

Zone 3 Elimination Matches

PLAYING CONDITIONS 2022/23

1. The Laws of Cricket

Except as specially provided hereinafter, the current code of the Laws of Cricket, together with the First-Class Playing Conditions as laid down by NZC for 2021/22 will apply.

2. Teams

The Zone will consist of teams from Buller, Nelson, Marlborough and Canterbury Country and the series will be run on a round-robin basis.

Teams will consist of 12 players with all players able to be involved in the match.

Prior to the toss for each match team captains must provide opposing captains and the umpires a list of their batting XI and their Fielding XI. The player left out of the Fielding XI will act as a 12th man for the fielding portions of the match. (i.e. the player may bat in the Batting XI but may not bowl).

The 12th man may be rotated on and off the field acting as substitute fielder bearing in mind the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field still apply.

No player (batsman) can only bat in the match and not take part in the field.

The wicket keeper cannot be designated as the non -bowler, as effectively doing so would nominate him as 12th man, and the Laws of Cricket do not allow substitutes to act as the wicket keeper.

3. Balls

As per NZC regulations, "Kookaburra Regulation" 4-piece balls will be provided by the host Association for both teams. Ideally there should be a supply of replacement balls, in varying conditions of use, available if required.

4. Hours of Play and Intervals

Hours of Play and Intervals:

10.30am – 1.00pm	First Session
1.40pm – 4.00pm	Second Session
4.20pm – 6.30pm	Third Session

A minimum of 110 overs will be bowled in the day.

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

Should the teams leave the ground for lunch, then at the discretion of the umpires, up to 20 minutes can be added to the lunch break with the remaining sessions adjusted accordingly. A minimum of 15 overs will be bowled in the last hour of the match.

Players shall be ready to start on the field at the time set for the start of play and the resumption of play after a break.

There will be a scheduled drinks break halfway through every playing session. Drinks can only be run on and off the field at scheduled drinks breaks and a fall of wicket or at the umpire's discretion on a hot day.

30 minutes of extra time can be played after the scheduled close of play on day 1 but at this time play shall cease regardless of whether the full quota of overs has been bowled. For example, a 6.30pm scheduled finish allows for play to continue until 7.00pm when the over being bowled is completed and time is called. Unbowled overs are lost. The umpires are to be more demanding in relation to hurrying the over-rates along as much as they can with both the fielding and batting teams.

5. Weather Interference and/or Travel difficulties

Where owing to weather conditions or travel difficulties it has been decided no play is possible in the pre-lunch period, the time set down for the luncheon interval may be brought forward. Also, in the event of delay due to weather conditions or travel difficulties the afternoon tea interval may be varied. Time will be made up on that day and/or subsequent days where weather, travel difficulties or any other unavoidable circumstance intervenes.

- 5.1 The total hours (including all stoppages but excluding scheduled intervals) do not exceed 14 hours in any match except where necessary to allow a minimum of 15 overs in the last hour of the match.
- 5.2 Play can be between the hours of 9.30am (making up one hour from day one or teams requiring early departure) and 7.00pm (if further play is lost during day two, up to 30 minutes) provided that no session shall be scheduled for more than 3 hours in duration. (Overtime thus could be played to allow a minimum of 15 overs to be bowled in the last hour of the match).
- 5.3 Calculation for any lost time – for every 3.75 minutes deduct one over. The major consideration with delays should be to recommence play as soon as possible. Co-operation is required between Captains/Coaches/Umpires.

Note: Discussions on play resumption involves umpire and captains only

6. Length of Innings

There is no restriction on the length of an innings. A new ball becomes available after 80 overs.

7. Over Rates

Section 12.8 of the NZC First-Class Playing Conditions 2021/22 apply except that the initial minimum number of overs to be completed on any day, unless there is an interruption to play, is 110.

8. Points

How points are allocated	Points awarded
Outright win	10
First innings win	7
No first innings result	3
Abandoned match	3
Outright loss with first innings win	5
Tie on first innings	4
Tie on first innings but outright win	10
Outright tie	7
Loss on first innings	1
Win by default	10

9. Zone Results and Winner

At the conclusion of each game, the Host Association is responsible for advising the Zone Administrator the result of the game, and the scores of each side by completion of an official result card.

The Zone Administrator shall keep a table of the points earned by each side and shall advise NZC at the conclusion of the series, the Zone Winner.

In the event of a tie in the number of points earned, the team with the most outright wins would be the winner. If the teams are still tied, the team with the best runs-per-wicket differential over the entire series of matches would be the winner. The net run rate is calculated by taking the runs per wicket for and deducting the runs per wicket against

If, for any reason, the Zone Winner is unable to fulfil their challenge obligations, then the second team will become the challenger.

Zone Final play off

There will be a play-off between the top 2 teams as decided above. The play off will be played over 3 days under the same rules as those used for Hawke Cup challenge games (see NZC 1st class playing regulations). The winner of this play-off game will be the Zone winner.

Rules for Zone Play-off Final game (if played)

The final will be hosted by the top qualifier as decided above. The same rules as for Hawke Cup challenge games will apply to the Zone play-off final and these rules will be used to find the winner.

If the play off is a no-result, then the top qualifying team from pool play will be named as Zone winner.

10. Umpires

The Host Association is responsible for the appointment of Umpires. In the case of the Canterbury Association affiliated teams (Canterbury Country and Buller) the Canterbury Regional Umpires Association will be asked to appoint umpires for home matches on the understanding that district umpires will be given priority with appointments.

