

CRICKET WELLINGTON CLUB CRICKET HANDBOOK 2017/18



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Cricket Wellington Staff 2017/18

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Cricket Wellington Board 2017/18

President	Alasdair McBeath	Board Member	Nigel Blair
Chair	Sally Morrison	Board Member	Paul Chandler
Board Member	Chris Lendrum	Board Member	Elizabeth Scurr
Board Member	Richard Reid	Board Member	Richard Suhr

Cricket Wellington Code of Conduct Commissioners 2017/18

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Cricket Wellington Umpires and Scorers Incorporated 2017/18

Chairman	Jeremy Busby	970 8164/027 291 1230	chair@wellingtonumpires.com
Appointments	Chris Parkin	021 355 657	Kirhi.parakini@xtra.co.nz
Secretary	Graeme Watson	021 038 3808/565 3871	secretary@umpires.nz
Reports Officer	Matt Frost		reportsofficer@wellingtonumpires.com
Regional Trainer	Jeremy Busby	970 8164/027 291 1230	chair@wellingtonumpires.com

Ground Authorities

Wellington City Council		
Bookings Officer	Candace Durston	Buspgbookings@wcc.govt.nz 04 389 0262
Customer Liaison	Lauren Harkress	Lauren.Harkress@wcc.govt.nz 04 389 0258 021 270 8131
Hutt City Council		
Parks/Assets Manager	Aaron Marsh	Aaron.marsh@huttcity.govt.nz 04 570 6721 027 480 8478
Bookings Officer	Lacey Kaukau	Lacey.kaukau@downer.co.nz 021 541 890
Grounds Manager	Scott Walker	Scott.walker@downer.co.nz
Upper Hutt City Council		
Bookings Officer		tsu@uhcc.govt.nz 04 527 2169
Grounds Manager	Scott Walker	Scott.walker@downer.co.nz
Parks/Assets Manager	Peter McKenzie	Peter.mckenzie@uhcc.govt.nz 04 527 2169
Porirua City Council		
Park Operation Manager	Dan Hooper	dhooper@pcc.govt.nz 021 730 258
Bookings Officer	Natasha Davies	pccsportbookings@pcc.govt.nz 04 237 3807

Club Directory

Brooklyn Cricket Club	sporty.co.nz/brooklynseiorcricket	Est 1912 – Black, White & Red
63a Durham Street. Wellington 6021		
Chairman	Daryl Giles	DarylGiles1@gmail.com 021 914 311
Club Captain	Rikki Willis	brooklyncricket@me.co.nz 027 537 9246
Eastbourne Cricket Club	www.eastbourneccricket.org.nz	Est 1919 – Green & Gold
PO Box 41-058 Eastbourne		
Chairman	Michael Ferrier	chairman@eastbourneccricket.org.nz 021 2820 477
Club Captain	Alex Webster	ayjaywebster@gmail.com 0273475367
Eastern Suburbs Cricket Club	www.eastsc.co.nz	Est 1993 – Maroon & Navy
PO Box 4099 Wellington		
Chairman	Clinton Johns	clintjohns007@yahoo.com 021 266 1833
Club Manager	Gordon Dry	gordondry@xtra.co.nz 021 817 767
Hutt District Cricket Club	www.huttdistrictcc.org.nz	Est 1909 – Royal & Mediterranean Blue
PO Box 30-625 Lower Hutt		
Chairman	Campbell Mackie	mackiecampbell@gmail.com 027 634 5502
Club Captain	Sam Fraser	Sam.fraser006@gmail.com 027 283 4447
Women's Contact	Ian Gordon	ian.gordon@nzbus.co.nz 021 371 676
Johnsonville Cricket Club	www.icc.org.nz	Est 1886 – Light & Dark Blue
PO Box 13-132 Johnsonville		
Chairman	Julian Allen	Julian.allen@live.com 021 275 5095
Club Captain/Manager	Rick Mudgway	mudgway.family@xtra.co.nz 021 183 0764
Karori Cricket Club	www.sportsground.co.nz/karoricricket	Est 1880 – Black & White
PO Box 2774 Wellington		
Club Chair	John Sewell	John.sewell@nzgt.co.nz 027 445 5600
Club Captain	Alex Fill	alexfillsurfs@gmail.com 022 363 3661
Naenae Old Boys	www.naenaecricket.co.nz	Est 1946 – Gold, Green, Silver & Grey
PO Box 35-169 Naenae		
Chairman	Adam Williams	Adam.williams044@msd.govt.nz 021 119 9543
Club Captain	Marcel Wratt	Naenaeoldboyscricketclub@gmail.com 027 404 3392
North City Cricket Club	www.northcitycricketclub.co.nz	Est 1995 – Maroon
PO Box 51-082 Tawa		
Linden Park		

