 – THE RESULT

Law 16 shall apply.

17. LAW 17 – THE OVER

Law 17 shall apply.

18. LAW 18 – SCORING RUNS

Law 18 shall apply.

19. LAW 19 – BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Law 19.1 Determining the boundary of the field of play

Law 19.1 shall apply and in addition:

The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meters) from the centre of the pitch to be used.

Any ground which has been approved by NZC prior to 1st October 2007 or which is currently under construction as of this date, which is unable to conform to these new minimum dimensions, shall be exempt. In such cases, the regulations in force immediately prior to the adoption of these regulations shall apply.

19.2 Law 19.2 Identifying and marking the boundary

Law 19.2 shall apply and in addition:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by NZC from time to time. Where appropriate the rope should be a required minimum distance (3 yards / 2.74 metres) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.

19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain, within the boundary until the ball becomes dead. Otherwise a boundary shall be scored.

20. LAW 20 – DEAD BALL

Law 20 shall apply.

21. LAW 21 – "NO BALL"

Law 21 shall apply.

22. LAW 22 "WIDE BALL"

Law 22 shall apply subject to the following:

22.1 <u>Law 22.1 Judging a Wide</u>

Law 21.1 will apply with the addition of the following:

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 would also 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 For bowlers who umpires consider to be bowling down the leg side as a negative tactic, the strict limited overs Wide interpretation shall be applied.

23. LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

24. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply (excluding Laws 24.2.8 and 24.2.9) subject to the following:

24.1 Law 24.1. shall apply and in addition:

Squad members of either team who are not in the playing 11 and not involved in play (e.g. as a substitute fielder) shall be required to wear a team training bib whilst on the playing area or the area between the boundary and the perimeter fencing.

24.2 The restrictions set out in Law 24.2 shall only apply once the player has been absent from the field for longer than 8 minutes.

24.3 Law 24.2.3 shall be replaced by the following:

A player's unserved penalty time shall be limited to a maximum of 120 minutes.

25. LAW 25 BATTER'S INNINGS; RUNNERS

Law 25.5 shall not apply. A runner for a batter is not permitted.

26. LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply, subject to the following:

26.1 <u>Law 26.1 Practice on the pitch or the rest of the square</u>

The following shall replace Law 26.1:

26.1.1 The use of the square for practice on any day of a match will be restricted to any specified practice areas on the square set aside and allocated by the Turf manager for that purpose at the turf managers discretion.

26.1.2 Bowling practice on the bowling strips referred to in 26.1.1 above shall also be permitted during the interval (and change of innings) unless the umpires consider that in the prevailing conditions of ground and weather it will be detrimental to the surface of the square.

Note – there shall be no practice of any kind, at any time, on any day of the match, on the pitch.

26.2 <u>Law 26.2 Practice on the outfield</u>

Law 26.2.2 shall be replaced by the following:

Between the call of "Play" and the call of "Time" there shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the Law.

27. LAW 27 - THE WICKET-KEEPER

Law 27 shall apply.

28. LAW 28 - THE FIELDER

Law 28 shall apply, subject to the following.

28.1 Law 28.1 Protective Equipment

Law 28.1 shall apply and in addition:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

29. LAW 29 - THE WICKET IS DOWN

Law 29 shall apply.

30. LAW 30 BATTER OUT OF THEIR GROUND

Law 30 shall apply.

31. LAW 31 – APPEALS

Law 31 shall apply.

32. LAW 32 – BOWLED

Law 32 shall apply.

33. LAW 33 – CAUGHT

Law 33 shall apply.

34. LAW 34 – HIT THE BALL TWICE

Law 34 shall apply.

35. LAW 35 – HIT WICKET

Law 35 shall apply.

36. LAW 36 – LEG BEFORE WICKET

Law 36 shall apply.

37. LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply.

37.1 Law 37.1 Out Obstructing the Field

Law 37.1.1 shall apply and in addition:

For the avoidance of doubt, if an umpire feels that a batter, in running between the wickets, has significantly changed their direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batter should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batter crossing the pitch, Law 41.14 shall also apply.

38. LAW 38 – RUN OUT

Law 38 shall apply.

39. LAW 39 – STUMPED

Law 39 shall apply.

40. LAW 40 – TIMED OUT

Law 40 shall apply.

41. LAW 41 - UNFAIR PLAY

Law 41 shall apply, subject to the following.

41.1 Law 41.3 – The match ball -changing its condition

Law 41.3 shall apply, subject to the following:

41.1.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2

41.1.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out their normal duties, a batter is not allowed to wilfully damage the ball other than, when the ball is in play, striking it with the bat.

A fielder may, however:

41.1.2.1 Polish the ball on their clothing, provided that no artificial substance is used, that the only natural substance is sweat, and that such polishing wastes no time.