Similarly, the Central Districts Umpires and Scorers Association will make the appointments for matches played in Nelson and Marlborough.

11. Catering

The Host Association is responsible for providing and paying for Lunch/Afternoon Tea for both teams, 12th men, Managers, Umpires, Scorers and Coaches. Lunch shall be of a good nutritious standard suitable for fulfilling the needs of the athletes. Player drinks should be available, always, during the game.

12. Artificial Pitches

Artificial Pitches can be used for elimination matches. Where a match is played on any form of artificial pitch, any delivery not deemed to be a wide which strikes the edge of the pitch is to be called "Dead Ball".

13. Covers

Each Association is to ensure they have adequate covers available where possible to cover the block and bowlers run ups. Covers should be placed 3 days prior to the start of a match. Players from both teams will assist with covers on match days.

14. Player Eligibility

The Buller Cricket Association is permitted to play two players, who do not play club cricket in, or live in Westport, for all Hawke Cup elimination fixtures. These players can be drawn from the playing ranks of the other three competing Associations by request and subsequent agreement by the other Associations. Ideally, if possible, the same two players play all the Buller matches in that season.

These players names will be submitted to the Zone Administrator and distributed to other Districts prior to the commencement of the elimination programme. Both players will play all matches if fitness and form warrant their selection. In the case of injury or form warranting non-selection, Buller may select a replacement player but must advise the Zone Administrator prior to the match in question and provide adequate supporting information as to the reasons for the change in selection. Buller will endeavour to select players who have some affiliation to their Association.

Any other applications for dispensations must be referred to the Zone Administrator no later than one full week prior to the match.

Commentary

As a general principal Canterbury Country, Marlborough and Nelson Associations should be sympathetic to the requirements of Buller to fill their representative team for them to compete in the elimination match programme. Some flexibility and understanding may be required from time to time to enable this to occur. While Buller will always use their best endeavours to fill their team from their own resources, the other Associations should be pro-actively looking to support Buller in terms of loaning players and occasionally the number of players loaned.

From the NZC Playing Conditions 2021/22

4.1 A player shall be eligible to play in a Challenge or Elimination match if the player is: 4.1.1 A New Zealand Qualified Player, an Overseas Player or a New Zealand Qualifying Player (as these are defined in Clause 1 above), and:

4.1.2 Qualifies to play for a District Association through playing all their current seasons' club cricket in that district; or

4.1.3 Has lived no less than 3 years in the District between the ages of 5 and 18 years.

4.2 No player shall represent more than one District Association in the same season without the express sanction of NZC in accordance with clause 7.

4.3 All Overseas Players and New Zealand Qualifying Players playing in Hawke Cup Challenges or Elimination matches must be declared to the opposition captain at the coin toss.

4.4 A District Association may play no more than one Overseas Player in a Hawke Cup Challenge or Elimination match, provided that such Overseas Player must have played or is playing all of their current season's club cricket in that district.

4.5 An Overseas Player may become exempt from clauses 4.3 and 4.4 and may be classified as a local player (for Hawke Cup Elimination and Challenge matches only) if they have played club cricket for the previous 3 seasons within the same district. An eligibility request for such a player is required from the District Association via the Major Association to New Zealand Cricket at any time following the completion of the Overseas Player's third season of cricket within the district.

4.6 For each Hawke Cup Challenge or Elimination Match, each District Association may select a maximum of one (1) Overseas Player and/or a maximum of two (2) New Zealand Qualifying Players in its final playing XI, provided that the total number of Ineligible Players (as this is defined in Clause 1 above) selected in any final playing XI may not exceed two (2) Ineligible Players.

15. Accommodation

Each Association is responsible for organising its own accommodation. Prior to making accommodation bookings, the visiting Association should contact the host DA to ascertain whether there are any sponsorship relationships that should be considered. Host Associations may also be required to make single room accommodation bookings for umpires.

16. Disputes

Any query regarding Zone Elimination Matches will be referred to the Zone Administrator who will arrange for the Zone Committee (1 member per district) to rule on or arrange to get a ruling on the point at issue.

17. Sightscreens

To be provided where possible.

18. Scoreboard

The host Association will provide a suitable scoreboard which is visible to the players on ground.

19. Scorers

The host Association will provide at least one scorer. Any visiting team scorer is to be notified to the host Association at least 7 days prior to the match.

20. Umpire and Pitch Reports

Umpire Reports are to be completed and collected by the host association immediately following the completion of a match and forwarded to the respective Regional Umpires Association for grading purposes.

Pitch Reports are to be completed and collected by the host association immediately following the completion of a match.

21. Code of Conduct

Refer to the Laws of Cricket

Law 42 - Player Conduct

Laws 42.1, 42.2 and 42.3, i.e. Level 1 and Level 2 offences, shall apply as per the current "The Laws of Cricket".

For Laws 42.4, 42.5, 42.6 and 42.7, i.e Level 3 and 4 offences, the New Zealand Cricket Code of Conduct 2021/22 shall apply.

22. Dressing Rooms

The host Association is to provide clean and tidy dressing rooms for players and umpires. At the conclusion of the match, teams are required to leave the rooms in a clean and tidy state, as they found them at the start of the match.

23. Match Manager

The host Association will appoint a Match Manager and advise teams and umpires. The Match Manager will attend all times but may delegate their responsibilities to a replacement if they need to leave the ground. The teams and umpires must be notified of the replacement at the next interval.

Playing Conditions amended August 2022