

## MCDONALDS SUPER SMASH

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

### 1. The Competition

The McDonalds Super Smash 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 2<sup>nd</sup> and 3<sup>rd</sup> will play in an Elimination final with the winner proceeding to the Grand Final. A reserve day has been scheduled for the Grand Final.

#### Points

Win 4 points

Loss 0 points

No result or tie (due to weather by Duckworth-Lewis-Stern (DLS)) 2 points each

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 highest net run rate.

A team's net run rate is calculated by deducting from the average runs per over scored by that team over the series. (The calculation of net run rate – team run rate per over less opponents 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.

#### 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.

#### 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.

#### Application of the Reserve Day (Grand Final only)

The hours of play on the Reserve Day will be the same as on the scheduled day for the match (including the extra time provision).

If play is interrupted on the scheduled day, umpires will use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day. Each team must have had the opportunity to bat for a minimum of 5 overs for a result to be achieved.

If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day will be used to complete the match.

On the Reserve Day, play will recommence under the same assumption that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams will be carried through to the Reserve Day.

Umpires should make all their Ground / Weather / Light decisions to maximize play on the scheduled day of the match to achieve a result on that day - as if there was no Reserve Day available.

**Example 1:**

Match starts at 20 overs per side and there is an interruption at 4 overs. Overs are reduced to 16 overs per side and play is about to resume.

Before another ball is bowled it rains and play is abandoned for the day. As the match didn't resume under the revised overs, the match should continue on the reserve day at the original 20 overs per side with the overs reduced if necessary during the reserve day.

**Example 2:**

The same start as in example 1 i.e. match starts at 20 overs per side and there is an interruption at 4 overs. Overs are reduced to 16 overs per side and play is about to resume.

This time, play starts and after an over has been bowled it rains and play is abandoned for the day.

As the match has resumed, it is continued on the reserve day at 16 overs per side with the overs further reduced if necessary during the reserve day.

If the match (min 5 overs each) can be completed on the original scheduled day, then it must happen.

DLS applies including the provision that if e.g. a 5 over match was started and 1 innings completed and Team 2 only batted 3 overs (but in doing so scored enough runs to win on DLS target) then Team 2 would win.

It is the umpires decision as to fitness for play at all times prevails.

If the Reserve day is used then the same conditions apply.

If both days are washed out then the top qualifier is the winner- refer to Ford Trophy Playing Conditions.

## **2. Duration**

Matches of one innings per side, each innings being limited to a maximum of 20 overs. (Minimum 5 overs each side).

## **3. Hours of play and intervals**

The scheduled starting time may be altered with the mutual consent of both competing Associations, and with the agreement of NZC.

Refer to McDonalds Super Smash Playing Conditions 4.3 with regard to close of play times should there be a delayed start, or one or more interruptions in play.

3.1	1 hour 20 minutes	Session 1
	10 minutes	Interval for Televised matches
	15 Minutes	Non Televised Matches
	1 hour 20 minutes	Session 2

### **3.2 Interval between innings**

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. In the circumstances where the team bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings over ran. In any of the above circumstances the interval shall consist of a minimum of ten minutes.

### **3.3 Interval for drinks – no drinks intervals are permitted.**

## **4. 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 NZC Playing Condition 14 “Over rate penalties” 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 NZC Playing Condition 14 "Over rate penalties" shall apply.

#### 4.1 Delay or interruptions to the innings of the team batting first:

- 4.1.1 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 15 overs per hour (4 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).

- 4.1.2 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 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.

4.1.3 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 NZC Playing Condition 14 shall apply. In all reduced overs matches both teams will be given one over leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of application of NZC Playing Condition 14 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

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

4.2.1 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 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.

4.2.2 A rescheduled time for the close of play will be fixed by applying a rate of 4 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 have 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.

4.2.3 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved, and NZC Playing

Condition 14 shall apply. In all reduced over matches the fielding team shall be given a one over leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of NZC Playing Condition 14 only – they do not influence the recalculated number of overs or the scheduled close of play.

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.

#### 4.3 Extra time

Extra time of 30 minutes is allowed in any match where the start of play is delayed, or play is suspended i.e. for over calculation purposes e.g. play scheduled to start 2.00pm – normal close 5.00pm. If start was delayed until 2.30pm play could be extended to 5.30pm before any overs are lost. Play should not be rescheduled to finish more than 30 minutes beyond the original scheduled close time under any circumstances in any 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. If required to maximize the available overs in a match, the original time shall be extended to allow for the rounding up.

### 5. **Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

- 5.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penalty time), subject to a maximum cumulative penalty time of 40 minutes. If any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match and into the Super Over if applicable.
- 5.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the

unexpired penalty time carried forward from the previous innings, subject to a maximum cumulative penalty time of 40 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.

For the purposes of 5.1 and 5.2, playing time shall only comprise of the time that play is in progress.

The restriction in Clauses 5.1 and 5.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time provided he returns to the field of play immediately after the interruption.

- 5.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

## **6. The ball**

White Kookaburra Turf 156g cricket balls will be used. One new ball shall be used at the start of each innings.

