

FORD TROPHY

Except as modified hereunder, the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all matches.

1. The Competition

- (a) The Ford Trophy competition will comprise a series of eight rounds of matches with the six competing teams playing each other, followed by a preliminary finals playoff series, then a grand final.
- (b) On completion of the series of eight rounds, all teams will be placed from first to sixth position according to the points obtained, or if equal on points, in accordance with clause 6.2.

- (c) **Qualifying Finals**

Teams placed 1 & 2 on completion of the eight rounds will play off, and teams placed 3 & 4 will play off in qualifying finals. The winner of the 1 v 2 qualifying final will proceed directly to the grand final.

The qualifying finals will be played at the home ground of the team which was placed in the higher position after the series of eight matches.

- (a) **Elimination Final**

The loser of 1 v 2 will play off against the winner of 3 v 4 in the elimination final. The winner of that match will proceed to the grand final.

The elimination final will be played at the home ground of the loser of 1 v 2.

- (e) In the event of no result or a tie being achieved in either a qualifying or elimination final, the team which was placed in the higher position after the series of eight matches will be deemed the winner of that match.

- (f) **Grand Final**

The grand final will be played at the home ground of the team winning the qualifying final match 1 v 2.

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) the Ford Trophy will be awarded to the team finishing higher after the series of eight rounds.

The following shall apply to all Ford Trophy matches:

2. Duration

Preliminary rounds:

A match will consist of one innings per team, and each innings will be limited to 50 overs. Matches are to be of one day's duration. A minimum of 20 overs per team will constitute a match. Note: No reserve day is allocated for the preliminary rounds or finals.

3. Hours of Play

3.1 In those matches where the start of the play is not delayed or play is not interrupted then:

(a) Preliminary rounds, preliminary finals and grand final matches

11.00am – 2.30pm Session 1

2.30pm – 3.15pm Interval (see (b) below)

3.15pm – 6.45pm Session 2

Unless otherwise advised by NZC

(b) Interval between innings in uninterrupted match

If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10 minute break will occur, and team two will commence its innings correspondingly earlier, and the interval will occur as scheduled.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval 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 play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Note: In addition to above, the length of the interval may be reduced by the umpires should exceptional circumstances arise.

(c) Day/Night Matches

A match may be played as a day/night match where both of the competing associations agree. The hours of play shall be:

2.00pm – 5.30pm Session 1

5.30pm – 6.15pm Interval (see (b) above)

6.15pm – 9.45pm Session 2

Unless otherwise advised by NZC.

(d) Televised Matches

NZC shall have the right to vary the hours of play of any match which is televised live.

- 3.2 If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to:

| | |
|---------|------------------------------------|
| 7.30pm | preliminary rounds |
| 7.30pm | preliminary finals and grand final |
| 10.00pm | Day/Night matches |

- 3.3 Interrupted Match

Where the start of play is delayed or play is interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

| Time Lost | Interval between Innings |
|------------------|--------------------------|
| Up to 60 minutes | 30 minutes |

If more than 60 minutes of actual playing time is lost, (total playing time lost less any extra time provided) then the interval of 30 minutes may be further reduced by mutual agreement between the Umpires and both captains. The minimum interval shall be 10 minutes.

- 3.4 Intervals for drinks

Two drinks breaks per session shall be permitted, each one hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

4. Length of Innings

- 4.1 In an interrupted match, which includes a match where the start of play is delayed, or where play is suspended, but where it is possible for both sides to bat for 50 overs by 7.30pm in a preliminary round, or 7.30pm in the preliminary finals or grand final or 10.00pm in any day/night match:

4.1.1 Each team shall bat for 50 overs unless all our earlier

4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

- 4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- 4.1.5 Penalties shall apply for not bowling the required number of overs (refer Clause 23 follows).
- 4.2 In matches where the start is delayed or where play is suspended and it is not possible to complete a 50 over match:
 - 4.2.1 The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the time remaining before close of play at 7.30pm in the preliminary rounds and 7.30pm in the preliminary finals or the grand final or 10.00pm in any day/night match. Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs are to be rounded up.
 - 4.2.2 If the number of overs of the team batting first is reduced, a fixed time will be specified for the close of its innings by applying the provisions of clauses 3.3 and 4.2.1 men's Ford Trophy. In the event of the team fielding second failing to bowl, if necessary, the reduced numbers of overs by 7.30pm in a preliminary round and 7.30pm in the preliminary finals or the grand final or 10.00pm in any day/night match, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
 - 4.2.3 If, owing to suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 4.2.1.
 - 4.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs. To constitute a match, a minimum of 20 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.