41.1.2.2 Remove mud from the ball under the supervision of the umpire.

41.1.2.3 Dry a wet ball on a piece of cloth that has been approved by the umpires.

41.1.3 The umpires shall consider the condition of the ball has been unfairly changed if any action by any player does not comply with the conditions in clause 41.1.2

41.1.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

41.1.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:

41.1.5.1 Subject to clause 41.1.7 below, change the ball forthwith.

41.1.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batter at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

41.1.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.1.5.2 Additionally, the bowler's end umpire shall:

41.1.5.2.1 Award 5 penalty runs to the opposing side.

41.1.5.2.2 If appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action; and

41.1.5.2.3 Inform the captain of the batting side as soon as practicable of what has occurred.

41.1.5.3 The umpires shall then report the matter to the Match Referee (or the NZC representative, if no Match Referee is appointed), who shall take such action as is considered appropriate against the player(s) concerned.

41.1.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:

41.1.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

41.1.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.1.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by the team during the remainder of the match. Clause 41.1.5.2 and 41.1.5.3 above will be adopted, with the captain deemed to be the player responsible for the contravention.

41.1.7 <u>Use of saliva</u>

Use of saliva in breach of clause 41.1.2.1 above.

41.1.7.1 If the umpires believe that saliva has been applied to the ball, the umpires shall:

41.1.7.1.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.

41.1.7.1.2 If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.

41.1.7.1.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

41.2 Law 41.6 - Bowling of dangerous and unfair short pitched deliveries

Law 41.6 shall apply however Laws 41.6.2 and 41.6.3 shall be replaced by the following:

41.2.1 A bowler shall be limited to two fast short-pitched deliveries per over.

41.2.2 A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

41.2.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.

41.2.4 In addition, for the purpose of this regulation, a ball that passes above head height of the batter, that prevents the player from being able to hit it with their bat by means of a normal cricket stroke shall be called a "wide".

41.2.4.1 For the avoidance of doubt any fast short-pitched delivery that is called a "wide" under this Plunket Shield Playing Condition shall also count as one of the allowable short pitched deliveries in that over.

41.2.5 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined above in clause 41.2.2, the umpire at the bowler's end shall signal "No ball" on each occasion. A differential signal shall be used to signify this fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the head with the other hand.

41.2.6 If a bowler delivers a third fast short-pitched ball in an over, not only must the umpire call "No ball" but when the ball is dead, he shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply throughout the innings.

41.2.7 If there is a second instance of the bowler being "No balled" in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler this is their final warning for the innings.

41.2.8 Should there be any further instances by the same bowler in that innings, the umpires shall:

- Call and signal No ball;
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling;
- inform the other umpire for the reason for this action;
- The bowler thus suspended shall not be allowed to bowl again in that innings;
- If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over;
- The umpire shall inform the batters and, as soon as practicable, to the captain of the batting side;
- The umpires may then report the matter to the NZC Match Referee (or the NZC representative if there is no Match Referee appointed to the match) who shall take such action as is considered appropriate against the bowler concerned.

41.3 Law 41.7 - Bowling of dangerous and unfair non-pitching deliveries

Law 41.7.1 shall apply however If, in the opinion of the umpire, such a delivery is considered unlikely to inflict physical injury on the batter by its speed and direction, it shall not be considered dangerous, a “no ball” shall be called but no caution shall be issued to the bowler.

Law 41.7.2 shall only apply if a caution was issued in relation to the previous instance of such a delivery.

42. LAW 42

The NZC Code of Conduct shall apply in place of Law 42

43. REPORTS

Reports are required on the following:

Law 41.3	The match ball – changing its condition
Law 41.4	Deliberate attempt to distract striker
Law 41.5	Deliberate distraction, deception or obstruction of batter
Law 41.6	Bowling of dangerous and unfair short pitched deliveries
Law 41.7	Bowling of dangerous and unfair non-pitching deliveries
Law 41.8	Bowling of deliberate front-foot “no ball”
Law 41.9	Time wasting by the fielding side
Law 41.10	Batter wasting time
Law 41.12	Fielder damaging the pitch
Law 41.13	Bowler running on the protected area after delivering the ball
Law 41.14	Batter damaging the pitch
Law 41.15	Striker in protected area
Law 41.16	Batter stealing a run

Law 42 Player’s conduct. See NZC Code of Conduct for disciplinary procedures.

44. PARAMETERS OF PERMITTED ADVERTISING

44.1 Refer NZC Domestic Competitions Clothing Regulations.

45. MATCH VENUES

Dates or venues may not be altered without consultation with and agreement from NZC.

46. ELIGIBILITY

Refer to NZC Eligibility Criteria.

47. NEW ZEALAND SPORTS ANTI-DOPING RULES

NZC has supported the establishment of a national policy by Drug Free Sport New Zealand (DFSNZ) in order to adopt and implement the provisions of the World Anti-Doping Code and to give effect to the functions of DFSNZ.