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.

6.1 If it is possible to 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.

6.2 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 bowler's 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 5.1 (a)-(e) above will be adopted, with the Captain deemed under (e) to be the player responsible.

## **7. The Result**

7.1 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.

7.2 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.

- 7.3 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.
- 7.4 In the event of a tie, including a tie when the DLS method has been used, the following Super Over procedure shall apply to achieve a result:

## **Super Over Procedure**

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

- (a) 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. Note: re unfit light conditions below – bowl out.
- (b) 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.
- (c) The Umpires shall stand at the same end as that in which they finished the match.
- (d) In both innings of the Super Over, the fielding team shall choose from which end to bowl.
- (e) 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.
- (f) Any penalty time being served in the main match shall be carried forward to the Super Over.
- (g) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- (h) The team batting second in the match will bat first in the Super Over.
- (i) The fielding Captain or his nominee shall select the ball with which he wishes to bowl his 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.
- (j) The loss of two (2) wickets in the over ends the team's one over innings.
- (k) In the event of the team's having the same score after the Super Over has been completed, if the original match was a tie under the DLS method, clause (m) immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per team eliminator shall be the winner.
- (l) If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.

- (m) If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

<b>Example</b>		
<b>Runs scored from</b>	<b>Team 1</b>	<b>Team 2</b>
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6<sup>th</sup> and 5<sup>th</sup> ball of their innings, however team 1 scored 2 runs from its 4<sup>th</sup> ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

#### Unfit light conditions

Only in the event that bad light prohibits the application of the Super Over, then a bowl out shall take place. The Umpires shall determine the suitability of the light.

#### Bowl Out

Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket (conforming to Law 8) from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a “sudden

death” basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.

If a bowler bowls a No ball (it will count as one of his two deliveries but will not count towards the score of the team.

Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.

## **8. Restrictions on the placement of fieldsmen**

- 8.1 At the instant of delivery there shall be no more than five fieldsmen on the leg side.
- 8.2 For the first six overs only of each innings, only two fieldsmen are permitted to be outside an area bounded by two semi-circles centred 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.
- 8.3 For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.
- 8.4 In circumstances where the number of overs the batting team is reduced, the number of overs in regard to the restrictions in 8.2 above and 8.4 shall be reduced in accordance with the table below. The table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

<b>Total overs in innings</b>	<b>No. of overs for which fielding restrictions in 7.2 and 7.4 above will apply</b>
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 8.5 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.

## **9. 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 bowled 4 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have 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.

## **10. Declaration**

Law 14 will not apply. The Captain of the batting team may not declare his innings closed at any time during the course of the match.

## **11. Law 24 – No ball**

Law 24 shall apply subject to the following:

### **11.1 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.

### **11.2 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 (provisions of clause 7 above 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.

## **12. Law 25 – Wide ball**

In addition to Law 25 the following will apply:

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. A penalty of one run shall be scored on the call of Wide. This penalty shall stand in addition to any other runs which are scored or awarded.

Guidelines (refer also Ford Trophy NZC Playing Conditions 9 for more detail).

### Leg side Wide

Where the batsman moves to the off side to play a shot, and the ball narrowly passes the wickets (leg stump) down the leg side, then Wide will not be called.

Normal Twenty20 and One Day leg side Wide guidelines otherwise apply.

### Off side Wide

Where the batsman moves to the off side, and in doing so brings the ball within reach, and is able to play a normal cricket stroke, then Wide will not be called, and the Wide guideline will not be taken into account.

A delivery passing outside the Wide guideline, the batsman not having moved, will be called Wide if not hit by the batsman.

### Overhead Wide

NZC Playing Condition 9 (Ford Trophy) will apply i.e. a 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.

## **13. Law 31 – Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the pitch immediately a wicket falls, and must cross with the outgoing batsman on the field of play.

#### **14. Dangerous and Unfair Bowling**

Bowlers will be limited to one short pitched delivery per over. (As defined in Clause 11 of the Ford Trophy Playing Conditions and Clause 19.2 NZC First Class Playing Conditions).

#### **15. Over Rate Penalties**

Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour and twenty minutes playing time. 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.

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.

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.

The Umpires will record and inform the fielding Captain of any time allowances as and when they arise, and the scorers at the end of the innings. (This matter will not be subject to retrospective negotiation). In addition, in all reduced over matches, the fielding team will be given one over leeway.

Over rate penalties apply only to innings of ten overs or more duration.

##### Time Allowances

15.1 Actual time where treatment by authorized medical personnel is required on the ground, and also for any injured players leaving the field due to serious injury.

15.2 Interruptions caused by weather (including drying the ball) or light or other unforeseen delays beyond the reasonable control of the fielding team e.g. ball recovery from outside of the ground.

15.3 Time for third Umpire referrals and sightscreen changes, if any.

15.4 Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under 15.4 above (time wasting by batting team) then such time shall be deducted from the allowance granted to the batting team in the determination of its over rate.

In addition to the allowances as provided for above:

- (a) 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;
- (b) An additional allowance of 1 minute will be given for each of the 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> wickets taken during an innings.