5. The Result

- 5.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 5.2 All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared "no result" matches.

- 5.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an interrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.
- 5.4 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- 5.5 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 originally allotted (minimum 20 overs unless the provisions of 5.1 applies, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target is calculated by the Duckworth-Lewis/Stern method (see Duckworth-Lewis/Stern Regulations - DLS).
- 5.6 At the interval between innings or whenever a revised target has been set, a printout of 'par' scores (the score for which if the match was abandoned the match would be tied) for the end of each over will be supplied (by the scorers) to both team's dressing rooms and to the match Umpires, and ground authority.
- 5.7 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match (unless the provisions of clause 5.1 applies), then the result shall be decided by the DLS system.

6. Points

| | |
|------------------|----------|
| Win | 4 points |
| Tie or no result | 2 points |
| Bonus point | 1 point |
| Loss | 0 points |

6.1 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised using the DLS system, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

6.2 Competition Placing

In the event of teams finishing on equal points, the right to play in the preliminary finals series and grand final match will be determined as follows:

- 6.2.1 the team with the most number of wins
- 6.2.2 the team with the highest number of bonus points
- 6.2.3 the team with the highest net run rate

In a match declared as “no result”, run rate is not applicable.

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.

In matches where play is delayed or interrupted, and the match becomes less than a 50 over per team match, the team run rates will be calculated as follows:

- (a) The team run rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs (clause 5.5).
- (b) The team run rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in clause 5.5 to be bowled to the team batting second.

7. Number of overs per bowler

No bowler shall bowl more than 10 overs in an innings. In a delayed 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.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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 only in so far as each bowlers limit is concerned. The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

8. Field restrictions

- 8.1 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 8.2 In addition to the restriction contained in clause 8.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 8.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer P144 Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at five yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

8.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

| Innings duration | Powerplay 1 | Powerplay 2 | Powerplay 3 |
|-------------------------|--------------------|--------------------|--------------------|
| 20 | 4 | 12 | 4 |
| 21 | 4 | 13 | 4 |
| 22 | 5 | 13 | 4 |
| 23 | 5 | 14 | 4 |
| 24 | 5 | 14 | 5 |
| 25 | 5 | 15 | 5 |
| 26 | 5 | 16 | 5 |
| 27 | 6 | 16 | 5 |
| 28 | 6 | 17 | 5 |
| 29 | 6 | 17 | 6 |
| 30 | 6 | 18 | 6 |
| 31 | 6 | 19 | 6 |
| 32 | 7 | 19 | 6 |
| 33 | 7 | 20 | 6 |
| 34 | 7 | 20 | 7 |
| 35 | 7 | 21 | 7 |
| 36 | 7 | 22 | 7 |
| 37 | 8 | 22 | 7 |
| 38 | 8 | 23 | 7 |
| 39 | 8 | 23 | 8 |
| 40 | 8 | 24 | 8 |
| 41 | 8 | 25 | 8 |

| | | | |
|----|----|----|----|
| 42 | 9 | 25 | 8 |
| 43 | 9 | 26 | 8 |
| 44 | 9 | 26 | 9 |
| 45 | 9 | 27 | 9 |
| 46 | 9 | 28 | 9 |
| 47 | 10 | 28 | 9 |
| 48 | 10 | 29 | 9 |
| 49 | 10 | 29 | 10 |

- 8.5 If play is interrupted during an innings and the table in 8.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 8.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 8.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 8.7 The scoreboard shall indicate the current Powerplay in progress.
- 8.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

9. Wide Bowling

- 9.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 9.2 Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.
- 9.3 A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No ball shall be scored as Wides.

Guidelines and Application

Umpires need to ensure a balance between the application of the Law and the Playing Condition.

9.3.1 Leg side

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and should be called Wide.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a Wide for the purposes of this Playing Condition as there has been a reasonable opportunity for the batsman to score.

The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called Wide when the batsman moves across to the off stump from his original stance.

Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any Wide call.

9.3.2 Offside

Applying the Playing Condition clause 9.2 above in conjunction with Law 25, any delivery that passes outside the Wide guideline, with the batsman in a “normal” batting stance, should be called Wide.

For clarity:

- (a) If the batsman brings the ball sufficiently within reach and the ball passes outside the Wide “guideline” then it is not a Wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the Wide guideline, and if he fails to make contact with the ball, the delivery will not be called a Wide.
- (b) In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called Wide.
- (c) When a right arm bowler is bowling around the wicket to a right hand batsman, or left arm bowler bowling around the wicket to a left hand batsman and bowls full yorkers on the off side marked guideline, this is deemed a negative tactic, and the delivery should be called Wide.