Chairman	Dominic Rogerson	chairman@northcitycricketclub.co.nz 027 457 3138
Club Captain		
Northern Park Cricket Club		Est 1949 – Black & White
42 Wai-iti Cres Lower Hutt		
Chairman	John Bradbury	j.bradbury@clear.net.nz 022 621 8658
Club Captain	Iain MacIntyre	i.macintyre@xtra.co.nz 021 991 016
Onslow Cricket Club	www.onslow.co.nz	Est 1930 – Red & Green
PO Box 22-190 Wellington		Nairnville Park
Chairman	David Ireland	David.ireland@kensingtonswan.com 021 343 615
Club Captain	Andrew Watson	watsonnagio@gmail.com 027 384 7454
Petone-Riverside Cricket Club	www.sportsground.co.nz/petoneriversidecc	Est 1894 – Black, Blue & White
PO Box 30-934 Wellington		Petone Recreation Ground
Chairman	Allan Hewson	a.hewson@paradise.net.nz 021 778 815
Club Manager	Leigh Kelly	Leigh.kelly@fire.org.nz 021 458 748
SIKH Sports Club		Est 2000 - Blue
Club Captain	Preetam Kalsi	kalsipreetam@yahoo.co.nz 021 042 4192
Sri Lankan Sports Club		Est 2000 – Blue
President	Nal Ariyawansa	nalman@me.com 021 211 952
Club Captain	Nalin Kulugammana	kulu@paradise.net.nz 021 586 6323
Stokes Valley Cricket Club	www.sportsground.co.nz/stokevalleycricket	Est 1949 – Red, Navy Blue & Gold
PO Box 35-116 Naenae		Delany Parl
Chairman	Brendan Wood	bgwood@clear.net.nz 021 138 7581
Taita District Cricket Club	www.taitacricket.co.nz	Est – 1933 – Red & Black
PO Box 31-212 Lower Hutt		Fraser Park
Chairman	David Little	David.little@printlink.co.nz 021 197 9555
Club Captain	Shaun Gillespie	Shaun_gillespie@westpac.co.nz 027 425 8172
Te Aroha		Est 1933 – Blue & Gold
11 Nelson Cres Wainuiomata		Te Whiti Park
Chairman	Mark Stratford	stratts@clear.net.nz 027 238 5162
Upper Hutt Cricket Club		Est 1996 – Maroon, Blue & Gold
PO Box 40-488 Upper Hutt		Trentham Memorial Park

