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MENS SUPER SMASH 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.

MEN'S SUPER SMASH

1. THE COMPETITION

The Men's Super Smash ("Men's SS") competition will comprise a series of ten rounds of matches. At the end of the ten rounds the top placed team will proceed directly to the Grand Final.

The teams finishing second and third will play in an Elimination final with the winner proceeding to the Grand Final. There is no reserve day scheduled for the Grand Final.

1.1 Elimination Final

In the event of no result or a tie (on DLS only) being achieved in the Elimination Final, the team which was placed in the higher position after the series of 10 matches will be deemed the winner of that match.

1.2 Grand Final

The team which wins the Grand Final shall be the winner of the competition. In the event of neither team winning the Grand Final (including a tie by DLS), the team finishing higher after the series of 10 rounds will be declared the winner.

1.3 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. POINTS

2.1 Match Result

Points shall be scored in Men's SS matches as follows:

Win	4 points
Loss	0 points
No result or tie (Including due to weather by DLS)	2 points each

2.2 Competition Placing

In the event of teams finishing on equal points, the right to play in the finals will be determined as follows:

- The team with the most number of wins
- The team with the highest net run rate
- Head-to-head result(s) between the tied teams.
- Toss of a coin

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.

MEN'S SUPER SMASH PLAYING CONDITIONS

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

1. LAW 1- THE PLAYERS

Law 1 shall apply.

1.1 Nomination and Replacement of Players

1.1.1 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. 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.

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

1.1.3 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.

1.1.4 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.

1.1.5 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:

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

1.1.5.2 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.

1.1.6 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 be permitted 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').

1.1.7 <u>Concussion Replacement</u>

1.1.7.1 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:

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

1.1.7.1.2 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:

1.1.7.1.2.1 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);

1.1.7.1.2.2 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

1.1.7.1.2.3 include as part of the written submission (in accordance with 1.1.7.1.3.2) the relevant completed written SCAT 6 test for that incident as soon as practicable.

1.1.7.3 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

1.1.7.3.1 Can be activated in accordance with and subject to Super Smash Playing Condition 1.1.7 at any time during the remainder of the match following the formal notification.

1.1.7.3.2 Following the notification (Super Smash Playing Condition 1.1.7.1.3), 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.

1.1.7.4 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.

1.1.7.5 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 inherit all warnings, penalty time and suspensions that were imposed on the replaced player.

1.1.7.6 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.

1.1.7.7 The restrictions in Super Smash Playing Conditions 24.2 shall not apply if the player is a Concussion Substitute that has been activated in accordance with Ford Trophy Playing Condition 1.1.7 and who is initially entering the field of play in replacement of a Concussed Player.

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

1.1.7.8.1 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

1.1.7.8.2 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.

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

1.1.7.10 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.

2. LAW 2- THE UMPIRES

Law 2 shall apply, subject to the following:

2.1 Law 2.1 - Appointment and attendance

NZC will appoint two umpires for each Super Smash match. For televised matches, NZC will appoint a TV Umpire & 4th Umpire, in addition to the two on field umpires. Neither team will have the right of objection to an umpire appointment.

2.1.1 NZC will appoint one Match Referee.

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

2.2.7 If, in the opinion of the umpires, natural light is deteriorating to an unfit level, for Day/Night Matches only, they may authorise the Ground Authority to use the available artificial lighting so that the match can continue in unfit conditions. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

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

4. LAW 4 – THE BALL

Law 4 shall apply subject to the following:

White Kookaburra 156g Turf cricket balls, as approved by NZC will be used in all matches.

The umpires shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the balls and shall retain possession of them at the fall of a wicket, or any other disruption in play. White balls will be used in all matches (including day / night matches).

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape. Either bowler or batter may raise the matter with the umpires and the umpire's decision as to a replacement or otherwise will be final.

Host Major Associations shall ensure a good selection of quality used white Turf 156g balls are available at all venues. These should be varying in overs used – up to 20 overs.

5. LAW 5 – THE BAT

Law 5 shall apply an in addition:

Only Grade A bats shall be used in the Men's SS 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 and shall be replaced by:

6.2.1 Matches should be played on either turf pitches or Stitched hybrid pitch systems in which synthetic turf fibres (polyethylene or polypropylene, of beige and/or green colour or combination of both) are inserted vertically into an entire soil pitch with established natural turf.