9.3.3 Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed or calling a Wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows:

- (a) By the batsman playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well.
- (b) Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20s) shall apply on both sides of the stumps.
- (c) Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

9.3.4 Over head Wide

In conjunction with NZC Playing Condition 18.2.4 (Law 42.6) any ball that passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket stroke shall be called Wide.

10. No Ball

Law 24 shall apply subject to the following:

10.1 Law 24.1 (b) - Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal No ball, and the ball is to be re-bowled overarm.

10.2 Free Hit

In addition to the above, the delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman 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 batsman 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 (the provisions of clause 41.2 shall apply),

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 his mode of delivery for the free hit delivery. In such circumstances Law 24.1 (a) 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.

10.3 Fair Delivery - the feet

Law 24.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

11. Dangerous and Unfair Bowling Law 42.6

11.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 11.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his 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 one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 11.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a 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 third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout

the innings.

- h) 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 that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith.

If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires may then report the matter to NZC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Law 42.7 below which umpires are able to apply at any time.

11.2 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.6.2 (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another

bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- f) The umpires may then report the matter to NZC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

11.3 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 11.1, 11.2 and 11.4 the following shall apply at any time during the match:

- 11.3.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- 11.3.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:
 - a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
 - b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
 - c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
 - d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
 - e) The bowler thus taken off shall not be able to bowl again in that

innings.

- f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g) The umpires may then report the matter to NZC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

Should the umpires initiate the caution and warning procedures set out in Clauses 11.1, 11.2, and 11.3 such cautions and warnings are not to be cumulative.

11.4 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 11.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- 11.4.1 Call and signal no ball.
- 11.4.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 11.4.3 Not allow the bowler to bowl again in that innings.
- 11.4.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 11.4.5 Report the occurrence to the other umpire, to the captain of the batting side and NZC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

12. Time Wasting

Umpires should fully take into account in limited over matches any deliberate slowing down of the time by either batsmen or fieldsmen where it may be seen to be to the disadvantage of an opposition team e.g. in the case of a team fielding second slowing down the game knowing it might win a shortened match on run rate, or in the case of a team batting first slowing down the game to reduce the number of overs available to the team batting second.

13. Light

Normally, play will continue regardless of the state of the light, but Umpires are empowered to enforce Law 3.9(d) if they deem it necessary. Refer NZC Playing Conditions 6.4 also.

If during a day/night match or a day match played with black sightscreens and white balls, in the opinion of the Umpires, natural light is deteriorating to an unfit level, they may authorise the Ground Authority to use the available artificial lighting (if available) so that the match can continue in unfit conditions. Refer Clause 22.

14. The Ball

White Kookaburra 156g Turf cricket balls, as approved by NZC will be used in all matches. Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end. In a one day match reduced to 25 overs or less prior to the start of the first innings, only one new ball will be used per innings.

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, a drinks interval, 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 batsman may raise the matter with the Umpires and the Umpires decision as to a replacement or otherwise will be final.

Host Associations are to 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 25 overs.

Note: **Law 42.3 – The match ball – changing its condition**

Law 42.3 shall apply, subject to the following:

Law 42.3(d) and (e) shall be replaced with the following:

If the Umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

14.1 If it is possible to do identify the player(s) responsible:

- (a) Change the ball forthwith. The batsman 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.

Additionally the bowler's end Umpire shall:

- (b) Award 5 penalty runs to the batting side
- (c) Inform the Captain of the fielding team of the reason for the action taken
- (d) Inform the Captain of the batting team as soon as practicable of what has occurred
- (e) Together with the other Umpire report the incident as is appropriate against the player(s) responsible for the conduct under the NZC Code of Conduct.

14.2 If it is not possible to identify the player(s) responsible:

- (a) 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.
- (b) The bowlers end Umpire shall issue the Captain with a first and final warning; and
- (c) Advise him that should there be any further incident by that team during the remainder of the match, steps 42.3.1 (a-e) above will be adopted, with the Captain deemed under (e) to be the player responsible.

15. Sightscreens

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

16. 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.

17. Reports

Reports are required as for First Class matches (see First Class Playing Condition 22).

18. Declarations

The Captain of the batting team may not declare his innings closed at any time during the course of the match.

19. Cricket clothing and equipment – style, colour and advertising

The provisions as apply in First Class matches (see First Class Playing Condition 23) shall apply to the 1-day matches.

Logos on uniforms - Refer to NZC Domestic Competition Clothing Regulations

21. Logos on the ground

Only NZC has the right to approve on-ground logos for domestic cricket.