Chairman	Glen Taylor	Glen.taylor@foodstuffs.co.nz 027 453 7702
Club Captain	Robbie Hutchinson	Rob.hutchinson.4@gmail.com 027 697 1313
Victoria University Cricket Club	www.vicunicricket.net	Est 1905 – Green & Gold
PO Box 14-130 Kilbirnie		Kelburn Park
Chairman	Colin Owens	cowens@deloitte.co.nz 027 496 7187
Club Captain	Tom Jemson	Tom.jemson@gmail.com 027 738 4927
Wainuiomata	www.sportsground.co.nz/wainuiomatacricket	Est 1947 – Green & Black
PO Box 43-040 Wainuiomata		Bryan Heath Park
Chairman	Greg Ross	Greg.ross@outlook.co.nz 027 260 1010
Club Captain	Neil Hayes	neilhayes42@gmail.com 021 764 303
Wellington Collegians	www.collegians.org	Est 1970 – Red, Gold & Black
PO Box 33-88 Wellington		Anderson Park
Chairman	Nathan Pilalis	nathanpilalis@hotmail.com 022 311 6608
Club Manager	Dilip Deva	dilipdeva@hotmail.com 021 447 408
Wellington Indian Sports Club	www.wisc.org.nz	Est 1935 – Sky Blue
48 Kemp St Kilbirnie		
President	Hansa Prabhu	president@wisc.org.nz
Club Captain	Ashwin Patel	Seniorcricket@wisc.org.nz 027 341 0593

Ground Directory

Wellington City

Alex Moore Park
Anderson Park
Ben Burn Park
Grenada North Park
Ian Galloway Park
Karori Park
Kelburn Park
Kilbirnie Park
Liadret Park
Linden Park
MacAlister Park
Melrose Park
Miramar Park
Nairnville Park
Pinkerton Park
Wilton Park

Porirua

Adventure Park
Ascot Park
Endeavour Park
Elsdon Park
Ngatitoa Domain

Hutt Valley

Bryan Heath Park
Delaney Park
HW Shortt Park
Fraser Park
Hutt Rec
Naenae Park
Petone Rec
Richard Prouse Park
Te Whiti Park
Trafalgar Park
Trentham Memorial Park
Sladden Park

For up to dates ground maps – please go to www.cricketwellington.co.nz/senior/ground-layouts and click on the link

Cricket Wellington By-Laws

These rules shall be read in conjunction with the “Objects, Constitution, General Rules and By- Laws” of Cricket Wellington Inc.

In accordance with Rule 18.1 (d) of the Constitution of Cricket Wellington Inc. these rules can only be made, repealed, and amended by the Board of Cricket Wellington.

ANNUAL COMPETITIONS

Cricket Wellington shall administer competitions for affiliated clubs on an annual basis for grade championships and overall club championships.

1: ENTRY OF TEAMS

Affiliated Clubs wishing to enter teams in the Cricket Wellington competitions shall notify Cricket Wellington in writing, in accordance with the Rules for Club Cricket as below:

1:1 Clubs wishing to enter teams in the Men’s Premier Grade shall notify Cricket Wellington by May 31st each year.

1:2 Clubs participating in the Premier Grade must also have a team participating in the Premier/Reserve Grade.

1:3 To be eligible to enter a team in the Men’s Premier Grade (and by default Premier Reserve) a club needs to satisfy the following criteria by May 31st of the preceding season:

Governance

- a) Application is made by one constitutional entity
- b) Has a current Strategic Plan
- c) Has an Annual Plan in place for the current season that includes:
 - i. Business Plan
 - ii. Community Plan
 - iii. Coaching Plan
 - iv. Facility Plan
- d) Submits its Annual Accounts from the previous Financial Year
- e) Provides a Budget for the current Financial Year

Administration

- a) Has an Integrated Club Management Structure (Junior and Senior) with the following positions filled:
 - i. Chairman
 - ii. Secretary
 - iii. Treasurer
 - iv. Coaching Coordinator
 - v. Senior Club Captain
 - vi. Junior Club Captain
- b) Minutes of previous two integrated committee meetings
- c) Current and up to date Website
- d) 2014/15 Census provided through database system (designated by CW)

Coaching

- a) 1 Level Two Premier Team Coach (or higher)
- b) 5 Level One Coaches (or higher)
- c) 10 Coaching a Cricket Team, Have a Go or Kiwi Coaches

Infrastructure

- a) Clubrooms with occupancy of minimum 50 people
- b) Changing rooms for players and officials (separated)
- c) Toilets (available for spectators and players/officials)
- d) Scoreboard readable from pitch (noting runs, pitch, overs and target score)
- e) Covered Scorers Facility
- f) Premier Quality Turf Pitch