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

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 side batting second, for a period of not more than 7 minutes, before the start of the second innings.

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.

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

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:

(a) between innings. This shall precede rolling if any is to take place.

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.

9.3 Law 9.3 – Mowing
Law 9.3 shall apply.

9.4 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:

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

9.4.2 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.

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

9.4.4 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.

9.4.5 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.

9.4.6 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.

9.5 Logos on the ground

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

10. LAW 10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

The pitch shall be entirely protected against rain up to the commencement of play.

10.2 During the match

The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.

The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ 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

11.1 Interval between innings

There shall be a fixed 15-minute interval between innings.

11.2 Changing agreed times of intervals

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

11.2.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee, in consultation with the umpires may, at their discretion, reduce the interval between innings from 15 minutes to not less than 10 minutes.

11.2.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 15 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

11.3 Interval for drinks

No drinks intervals are permitted.

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

12.1 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 25 minutes	Session 1
~~20~~ 15 minutes	Interval
1 hour 25 minutes	Session 2

12.2 Over Rates

12.2.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.2). In the event of a team failing to do so, the full quota of overs will be completed. This will apply to both innings of the match.

12.2.2 If the innings is terminated before the scheduled or rescheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings.

12.2.3 The umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the rescheduled cessation time for that innings.

12.2.4 In consultation with the Match Referee, the umpires will record and inform the fielding Captain of any time allowances as and when they arise, and the official scorers at the end of the innings. In the event that an official TV umpire is appointed by NZC, the calculation of over rates shall be undertaken by the TV umpire. This matter will not be subject to retrospective negotiation.

12.3 Time Allowances

For the purposes of determining penalties, the umpires, in consultation with the Match Referee, shall take the following allowances into account:

12.3.1 Actual time taken for treatment of an injured player or head injury assessment (HIA).

NOTE: The umpires will allow an initial 4 minutes for medical staff to treat the injured player. Umpires may inform the medical team when there is 90 seconds remaining, after which, the player should be removed from the field of play if further assessment/treatment is required. The on-field umpires will consider each incident when applying the 4-minute guideline and be guided by team medical staff.

12.3.2 Actual time taken for: third umpire referrals, drying a wet ball, finding/replacing a ball, and for all other circumstances beyond the control of the fielding side.

12.3.3 Time wasting by the batting team.

12.3.4 Actual time taken due to a crowd disturbance or unavoidable ground delay that is not covered under traditional ground, weather and light stoppages. Any abnormal stoppage in play is covered by this allowance.

12.3.5 In addition to the allowances as provided for in clause 12.3 above:

12.3.5.1 In the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted;

12.3.5.2 An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

12.3.5.3 If a team is bowled out within the time determined for that innings pursuant to these Playing Conditions (taking into account all of the time allowances set out above), the fielding team will be deemed to have complied with the required minimum over rate.

13. LAW 13: INNINGS

13.1 Duration

A match will consist of one innings per team and each innings will be limited to 20 overs. A minimum of 5 overs per team will constitute a match. Note: No reserve day is allocated for any matches.

13.2 Length of innings

In an uninterrupted match (i.e. matches which are neither delayed nor interrupted) each team will bat for 20 overs unless all out in less than 20 overs.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. In these circumstances Super Smash Playing Conditions 12.3 and 13.6 shall apply.

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 second fails to bowl 20 overs by the scheduled cessation time of the second innings, the hours of play shall be extended (subject to ground weather and light conditions) until the required number of overs has been bowled or a result achieved. In these circumstances Super Smash Playing Condition 12.3 shall apply.

13.3 Delay or interruptions to the innings of the team batting first:

13.3.1 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 14.11 overs per hour (4.25 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 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 total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

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 results in an odd number of total overs in the match, then one over shall be added and the result divided in half.

13.3.2 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the team batting second, subject to a result not being achieved earlier. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relevant delays, interruptions in play and the duration of the interval will be taken into account. If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over will be allocated to each team, with the interval and close of play times being recalculated accordingly. If there is more than one interruption to the innings of the team batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

13.3.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue, subject to conditions of ground, weather and light, until the required number of overs have been bowled or the innings is completed and Super Smash Playing Condition 12.3 shall apply. Allowances prior to a stoppage are carried forward for the purposes of application of Super Smash Playing Condition 12.3 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

13.4 Delay or interruptions to the innings of the team batting second:

13.4.1 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 a rate of 4.25 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation related to the revision of overs shall not be effective until an amount of time, equivalent to that by which the second innings started early, has elapsed. Should the calculations 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 total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

13.4.2 A rescheduled time for the close of play will be fixed by applying a rate of **4.25 minutes per over** in respect of each over already bowled and/or rescheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time. 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.