NZC has agreed to the Anti-Doping Rules so that the Rules apply to its members and all participants as governing the conditions under which cricket is played in New Zealand. NZC has an obligation to inform all participants about the Rules and the Prohibited List (as contained in the Rules) and particularly to educate all participants.

NZC establishes that there is no place for the improper use of drugs and doping practices in cricket and believes it is against the ethics of the game, not to mention the potentially harmful effects it can have on athletes' health. Cricketers should be under no illusions about the serious implications of violating the Anti-Doping Rules. It is absolutely imperative that the Anti-Doping Rules are read and understood, that there is an awareness of the Anti-Doping Rule violations included in the Rules and that the athlete is responsible for any medications or substances used.

48. ANTI-CORRUPTION CODE – BETTING ON MATCHES

Refer to the NZC Anti-Corruption Code for Participants.

49. THE NZC PACE OF PLAY CODE

Players shall comply with the NZC Pace of Play Code, as follows:

(a) Teams to be ready to start play exactly on schedule at commencement of day's play/after lunch/tea breaks/end of innings etc.

(b) Batters to cross on the field of play.

(c) Batter to be ready when the bowler is at top of their mark.

(d) Improve turnaround time at the end of each over – especially when the bowler starts a new spell.

(e) Change of gloves/helmet etc., should only be taken between overs without causing any delay in play.

(f) Absolutely no change of gloves/bat/helmet, unless the equipment is broken or damaged within 10 minutes of a scheduled break.

(g) Drinks break, when allowed, to be no more than four minutes each.

(h) Substitutes entering play should be done without any delay.

(i) Fielders to be in position and ready to bowl when new batter takes guard after the fall of wicket.

(j) No drinks may be brought onto the field except at the fall of a wicket.

(k) No unscheduled drinks to be taken within 10 minutes of a scheduled break or within 2 overs of a wicket falling.

(l) Any delays in play caused by the batting team's failure to adhere to these provisions shall be deducted from the allowances granted to that team in the calculation of its over rate.

The above shall not detract from the right of the umpires to take action under Playing Condition 42 and to lay charges against the offending players under the NZC Code of Conduct for time-wasting.

50. BOWLING LOADS

50.1 All pace bowlers (defined as bowlers where the wicketkeeper 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.

50.2 Coaches shall apply the rules set out in this Plunket Shield Playing Condition 50 strictly and not attempt to avoid them by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit requires that fast bowlers aged under 19 or under 17 as at 1 September 2026 bowl no more than three days consecutively.

50.3 In the event of any dispute in relation to the requirements of this Plunket Shield Playing Condition 50, the matter should be referred to the GM of NZC High Performance, or their delegate, whose ruling will be final.

50.4 If a player is aged under 17 as at 01 September 2026, they will be restricted to a bowling load of six overs in any one spell, and a maximum of 16 overs per day.

50.5 If a player is aged under 19 as at 01 September 2026, they will be restricted to a bowling load of eight overs in any spell, and a maximum of 20 overs per day.

50.6 The following shall apply to players aged under 19 as at 01 September 2026:

50.6.1 At the completion of a bowler's 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.

50.6.2 In the event that 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.

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

50.6.4 In the instance where an inning is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.

50.6.5 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.

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

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

51. NZC DOUBTFUL BOWLING PROCEDURES

NZC has established procedures to allow the legality of a bowler's action to be investigated scientifically away from a match situation.

The full procedures are available from NZC by emailing Catherine Campbell, Chief Operations Officer at – catherine.campbell@nzc.nz

52. NZC LIGHTNING FRAMEWORK

The safety of all persons on the ground, including players, match officials, grounds staff, contractors, and spectators is paramount.

In the event of any actual or perceived threat from lightning or severe weather, the umpires, in consultation with the Match Referee, may suspend play immediately.

All personnel should leave the field in a safe and orderly manner and relocate to an appropriate secure area. Play should not resume until it is reasonably safe, with the umpires and Match Referee having final authority, taking into account advice from ground management or other relevant authorities.

Schedule 1

NZC PLAYER PRIORITY FOR SELECTION

The following list of priorities shall apply:

Men

1. New Zealand Test or One-day or Twenty20 Internationals
2. First Class matches which are either National trials or North Island v South Island matches
3. First Class matches and One-day matches against overseas international teams
4. International Matches, by the National U19 team played either in New Zealand or overseas
5. Domestic First Class matches including Domestic One-day and Twenty20 competition matches
6. National Provincial A matches & Tournament
7. District Association Cup challenge matches
8. District Association Cup elimination matches
9. Major Association trial matches and Association senior tournaments
10. National U19 tournament
11. National U17 tournament
12. District Association matches
13. National Secondary Schools competition