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.

### Penalties

For each over not bowled inside the time allowed, a fine of \$1100 +GST per team will be imposed.

Should a team be penalised 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 the NZC Code of Conduct in relation to over rate penalties).

The payment of any monetary fine imposed on the fielding team is the responsibility of that team's captain.

### **16. Clothing, equipment and sightscreens**

Players shall wear coloured clothing and equipment in accordance with Clause 19 of the Ford Trophy One Day Playing Conditions. Sightscreens shall be black.

### **17. Reports**

As per First Class Playing Condition 22.

## 2016-17 MCDONALDS SUPER SMASH

December 2016					
Sun 4	Central Stags	v	Canterbury Kings	Pukekura Park, New Plymouth	2.00pm
	Knights	v	Wellington Firebirds	Seddon Park, Hamilton	2.00pm
	Auckland Aces	v	Otago Volts	Eden Park no. 2, Auckland	TV 2.10pm
Sat 10	Central Stags	v	Knights	Yarrow Stadium, New Plymouth	TV 7.10pm
Sun 11	Canterbury Kings	v	Auckland Aces	Hagley Oval, Christchurch	TV 2.10pm
Wed 14	Otago Volts	v	Knights	University of Otago Oval, Dunedin	5.00pm
Thurs 15	Canterbury Kings	v	Wellington Firebirds	Hagley Oval, Christchurch	TV 4.10pm
Fri 16	Wellington Firebirds	v	Canterbury Kings	Basin Reserve, Wellington	4.00pm
	Central Stags	v	Otago Volts	McLean Park, Napier	TV 7.10pm
Sat 17	Knights	v	Auckland Aces	Seddon Park, Hamilton	TV 7.10pm
Sun 18	Central Stags	v	Wellington Firebirds	Saxton Oval, Nelson	2.00pm
	Knights	v	Otago Volts	Bay Oval, Mt Maunganui	TV 2.10pm
	Auckland Aces	v	Canterbury Kings	Eden Park no. 2, Auckland	4.00pm
Wed 21	Central Stags	v	Otago Volts	Pukekura Park, New Plymouth	4.00pm
Thurs 22	Wellington Firebirds	v	Auckland Aces	Basin Reserve, Wellington	4.00pm
Fri 23	Canterbury Kings	v	Otago Volts	Hagley Oval, Christchurch	4.00pm
	Knights	v	Central Stags	Seddon Park, Hamilton	TV 7.10pm
Sat 24	Auckland Aces	v	Wellington Firebirds	Eden Park no. 2, Auckland	TV 2.10pm
Mon 26	Wellington Firebirds	v	Central Stags	Basin Reserve, Wellington	4.00pm
	Otago Volts	v	Canterbury Kings	Molyneux Park, Alexandra	4.00pm
Tues 27	Knights	v	Auckland Aces	Bay Oval, Mt Maunganui	TV 4.10pm
Wed 28	Otago Volts	v	Wellington Firebirds	Molyneux Park, Alexandra	2.00pm
Thurs 29	Knights	v	Canterbury Kings	Bay Oval, Mt Maunganui	4.00pm
	Central Stags	v	Auckland Aces	Pukekura Park, New Plymouth	4.00pm
Fri 30	Knights	v	Wellington Firebirds	Seddon Park, Hamilton	TV 7.10pm
Sat 31	Central Stags	v	Canterbury Kings	Yarrow Stadium, New Plymouth	TV 7.10pm
January 2017					
Sun 1	Otago Volts	v	Auckland Aces	University of Otago Oval, Dunedin	2.00pm
Mon 2	Canterbury Kings	v	Knights	Hagley Oval, Christchurch	4.00pm
Tues 3	Wellington Firebirds	v	Otago Volts	Basin Reserve, Wellington	2.00pm
	Auckland Aces	v	Central Stags	Eden Park no. 2, Auckland	TV 4.10pm
Thurs 5	<b>Elimination Final</b>			TBC	TV TBC
Sat 7	<b>Grand Final</b>			TBC	TV TBC
Sun 8	<b>Reserve Day</b>				

## 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 160 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 (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 ] \_\_\_\_\_ (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)\*

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying NZC Twenty20 Playing Conditions Clause 4.2.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

## **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 [ $R / 4$ ] (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: [ $A \times 4$ ] \_\_\_\_\_ (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 [ <b>D – B</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 [ <b>E – F</b> ]	_____	(G)

#### **Overs**

Maximum overs at start of innings	_____	(H)
Overs lost [ <b>G / 4</b> ] (rounded down)	_____	(I)
<i>(Amend for other Twenty20 competitions as required)</i>		
Adjusted maximum length of innings [ <b>H – I</b> ]	_____	(J)
Rescheduled length of innings [ <b>J x 4</b> ]	_____	(K)
<i>(Amend for other Twenty20 competitions as required)</i>		
Amended cessation time of innings [ <b>D + (K – C)</b> ]	_____	(L)

#### **Overs per bowler and fielding restrictions**

Maximum overs per bowler [ <b>J / 5</b> ]	_____
Number of Powerplay overs	_____