To constitute a match, a minimum of five overs has to be bowled to the team batting second subject to a result not being achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the first team completed its innings in less than is allocated overs.

Note: The scorers shall be responsible for performing any DLS calculations. After any hold up in play, the umpires will notify the scorers of the number of overs lost and they will perform any DLS calculations required. The umpires will satisfy themselves as to the correctness of all such calculations before allowing play to take place. The umpires will be responsible for notifying both captains and the match manager of the target score and the available overs.

13.5 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 teams or for the team 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 already 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.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of the innings.

In a match shortened to 5-9 overs per side, no bowler may bowl more than 2 overs.

13.6 Over-Rate Penalties

13.6.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.2). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant to clause 13.3, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

13.6.2 Where this requirement is not met, clause 28.2.3 shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area.

13.6.3 Clause 13.6.2 shall not apply where:

13.6.3.1 a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

13.6.3.2 a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

13.6.4 The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:

13.6.4.1 the scheduled cessation time for the innings prior to the start of the innings, and of any rescheduled cessation time following any subsequent interruption to play; and

13.6.4.2 any time allowances pursuant to clause 12.3 as and when they arise.

13.6.5 Over-rate penalties pursuant to clause 13.6 shall be applied in addition to the relevant provisions under the NZC Code of Conduct.

13.7 The Toss

13.7.1 The captains shall toss a coin to decide the choice of innings on the field of play, unless otherwise directed by the Match Referee (or the umpires, if no Match Referee is appointed or available at the time). The toss must occur between 60 and 45 minutes before the scheduled or rescheduled start of play.

14. LAW 14 - THE FOLLOW-ON

Law 14 shall not apply.

15. LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. LAW 16 – THE RESULT

16.1 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 higher number of runs shall be the winner.

16.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum five overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing; this revised target being calculated by the DLS method.

16.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs (providing it has received not less than five overs), the result shall be decided by the DLS method.

16.4 In the event of a tie, including a tie when the DLS method has been used, the following shall apply:

16.4.1 in all matches other than the Elimination Final or the Grand Final, each team shall be awarded two (2) points for a tie, irrespective of the number of wickets lost;

16.4.2 in the Elimination Final or the Grand Final, a Super Over shall apply to achieve a result. The procedure for a Super Over is set out below at Men's SS Condition 16.5.

16.5 SUPER OVER

In the Elimination Final or the Grand Final, a Super Over shall apply to achieve a result. The procedure for a Super Over is set out below.

16.6 Super Over Procedure

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

16.6.1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the match referee/umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed.

16.6.2 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and referee if appointed.

16.6.3 The umpires shall stand at the same end as that in which they finished the match.

16.6.4 In both innings of the Super Over, the fielding team shall choose from which end to bowl.

16.6.5 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match, shall also apply in the Super Over.

16.6.6 Any penalty time being served in the main match shall be carried forward to the Super Over.

16.6.7 The Super Over shall be played with the same fielding restrictions as would be applicable for the last over of an uninterrupted match. The in-match over rate penalty will NOT be carried into a Super Over.

16.6.8 The team batting second in the match will bat first in the Super Over.

16.6.9 The fielding Captain or their nominee shall select the ball with which the player wishes to bowl their over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then Playing Conditions as stated for the main match shall apply.

16.6.10 The loss of two (2) wickets in the over ends the team's one over innings.

16.6.11 If the Super Over ends in a tie, or cannot be played due to bad weather or light, or unavoidable time restraints, the team that placed higher at the end of the round-robin phase of the competition will be deemed as the winner.

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

21.1 Free Hit

The delivery following a "no ball" called (all modes of "no ball") shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of "no ball" or a "wide ball") then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a "no ball", even if the delivery for the free hit is called "wide ball".

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

(a) there is a change of striker; or

(b) the "no ball" was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

The umpires will signal a "free hit" by (after the normal "no ball" signal) extending one arm straight upwards and moving it in a circular motion.

22. 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.

23. LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

24. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

24.1. Fielder absent or leaving the field

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

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.

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.

Law 24.2.3 shall be replaced by the following:

A player's unserved penalty time shall be limited to a maximum of 40 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 Law 26.1 Practice on the pitch or the rest of the square

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 Law 26.2 Practice on the outfield

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

28.1. Restrictions on the placement of fielders

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

28.1.2 For the first six overs only of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centered on each middle stump (each with a radius of 30 yards/27.43m) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white dots, 7 inches in diameter, at five yard intervals, or a continuous white line.

28.1.3 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

28.1.4 In circumstances where the number of overs the batting team is reduced, the number of overs in regard to the restrictions in 28.1.2 above and 28.1.3 shall be reduced in accordance with the table below. The table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	**No. of overs for which fielding restrictions in 9.2.2 and 9.2.4 above will apply**
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

28.1.5 If an innings is interrupted during an over, and if, on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the umpire shall call and signal “no ball”.

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

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, except that the incoming batter must be in position to receive the ball or for their partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the pitch immediately after a wicket falls and must cross with the outgoing batter on the field of play.

41. LAW 41 – UNFAIR PLAY

Law 41 shall apply, subject to the following.

41.1 Law 41.3 – The match ball changing its condition

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

Laws 41.6.2 and 41.6.3 shall be replaced by the following:

41.2.1 The following shall apply:

(a) A bowler shall be limited to one fast short-pitched delivery per over.

(b) 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.

(c) 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.

(d) 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".

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

(f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in paragraph (a) above, 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.

(g) If a bowler delivers a second 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.

(h) If a bowler is "no balled" a second time in the innings for the same offence, the umpire shall advise the bowler this is their final warning. This warning shall also apply throughout the innings.

(i) A third such offence in the same innings shall cause the umpire to invoke Law 41.6.4 i.e. the bowler shall be removed forthwith and cannot bowl again in that innings.

41.3 Bowling of dangerous and unfair non-pitching deliveries

41.3.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.3.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batter) by the same bowler in that innings, the umpire shall:

i. call and signal No ball
ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
iii. 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.

Additionally, the umpire shall:

i. report the occurrence to 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 (if appointed) who shall take such action as is considered appropriate against the bowler concerned.

41.3.3 The warning sequence in clauses 41.3.1 and 41.3.2 is independent of the warning and action sequence in clause 41.2.

41.3.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.3.1, then the caution and warning in clause 41.3.1 shall be dispensed with. The umpire shall:

i. immediately call and signal No ball.
ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and 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.

i. report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the NZC Match Referee (if appointed) who shall take such action as is considered appropriate against the bowler concerned.

42. LAW 42 – PLAYERS' CONDUCT

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. LIMITATION OF OVERS FOR UNDER AGE PACE BOWLERS

Does not apply.

45. SIGHTSCREENS

These shall be black and be placed outside the agreed boundary.

46. SCOREBOARD

Provision will be made for the scoreboard to show the total number of overs bowled and the number of overs bowled by individual bowlers. Provision will also be made to show the progressive Duckworth Lewis Stern par score in all matches.

47. COLOURED CLOTHING AND EQUIPMENT

Pads, and players and umpires clothing shall be coloured.

48. TELEVISED MATCHES

48.1 Televised Matches

In televised matches where a TV umpire has been appointed, and there is still doubt remaining after consultation between the on-field umpires, the procedure to follow will be as listed in 48.1.1 – 48.1.7 below.

48.1.1 In all televised T20 matches, the on-field umpire shall be entitled to refer for a TV replay to assist them in making a decision, including being able to check on a possible “no ball” regarding the number of players in the circle.

48.1.2 An on-field umpire wishing to refer a decision to the TV umpire shall signal to the TV umpire by making the shape of a TV screen with their hands. For all Out/Not Out referrals the TV umpire's decision will be relayed on the big screen.

48.1.3 For all Boundary checks, "no ball" checks, etc. the final decision will be signalled on field by the bowler's end umpire.

48.1.4 In the unlikely event, where the TV umpire has lost audio or video communication with the TV Director, the on-field umpires will not refer any decisions to the TV umpire. The fielding captain and batter will be advised when this occurs and as soon as it is fully restored.

48.1.5 Run out, Stumping and Hit Wicket Decisions

The on-field umpire shall be entitled to refer an appeal for a run out, stumping or hit wicket to the TV umpire.

