

## WOMEN'S ONE DAY COMPETITION

Except as modified hereunder the NZC First Class and Ford Trophy Playing Conditions shall apply in all matches.

### 1. The competition

- 1.1 The Women's One Day competition will comprise a series of five rounds of one day matches with the six competing teams playing each other twice, followed by a final.
- 1.2 On completion of the series of five rounds all teams will be placed from one to six according to the points obtained.
- 1.3 The final will be played at the home ground of the top qualifier, subject to confirmation by NZC.
- 1.4 The following Rules shall apply to all competition matches.

### 2. Hours of play

- 2.1 In those matches where the start of play is not delayed or play is not interrupted then

|       |                  |                          |
|-------|------------------|--------------------------|
| 2.1.1 | 10.30am – 1.40pm | Session 1                |
|       | 1.40pm – 2.25pm  | Interval (see (b) below) |
|       | 2.25pm – 5.35pm  | Session 2                |

- 2.1.2 In extraordinary circumstances the start of a match may be brought forward to 10.00am with the prior mutual consent of both teams, in which case all times stated shall be brought forward by 30 minutes.

- 2.1.3 In extraordinary circumstances the start of a match may be delayed up to 12 noon with the mutual consent of both teams, in which case all times stated shall be put back by the amount of time by which the start is delayed.

- (a) 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.

(b) Variations for delayed start

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

| <b>Time Lost</b>          | <b>Interval between innings</b> |
|---------------------------|---------------------------------|
| Up to 80 minutes          | 40 minutes                      |
| Between 81 & 140 minutes  | 35 minutes                      |
| Between 141 & 170 minutes | 30 minutes                      |
| Between 171 & 200 minutes | 20 minutes                      |
| More than 200 minutes     | 10 minutes                      |

(c) 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.

2.2 Two drinks breaks per session shall be permitted, each 65 minutes apart. The provision 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.

2.3 In those matches where the start is delayed or where play is suspended, the time should be calculated on the basis of an average of 15.79 overs per hour.

### **3. Playing Conditions**

#### **3.1 Length of innings**

3.1.1. In an uninterrupted match (which includes a match where the start of play is delayed but where it is possible for both teams to bat for 50 overs by 7.30pm):

- (a) Each team shall bat for 50 overs unless all out earlier.
- (b) 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.

- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (d) 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.
- (e) Penalties shall apply for not bowling the required number of overs (refer Clause 8).

3.1.2 In matches where the start is delayed or where play is suspended, the Ford Trophy Playing Condition 4.2.1 applies except the average rate of 14.28 overs per hour is to be replaced by the average rate of 15.79 overs per hour and in both 4.2.1. the words “the preliminary final or Grand Final or 10.00pm in any day/night match”, are deleted and replaced with “the Final” and the close of play shall be 7.30pm.

3.1.3 In matches where the start is delayed or where play is suspended and it is not possible to complete a 50 over match:

- (a) The object should always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. The calculation of the number of overs to be bowled shall be based on an average rate of 15.79 overs per hour in the time remaining before close of play at 7.30pm.
- (b) If owing to suspension of play during the innings of the team batting second, it is not possible for the 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 condition 3.1.2 above.
- (c) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

#### **4. Law 1.2 - Nomination of players**

Law 1.2 applies.

#### **5. Points**

See Ford Trophy

Note: The DLS system for target scores will be applied, when necessary in all matches.

#### **6. The Final**

If, in the final, the start is delayed or play is suspended the Ford Trophy Playing Condition 4.2 applies – except the average rate of 14.28 overs per hour is to be replaced by the average rate of 15.79 overs per hour.

**1. Law 2 - Substitutes and Runners, Batter or Fielder Leaving the field, Batter Retiring, Batter Commencing Innings**

Law 2 shall apply subject to the following:

**2.1 Law 2.1 Substitutes and Runners**

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batter when batting is not permitted.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player. at the start of the match, or at any subsequent time.

**2.2 Law 2.5 - Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with her 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 her absence, and she 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:

2.2.1 The player shall not be permitted to bowl in the match until she has either been able to field, or her team has subsequently been batting, for the total length of playing time for which she was absent (hereafter referred to as penalty time), subject to a maximum cumulative penalty time of 110 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.

2.2.2 The player shall not be permitted to bat in the match until her 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 110 minutes. However, once her side has lost five wickets in its batting innings, she may bat immediately.

For the purposes of 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals.

However, in the event of a batter 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, she shall be allowed to count any such stoppage time as playing time, provided that she personally informs the umpires when she 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, she 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.

The restriction in clauses 2.2.1 and 2.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle)

2.2.3 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'.

## **8. Field Restrictions**

(a) Replace 27.43m with 23m (Clause 9 below). Refer Appendix 1

## **9. Field Restrictions**

9.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

9.2 In addition to the restriction above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs are set out in the following paragraphs. Also Refer Appendix 1.