- g) 2 Lane minimum artificial surface practice facility
- h) Covers (7m wide minimum), with 50m Hessian and sufficient pegs/sandbags
- i) Boundary flags or rope for premier ground
- j) Catering Facilities available (Premier Grade level):
 - i. Food for Sale
 - ii. Tea and coffee available for players and officials
 - iii. Drinks
 - iv. First Aid Kit

Playing Numbers

A minimum of:

- a) 175 junior players (Years 0-8), participating in Cricket Wellington's competitions and New Zealand Cricket's official programmes; Superstar Cricket Programmes
- b) Nine Senior teams, participating in Cricket Wellington's competitions (Years 9-13 sides to be considered part of senior club)
- c) Either
 - i. One 'Girls only side' playing in an adult competition (Premier Women, Girls Youth or Twenty20) or
 - ii. 30 registered female players
 - iii. Please note either option can be counted as a subset of the overall participation figures.

1:4 If a club who has been granted Premier status falls below the required criteria levels, they have until May 31st of that season to remedy the situation. If the club fails to do so by the required date, then that club may lose its Premier status for the following season.

1:5 Clubs wishing to enter teams into the Women's competitions and all other two-day, one-day and twenty20 grades shall notify Cricket Wellington by 30 September each year.

1:6 All clubs, teams and individual players participating in all Cricket Wellington competitions shall abide by the Bylaws and Playing Conditions for Club Cricket.

2: GRADING OF TEAMS

Cricket Wellington shall determine in which grade each team entered shall compete. It may divide any grade into sections and vary, amend or alter the grading of teams at any time.

2:1 The Premier and Premier Reserve grades are set up as a flat structure where there is no promotion/relegation from season to season. Clubs who qualify for the Premier grade must also field a Premier Reserve grade team. Clubs who don't field a team in both grades will have their Premier grade status revoked. A club may only have one team in each grade.

2:2 In deciding the placement of teams in two-day grades below the Premier and Premier Reserve grade structure, the following shall apply:

- i. All Grades determined on a promotion/relegation system, based on positions at the end of the preceding season.

2:3 Grading of teams in one-day and Twenty20 competitions will be done on application although a promotion/relegation policy may apply if the size of a grade is considered too big

3: GRADING, ELIGIBILITY AND RESIDENCY OF PLAYERS

3:1 Only persons who have been resident not less than fourteen (14) days in the Wellington region (south of Pukerua Bay and south of Rimutaka) shall be eligible to play in championship matches, provided however that Cricket Wellington may grant permission to any person to play in such matches, if, in its opinion, it is in the interests and objectives of Cricket Wellington to grant such permission.

3:2 This residency rule also applies to university students returning to Wellington for the season.

3:3 No player shall play in more than one championship match during the period set down for such match unless they are nominated as a replacement player before the round commences as per rule 1.3 Local Playing Conditions – Two Day Matches. However, if Cricket Wellington schedule grades in the same round on different days then clubs may apply for dispensation to

enable players to play on both days, dispensation will be at the discretion of Cricket Wellington.

3:4 Eligibility for Finals Matches

As with meeting the preceding criteria the following must also be met:

3:4:1 A player of a club, other than a representative player, shall not be eligible to play in a One Day or Three Day finals match unless he has played four days or more with the club in that grade (or lower grade) during the current season, or Cricket Wellington gives approval in special circumstances.

3:4:2 A player of a club, other than a representative player, shall not be eligible to play in a Twenty20 finals match unless he has played three games or more with the club in that grade (or lower grade) during the current season, or Cricket Wellington gives approval in special circumstances.

3:4:3 In determining a player's eligibility for a final, games played in lower XI's shall be counted, but games played in higher XI's shall not be counted.