(a) In the case of a referral of a hit wicket or stumping decision, the TV umpire shall first check the fairness of the delivery. (All modes of "no ball" except for the bowler using an illegal action [for clarity, a specific type of banned delivery can be reviewed and called "no ball"]).

(b) If the delivery was not a fair delivery they shall indicate that the batter is not out and advise the on-field umpire to signal "no ball".

(c) Additionally, if the TV umpire finds the batter is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW), they shall notify the on-field umpire so that the correct decision is made.

(d) If the TV umpire decides the batter is out a red light is displayed, a green light means not out. Should the TV umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big screen may be used for the purpose of conveying the TV umpire's decision).

48.1.6 Fair Catch Decisions, Obstructing the Field

(a) The on-field umpire shall be entitled to refer an appeal for a fair catch decision to the TV umpire in the circumstances set out below.

(b) The on-field umpire must be satisfied that the ball has hit the bat, before referring a caught decision to the TV umpire.

For clarity, the TV umpire is not to determine if the ball has hit the bat.

(c) Should the bowler's end umpire be unable to decide whether or not a catch was taken fairly, or if it was taken from a bump ball, or if, on appeal from the fielding side, the batter obstructed the field, they shall first consult with the square leg umpire.

(d) Should both on field umpires require assistance from the TV umpire to make a decision, the bowler's end umpire shall firstly make a decision on field after

consulting with the other umpire, then they shall consult by two-way radio with the TV umpire.

Such consultation shall be initiated by the bowler's end umpire to the TV umpire by making the shape of a TV screen with their hands, followed by an out or not out soft signal. If the TV umpire advises that the replay evidence is inconclusive, the on field decision communicated at the start of the consultation process shall stand.

(e) The TV umpire must determine whether the batter has been caught, or if the batter obstructed the field.

However, when reviewing the TV replay(s) the TV umpire shall first check the fairness of the delivery for decisions involving a catch (all modes of "no ball" except for the bowler using an illegal action), If the delivery was not a fair delivery, the TV umpire shall indicate to the on-field umpire that the batter is not out caught and advise the on-field umpire to signal "no ball".

Additionally, if it is clear to the TV umpire that the batter is out by another mode of dismissal (excluding LBW) or not out by any mode of dismissal (excluding LBW) they shall notify the on-field umpire so that the correct decision is made.

For clarity, the TV umpire shall not check for another mode of dismissal when there is an appeal for obstructing the field.

(f) A fielder, who had allowed a batter to walk after claiming a catch that is subsequently shown on replay not to have carried, could be the subject of a report under the NZC Code of Conduct.

48.1.7 Boundary Decisions

(a) The on-field umpire shall be entitled to refer to the TV umpire for a decision about whether the fielder had any part of their person in contact with the ball when he touched the boundary or when the player had any of their person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

(b) If the television evidence is inconclusive as to whether or not a boundary has been scored, the status quo will remain, and it shall be treated as runs scored by the batting side.

(c) An on-field umpire wishing the assistance of the TV umpire in this circumstance shall communicate with the TV umpire by use of a two-way radio and the TV umpire will convey their decision to the on-field umpire by this method.

(d) The TV umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

48.1.8 Batter running to the same end

(a) In the event of a runout where both batters are stranded in the middle; or run to the same end, and the umpires are uncertain over which batter is out, or made their ground first, the on-field umpire may refer the runout decision to the TV umpire.

48.1.9 No Balls

If the on-field umpire is uncertain as the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batter is dismissed, they shall be entitled to request the batter to delay leaving the field and to check the fairness of the delivery (all modes of "no ball" except for the bowler using an illegal action - for clarity, a specific type of banned delivery can be reviewed and called "no ball") with the TV umpire.

Consultation with the TV umpire shall be undertaken via two-way radio.
If the delivery was not a fair delivery, the on-field umpire shall indicate that the batter is not out, and signal "no ball".

The height of a delivery may be reviewed (once the ball becomes dead) if either of the on field umpires or the TV umpire, is of the opinion that a delivery may have passed on the full above waist height of the striker standing upright at the popping crease, or a short pitched delivery is in excess of that permitted, irrespective of whether it was a dismissal or not.