The following fielding restrictions shall apply:

9.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either

end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (refer appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals each 'dot' to be covered by which plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter. During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During the second block of Powerplay Overs only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

9.2.2 During the non Powerplay Overs, no more than 4 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 9.2.1 above.

9.2.3 Subject to the provisions below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

(a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

(b) The second block of Powerplay Overs (block of 5 overs in an uninterrupted match), shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40<sup>th</sup> over. (No equivalent restriction applies to innings of shorter scheduled duration).

(c) A batsman must nominate his team's Powerplay no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over.

(a) Once a batsman has nominated a Powerplay, the decision cannot be reversed.

(b) Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings this will begin at the start of the 36<sup>th</sup> over).

(c) In circumstances when the number of overs of the

batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

| Innings Duration | First Powerplay | Second Powerplay | Powerplay Total |
|------------------|-----------------|------------------|-----------------|
| 20-21            | 4               | 2                | 6               |
| 22-24            | 5               | 2                | 7               |
| 25-28            | 5               | 3                | 8               |
| 29-31            | 6               | 3                | 9               |
| 32-34            | 7               | 3                | 10              |
| 35-38            | 7               | 4                | 11              |
| 39-41            | 8               | 4                | 12              |
| 42-44            | 9               | 4                | 13              |
| 45-48            | 9               | 5                | 14              |
| 49               | 10              | 5                | 15              |

- (d) Each block of Powerplay Overs must commence at the start of an over.
- (e) If play is interrupted not during the Powerplay Overs, then on resumption, it is necessary to determine how any remaining Powerplay Overs should be allocated. The total number of Powerplay Overs for the innings is derived from the table in (f) above. Any Powerplay Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting team's allocation. The decision of the batting team of when to take any remaining Powerplay Overs is made in the usual way.

Illustration of (h)

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. The first 10 overs have been Powerplay Overs; the next two were not. The new Powerplay Overs allocation is 9+4, so there are 3 overs left for the batting team. These must start no later than the 38<sup>th</sup> over in order to be completed by the 40<sup>th</sup> over.

- (f) If play is interrupted during the first Powerplay Over and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay Over will be assumed to have been taken immediately and will continue until it is completed.

Illustration of (i)

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay Overs are 9+4. 2<sup>nd</sup> Powerplay is in progress with 0.3 out of the 4 overs completed i.e. it covers overs 10-13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustration of (j)

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay Overs are 5+3. All Powerplay Overs have been completed. Non- Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- (j) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Over remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

Illustration of (l)

A 41 over innings in which only the first Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay Overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay Overs can be bowled in the innings.

- (k) At the commencement of the second block of Powerplay Overs, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (l) The Umpire shall also indicate to the fielding Captain before any signal is made that the batting team has chosen its Powerplay.
- (m) A light or other indicator shall be displayed on the scoreboard whenever the Powerplay is being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

- (n) The public address system shall be used to keep the spectators informed.
- (o) In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal No ball.

## 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 8 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.*

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. Penalties for not bowling the required overs**

11.1 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 has 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 penalized 0.5 points for each over short of the required target. The over in progress at the cessation time shall count as a complete over.

11.2 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 and sightscreen changes or other unforeseen delays beyond the reasonable control of the fielding team
- (d) Referrals to third Umpire
- (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 each batting team in the determination of its over rate.

11.3 There shall be no allowance given for:

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

11.4 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 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 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.

Other variations for the Women's One Day Competition are as follows

#### The Ball

One only white Kookaburra Regulation ball (142 grams) per innings.