3:4:4 Cricket Wellington will advise which matches constitute a 'final', but will include the Premier Grade three-day final, Premier one-day finals and Premier Twenty20 final.

4: OVERSEAS PLAYERS

4:1 Clubs may not play more than one (1) player in the Premier.

4:2 Clubs may not play more than two (2) players in the Premier Reserve and Premier Women's. 4:2 Overseas player means a person who is neither:

- a) a New Zealand citizen; nor
- b) a New Zealand resident, who shall be, for the purposes of this definition, a person who:
 - i. is entitled to reside in New Zealand permanently; and
 - ii. has been granted a 'local player' status by Cricket Wellington prior to their playing

4:3 In addition to an overseas player, clubs may also play no more than 1 qualifying local player.

4:4 A Qualifying local player is defined as

- a) Having signed a NZ Cricket affidavit or
- b) Have resided in NZ for preceding 12 months from 15 October.

This status will be relinquished if having obtained a local player status – that player spends more than 2 months outside of NZ

4:5 Should a premier grade side not acquire the services of an overseas player they are permitted to play 2 Qualifying local players

4:6 Any non-New Zealand citizen may make application to Cricket Wellington to be granted a "local player" status for the purposes of the club competition. Typically these will be non-professional cricketers who work or study in Wellington, with a longer-term objective of permanent or semi-permanent residency in Wellington. Application forms, including criteria, are issued by Cricket Wellington prior to the season starting.

4:7 An overseas player must be in Wellington and available for club cricket no later than 15 January of that season. The arrival and/or initial playing of an overseas player after 15 January will require the prior approval of Cricket Wellington, following application by the club. Overseas Player registration forms will be issued by Cricket Wellington.

4:8 Should an overseas player be required to leave the club for the remainder of any season, for injury, illness or any other bona fide reason, then Cricket Wellington may permit the replacement of that player with another overseas player for the remainder of the season (subject to 4.7 below).

4:9 In circumstances raised by 4.5 above, the club shall have no more than 30 days to replace the player, or such time frame as directed by Cricket Wellington.

4:10 Grades below Premier, Premier Reserve and Premier Women's may play non-New Zealand eligible players, but these players must be of an ability consistent with the grade in which they are playing (or a lesser ability).

5: TRANSFER OF PLAYERS

5:1 Should any club enter two or more teams in any one grade, no transfer of a player from one to another of such teams shall be allowed during the course of a season, unless with the written consent of Cricket Wellington.

5:2 The only exception to rule 5:1 is when a club's Premier and Premier Reserve sides both end up in the Hazlett Trophy 2-day competition. In these circumstances, No club shall transfer a player(s) from the higher team to the lower team to unfairly strengthen the lower team. The term 'unfairly' is applied as per 5:3 below.

5:3 No club shall transfer a player(s) from a higher grade to a lower grade to unfairly strengthen the lower team.

The term "unfairly" shall relate to a situation whereby the transferred player(s) are not normally a member and would not reasonably be expected to be a member of the lower grade team.

Any determination of whether the transfer has been unfair would involve consideration of the player's status, his record in the higher grade, the circumstances of the transfer, the state of the respective grade competitions, and the impact the player has made on the game in question.

A club may transfer players from a higher to a lower grade within their club structure as part of the normal team selection process even though this may on occasions necessitate the player moving down more than one Cricket Wellington competition grade.

5:4 No player shall play in Premier Women's matches for more than one club in a season except for the following:

- a) Any Youth Grade player may play for more than one Premier Women's team,
where that player's involvement in the Premier Women's grade is pursuant to the managed programme by CW of providing suitable Youth Grade players with an opportunity to play in the Premier Women's grade. Upon a Youth Grade player being selected for a second Premier Women's team, the player must notify the CW Community Development Officer – Female Cricket before playing for that team.
- b) Any school or college player may play for a club during vacation, or when they are not required to play college cricket.
- c) Where Cricket Wellington classifies a player to a grade higher than that in which he/ she is a player, and a team playing in such grades is not represented by the club for which he/she is a player, such player may be granted a transfer to a higher grade in another club
- d) A college player of exceptional ability may be granted permission by the Board to play in a club championship grade
- e) A player who is a member of a club, which has withdrawn from a competition, may be granted a transfer to another club.
- f) A player who is a member of a club involved in a combined entity can play for any team affiliated to that entity, subject to rules 5:1, 5:2 and 5:3
- g) A player may, on written application to Cricket Wellington which is endorsed by his/her current and proposed clubs, be granted a transfer to the proposed club by December 1 of the current season, if Cricket Wellington deems the request for transfer to be fair and reasonable. Endorsement by the player's current club shall not be unreasonably withheld.
- h) Any transfer request after December 1 will be assessed by Cricket Wellington at its discretion.

Note: In this rule the word "college" does not include a University College.

5:4:1 A player wishing to transfer clubs after the start of the season must complete the required form and submit to Cricket Wellington, before he/ she may play for their new club.

5:5 No player shall play in Women's Senior matches for more than one club/school in any one season with the exception of the following:

- a) Any Youth Grade player may play for more than one Women's Senior team, where that player's involvement in the Senior Women's grade is pursuant to the managed programme by CW of providing suitable Youth Grade players with an opportunity to play in the Senior Women's grade. Upon a Youth Grade player being selected for a second Senior Women's team, the player must notify the CW Women's Cricket Coordinator before playing for that team.

5:6 The purpose of this rule is to protect clubs from avoidance of individual player financial obligations through player movement to another club.

No affiliated club may play an unfinancial player on transfer from another club and it is the player and the new club's obligation to ensure the player is financial prior to his/her selection to play for the new club.

An unfinancial player is one who has not fulfilled the following normal obligation to his/her existing club in the previous season(s):

- a) Payment of club subscriptions as requested, and/or
- b) Settlement of any obligations regarding clothing or playing equipment as set out between the club and player, and/or
- c) Any other normal financial obligations common to members of the club relating to their membership, and
- d) Who has been identified in the clubs unfinancial list following the previous season. Any special financial arrangements between a player and a club outside the normal expectations outlined in clauses (a), (b), (c) and (d) above, and that are in dispute, are matters to be resolved by those parties.

However to protect clubs Cricket Wellington will outline the following process to be followed if the dispute is unresolved and the player endeavours to transfer clubs.

- a) The player and club must identify and agree to undertake a recognized dispute resolution process. The onus is on the club alleging the debt to instigate this process as soon as possible.
- b) The club to which the player is transferring must agree to undertake the alleged obligation subject to the outcome of the resolution process if it wishes to utilize the player whilst the process is ongoing.
- c) Following the resolution process both clubs must sign off that the dispute has been settled according to the terms of that resolution.

6: BREACH OF RULES 3, 4, & 5

Any apparent infringement of the above rules (3, 4 and 5) shall be adjudicated upon by Cricket Wellington who may vary the result of the match and/or impose such penalties as it thinks fit.

7: CANCELLATION OR POSTPONEMENT OF MATCHES

Cricket Wellington shall have the power to decide before the commencement of play on any day appointed for play that the weather is too bad too allow the playing of matches or that if any ground is unfit, may cancel all play on that day or on that particular ground as the case may be.

Cricket Wellington has a policy of not cancelling Premier, Premier Reserve or Premier Women's matches unless Councils close their grounds or unless grounds or weather conditions are such that it would be unreasonable for play to be scheduled.

The policy on lower grades is unless Councils close their grounds cancellations will not be made. On a Saturday it is expected that teams make the decision if the weather is such that conditions are contentious. There is an expectation that teams will wait a reasonable time for the ground conditions to improve if they are damp but do not expect a team to have to wait more than 90 minutes after the scheduled start time.