Consultation shall be undertaken via two-way radio by the on-field umpires followed by the bowler's end umpire signal to the TV umpire by making the shape of a TV screen with their hands. The TV umpire shall check the fairness of the delivery (all modes of "no ball"). If the delivery was not a fair delivery the bowler's end umpire shall call and signal "no ball".

49 PARAMETERS OF PERMITTED ADVERTISING

49.1 Refer to the NZC Domestic Competitions Clothing Regulations.

50. MATCH VENUES

Dates or venues may not be altered without approval from NZC.

51. ELIGIBILITY

Refer the NZC Eligibility Criteria

52. 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.

53. ANTI-CORRUPTION CODE – BETTING ON MATCHES

Refer to the NZC Anti-Corruption Code for Participants.

54. 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 a 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.

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 it's over rate.

55. 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, GM Cricket Operations on – catherine.campbell@nzc.nz

56. 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.

TWENTY20

APPENDIX A

Calculation sheet for use when a delay or interruptions occur in the first innings

Time

Net playing time available at start of the match	170 minutes	**(A)**
(Amend for other Twenty20 competitions as required)		
Time innings in progress	_____	**(B)**
Playing time lost	_____	**(C)**
Extra time available	_____	**(D)**
Time made up from reduced interval	_____	**(E)**
Effective playing time lost [**C** – (**D** + **E**)]	_____	**(F)**
Remaining playing time available [**A** - **F**]	_____	**(G)**
G divided by 4.25 (to 2 decimal places)	_____	**(H)**
(Amend for other Twenty20 competitions as required)		
Max overs per team [**H**/2] (round up fractions)	_____	**(I)**
Maximum overs per bowler [**I** / 5]	_____	
Number of Powerplay overs	_____	

Rescheduled Playing Hours

First session to commence or recommence	_____	**(J)**
Length of innings [**I** x 4.25]	_____	**(K)**
(Amend for other Twenty20 competitions as required)		
Rescheduled first innings cessation time [**J** + (**K** – **B**)]	_____	**(L)**
Length of interval	_____	**(M)**
Second innings commencement time [**L** + **M**]	_____	**(N)**
Rescheduled second innings cessation time [**N** + **K**]	_____	**(O)**

APPENDIX B

Calculation sheet to check whether an interruption during the first innings should terminate the innings

Proposed re-start time _____ **(P)**

Rescheduled cut-off time allowing for full use of any extra time provision _____ **(Q)**

Minutes between **P** and **Q** _____ **(R)**

Potential overs to be bowled [**R** / 4.25) (round up fractions) _____ **(S)**

(Amend for other Twenty20 competitions as required)

Number of complete overs faced to date in first innings _____ **(T)**

If **S** is greater than **T** then revert to Appendix A

If **S** is less than or equal to **T** then the first innings is terminated and go to Appendix C.

APPENDIX C

Calculation sheet for the start of the second innings

Maximum overs to be bowled:

(If first innings was terminated, **S** from Appendix B) _____ **(A)**

Scheduled length of innings: [**A** x 4.25] _____ **(B)**

(Amend for other Twenty20 competitions as required)

Start time _____ **(C)**

Scheduled cessation time [**C** + **B**] _____ **(D)**

Overs per bowler and fielding restrictions

Maximum overs per bowler [**A** / **5**] _____

Number of Powerplay overs _____

APPENDIX D

Calculation sheet for use when interruption occurs after the start of the second innings

Time

Time at start of innings	_____	**(A)**
Time at start of interruption	_____	**(B)**
Time innings in progress	_____	**(C)**
Restart time	_____	**(D)**
Length of interruption [**D** – **B**]	_____	**(E)**
Additional time available: (Any unused provision for extra time or for earlier than scheduled start of second innings)	_____	**(F)**
Total playing time lost [**E** – **F**]	_____	**(G)**

Overs

Maximum overs at start of innings	_____	**(H)**
Overs lost [**G** / 4.25] (rounded down)	_____	**(I)**

(Amend for other Twenty20 competitions as required)

Adjusted maximum length of innings [**H** – **I**]	_____	**(J)**
Rescheduled length of innings [**J** x 4.25]	_____	**(K)**

(Amend for other Twenty20 competitions as required)

Amended cessation time of innings [**D** + (**K** – **C**)]	_____	**(L)**

Overs per bowler and fielding restrictions

Maximum overs per bowler [**J** / 5]	_____
Number of Powerplay overs	_____