22. Day/night matches

22.1 Pads, and players and Umpires clothing shall be coloured.

22.2 Sightscreens will be black

22.3 If during a day/night match or a day match played with black sightscreens and white balls, in the opinion of the Umpires, natural light is deteriorating to an unfit level, they may authorise the Ground Authority to use the available artificial lighting so that the match can continue in acceptable conditions.

23. Penalties for not bowling the required overs

23.1 If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required number of overs have been bowled. After consultation between Umpires and scorers regarding any time allowances, for each over short of the required number of overs at the scheduled or rescheduled cessation time, teams may be penalised \$1100 + GST for each over short of the required target. The over in progress of the cessation time shall count as a complete over. Refer NZC Playing Condition 3.6.

23.2 For the purposes of determining penalties, the Umpires shall take the following allowances into account:

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball, or recover a ball.
- (d) Referrals to third Umpire and sightscreen changes.
- (e) Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under (e) above (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.

23.3 There shall be no allowances given for:

- (a) Wickets falling
- (b) Drinks breaks

23.4 Umpires are required to verify all times for allowances and stoppages in consultation with the official scorers, at the end of each session of play and at the completion of the match.

Should a team be penalized under this NZC Playing Condition more than once during a competition then, in addition to the fines imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team under clause 1.5 of the NZC Code of Conduct.

The following shall apply in addition to Law 1.3(a):

The player who is nominated as the Captain in any match will be deemed to be the Captain should any penalties be imposed under this Playing Condition. Except that where a team's regular Captain is playing in any match but is not nominated as the Captain for that match (regardless of the reason), he or she may be deemed to be the Captain for the purposes of bringing any charge under NZC Code of Conduct in relation to over rate penalties.

Payment of any monetary penalty imposed on the fielding team is the responsibility of that team's Captain.

2016-17 FORD TROPHY

| January 2017 | | | | |
|----------------------|--------------------------|---|-----------------------------|------------------------------------|
| Sun 15 | Canterbury | v | Central Stags | Mainpower Oval, Rangiora |
| | Otago Volts | v | Wellington Firebirds | University of Otago Oval, Dunedin |
| | Auckland Aces | v | Northern Districts | Eden Park no. 2, Auckland |
| Wed 18 | Central Stags | v | Wellington Firebirds | McLean Park, Napier |
| | Northern Districts | v | Canterbury | Seddon Park, Hamilton |
| | Auckland Aces | v | Otago Volts | Eden Park no.2, Auckland |
| Sun 22 | Wellington Firebirds | v | Auckland Aces | Basin Reserve, Wellington |
| | Otago Volts | v | Canterbury | University of Otago Oval, Dunedin |
| | Northern Districts | v | Central Stags | Seddon Park, Hamilton |
| Wed 25 | Auckland Aces | v | Central Stags | Eden Park no.2, Auckland |
| | Northern Districts | v | Otago Volts | Cobham Oval, Whangarei |
| | Wellington Firebirds | v | Canterbury | Basin Reserve, Wellington |
| Sat 28 | Northern Districts | v | Wellington Firebirds | Cobham Oval, Whangarei |
| | Central Stags | v | Otago Volts | Fitzherbert Park, Palmerston North |
| | Canterbury | v | Auckland Aces | Mainpower Oval, Rangiora |
| February 2017 | | | | |
| Wed 01 | Otago Volts | v | Auckland Aces | Queens Park, Invercargill |
| | Wellington Firebirds | v | Central Stags | Basin Reserve, Wellington |
| | Canterbury | v | Northern Districts | Hagley Oval, Christchurch |
| Sat 04 | Central Stags | v | Northern Districts | Pukekura Park, New Plymouth |
| | Auckland Aces | v | Canterbury | Colin Maiden Oval, Auckland |
| | Wellington Firebirds | v | Otago Volts | Basin Reserve, Wellington |
| Wed 08 | Central Stags | v | Auckland Aces | Pukekura Park, New Plymouth |
| | Canterbury | v | Wellington Firebirds | Hagley Oval, Christchurch |
| | Otago Volts | v | Northern Districts | University of Otago Oval, Dunedin |
| Sat 11 | Qualifying Finals | | | |
| | Number 1 qualifier | v | Number 2 qualifier | TBA |
| | Number 3 qualifier | v | Number 4 qualifier | TBA |
| Wed 15 | Elimination Final | | | |
| | Losers 1 v 2 | v | Winners 3 v 4 | TBA |
| | Grand Final | | | |
| Sat 18 | Winner 1 v 2 | v | Winner of Elimination Final | TBA |