The draw will be distributed to clubs by 10am Tuesday morning. It will also be posted on the Cricket Wellington website- www.cricketwellington.co.nz. Defaults and transfers occurring after this time will be

advised to clubs through their club chairman as soon as they are known and broadcast over the Newstalk ZB cancellation service from 8.00am each Saturday morning, placed on the website www.cricketwellington.co.nz and the cancellation line – 04 384-3171.

7:1 When a team has defaulted a match in a round which is subsequently totally cancelled, no points will be allocated to any team in that round except where points are on offer for abandoned games.

7:2 Notwithstanding that play has taken place on any ground Cricket Wellington shall have the power to determine whether or not such play is to be treated as a day's play.

7:3 Notwithstanding anything in the above rules Cricket Wellington shall have the power prior to the commencement of any match, to order it to be played out or to order an extra day's play.

8: DEFAULTS

8:1 Any team failing without reasonable cause to fulfil any of its championship fixtures may be debarred from taking any further part in the competition for which it has entered.

8:2 That any penalty fee collected by Cricket Wellington from a club defaulting outside the time frame (refer Rule 8:3) may be distributed between Cricket Wellington and the non-offending club.

8:3 Any proposed default must be advised to the Competitions Manager at Cricket Wellington or the opposing club before 10.30am on the Friday preceding the scheduled match. With regard to any default, the following default penalties will be incurred:

	Default with prior notification	Default without notification
1st default	nil	\$100
2nd default	warning	\$200
3rd default	\$100 + final warning	\$250 + final warning
4th default	Possible expulsion	Possible expulsion

Expulsion is at the discretion of Cricket Wellington.

8:4 Any club who defaults their Premier and Premier Reserve grade team will incur an instant \$100 fine. The team defaulting will receive no competition points. The other team associated to the club (i.e Premier if Premier Reserve default) team will continue to play for points in the competition round but will deducted 2 competitions points in the One Day rounds and 6 Points in the Two Day rounds. In addition to this Cricket Wellington reserve the right to review a clubs Premier Grade status if a default is received in these grades.

9: RESULTS OF MATCHES

Each club shall furnish to Cricket Wellington after the conclusion of each match the following reports:

GRADE	REPORTS	DEADLINES
Premier	Match result entered and confirmed and scorecards entered through CricHQ	8pm every Saturday
Premier Reserve and Premier Women's	Match result entered and confirmed and scorecards entered through CricHQ	10.30am every Sunday
Premier	Cricket Wellington Pitch and Ground Report, Captains Report on Umpires	12pm every Monday
All Other Grades	Match result entered and confirmed and scorecards entered through CricHQ	12pm every Monday
All Grades	Code of Conduct Violations	48 hours after the completion of the days play when the incident occurred

With the exception of the Code of Conduct, any club failing to comply with this rule may be docked 2 competition points

10: COMPETITION CHAMPIONSHIP

Grade winners will be determined as set out in this rule. From time to time Cricket Wellington may introduce a variation to this rule for certain grades. If this is the case any changes in playing conditions will be circulated to all participating clubs in writing as an appendix to the handbook, prior to the commencement of the season, and displayed on the Cricket Wellington website.

10:1 In all two day grades, the respective grade winner will be determined by the following:

10:1:1 Premier Grade:

(i) Pearce Cup will be determined by the winner of the Three Day Final. If there is no outright winner then the top qualifier will win the grade.

(ii) Hazlett Trophy will be determined by the highest two-day points obtained plus the weighting points received from the one-day rounds, which are allocated based on finishing positions. The Hazlett Trophy is only awarded to the teams who qualify in the top two of their pools for the remaining two games of the season. There is no Hazlett Trophy Three Day Final.

10:1:2 Premier Reserve Grade:

(i) Both sections will be determined by the highest two-day points obtained plus the weighting points received from the one-day rounds, which are allocated based on finishing positions.

10:1:3 All other 2 day Grades:

(i) The winner will be the team aggregating the most points from the two-day and one-day sections of the grade.

10:2 The team winning the one-day section of the Premier Grade competition will represent Cricket Wellington at the National Club Competition.