#### Variation to First Class Playing Condition 9 - Boundaries

No boundary to exceed 70 metres from the centre of the pitch

No boundary should be less than 50 metres

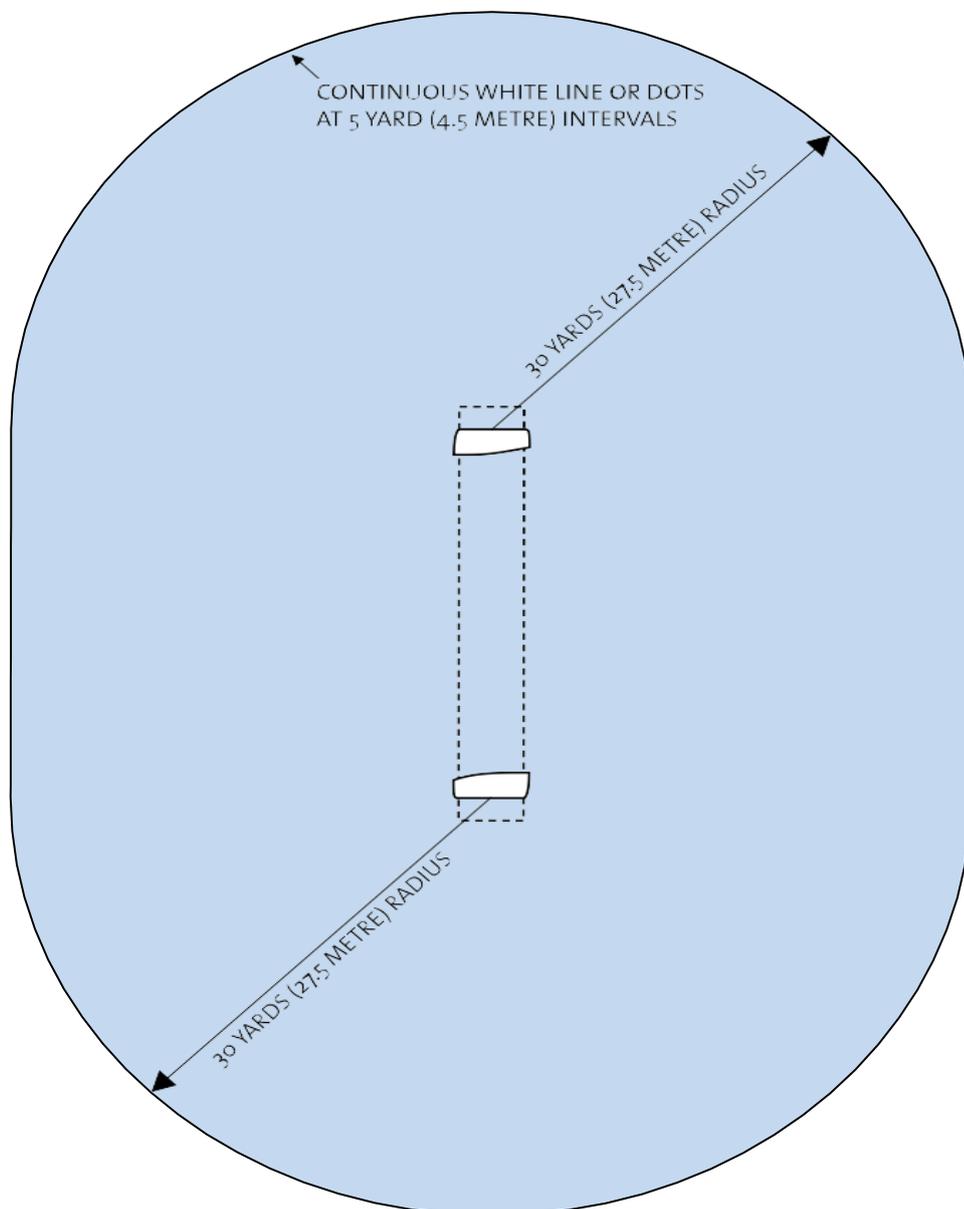
## **12. Reports**

Captain's Reports on Umpires and the Match Manager's Pitch/Ground Reports are to be sent, within 24 hours of the completion of the match to NZC.

The electronic address to be used is: <http://nzc.feedbacksport.com> using the username and password supplied by NZC to each Captain and each Association.

## APPENDIX 1 – Restriction on placement of fielders

| Limited over circles                                | Men         | Women     |
|---|-------------|-----------|
| Outer circle centred on each middle stump           | 27.5 metres | 23 metres |
|   |             |           |
| Popping crease is extended to minimum 15yds(13.71m) |             |           |



## 2016-17 Women's One Day

| <b>November 2016</b> |                      |   |                      |   |
|----------------------|----------------------|---|----------------------|---|
| Sat 26 & Sun 27      | Central Hinds        | v | Otago Sparks         | Pukekura Park, New Plymouth             |
|                      | Wellington Blaze     | v | Canterbury Magicians | Basin Reserve, Wellington               |
|                      | Auckland Hearts      | v | Northern Spirit      | Cobham Oval, Whangarei                  |
| <b>December 2016</b> |                      |   |                      |   |
| Sat 3 & Sun 4        | Otago Sparks         | v | Canterbury Magicians | Molyneux Park, Alexandra                |
|                      | Auckland Hearts      | v | Central Hinds        | Melville Park, Auckland                 |
|                      | Northern Spirit      | v | Wellington Blaze     | Cobham Oval, Whangarei                  |
| Wed 28 & Thur 29     | Northern Spirit      | v | Canterbury Magicians | Lincoln Green & Lincoln no. 3           |
|                      | Wellington Blaze     | v | Central Hinds        | Bert Sutcliffe Oval & Lincoln Green     |
|                      | Otago Sparks         | v | Auckland Hearts      | Lincoln no. 3 & Bert Sutcliffe Oval     |
| <b>January 2017</b>  |                      |   |                      |   |
| Mon 2 & Wed 4        | Auckland Hearts      | v | Wellington Blaze     | Melville Park, Auckland                 |
| Tues 3 & Wed 4       | Otago Sparks         | v | Northern Spirit      | University of Otago Oval, Dunedin       |
|                      | Canterbury Magicians | v | Central Hinds        | Hagley Oval, Christchurch               |
| <b>February 2017</b> |                      |   |                      |   |
| Sat 4 & Sun 5        | Wellington Blaze     | v | Otago Sparks         | Karori Park (4th) & Basin Reserve (5th) |
|                      | Canterbury Magicians | v | Auckland Hearts      | Hagley Oval, Christchurch               |
|                      | Central Hinds        | v | Northern Spirit      | Cornwall Park, Hastings                 |
| Saturday 11          | <b>Final</b>         |   |                      | TBA                                     |

The first match in the rounds starts at 10.30am and the second match starts at 10.00am