10:3 For the purpose of determining the final placing of teams with equal competition points in their respective competitions, the higher placing shall be determined as follows:

Two-Day grades:

a) In the first instance, the team securing the most outright wins shall be declared the winner

b) If two or more teams are tied after applying 10:3 (a), the order of finishing shall be determined by highest net average runs per wicket. A team's net average runs per wicket is calculated by deducting the average runs per wicket scored by that team throughout the competition from the average runs scored per wicket against them throughout the competition. This only applies to two-day cricket.

One-day, Twenty20 and Premier Girls Grades:

a) The top team after the season finishes will be declared the winner of the grade (unless cricket wellington has announced that there will be a final to take place). Should 2 or more teams be tied on the same number of points at the end of the season the teams will be declared joint winners.

10:4 If two or more teams are equal in finals bearing places for the one-day sections of Premier or Premier Reserve grades, placings will be determined by runs per over for divided by runs per over against to determined by Net Run Rate calculated by CricHQ.

10:5 Where two or more teams finish bottom equal of a two-grade the above system will determine which team is relegated, if this applies.

10:6 The points accredited for a win by default shall be no more than the maximum number of points scored by any team in the affected grade in that round.

10:7 When a team is withdrawn during the season (after the first playing day) all points scored by it or against it before its withdrawal will be counted as below:

- a) Grade points for and against
- b) Team is still counted in the Aggregate and Average Club Championships

11: CLUB CHAMPIONSHIPS

11:1 The following overall club championships are available for clubs to participate in each year:

- a) Royal Visit Club Aggregate Club Competition
- b) The Norwood Championship Average Club Championship

Aggregate Club Championship

There shall be an Aggregate Club Championship for all clubs; such championship is to be decided on the total number of points scored in each grade. The clubs obtaining the highest number of points shall be declared the Champion club of the respective competitions.

Average Club Championship

There shall be an Average Club Championship for all clubs with a minimum of five teams, such championship to be decided by dividing the aggregate number of points obtained by each club during the season by the number of teams each club has entered. The clubs obtaining the highest average shall be declared the Champion club of the respective competitions.

12: THE SPIRIT OF CRICKET AND CODE OF CONDUCT

12:1 Refer to the Spirit of Cricket and Code of Cricket schedules in this handbook.

12:2 At all times clubs competing in Cricket Wellington competitions shall comply with all rules set out in the Spirit of Cricket and Code of Conduct schedules which will be enforced by Cricket Wellington.

13: CONTROL OF BANNED SUBSTANCES AND ALCOHOL

13:1 All persons playing the game of cricket under the administration of Cricket Wellington shall at all times comply with regulations promulgated by New Zealand Cricket Inc. and those regulations and guidelines promulgated by the New Zealand Sports Drug Agency Act, 1994.

13:2 No teams may consume alcohol on the field of play or in surrounding areas covered by Council bylaws.

13:3 Any person breaching the said regulations (either those promulgated by NZC or under the Act) will be dealt with pursuant to such regulations.

14: CLUB SPONSORSHIP

14:1 Clubs must obtain the approval of Cricket Wellington before entering into significant sponsorship arrangements. "Significant" is considered to be \$5,000 or more per annum in value. If naming rights are offered as part of any such arrangement the sponsor's name must follow that of the club and prior approval must be obtained from the Board.

Approval must be obtained before logos may be worn on shirts, jerseys and white hats. Any proposal must conform with the requirements of clothing standards as set out in Appendix 2 of the Code of Cricket.

15: QUERIES/DISPUTES

For any queries relating to club cricket, the point of contact is the Competitions Manager on 021 617-030, n.hogan@firebirds.co.nz.

16: PAYMENT OF CLUB FEES

Club fees must be paid by the following dates:

December 16 - An amount equal to 35% of total fees is due

January 20 - An amount equal to a further 35% of total fees is due

February 24 - The remainder of fees are due

The penalty for non-payment of fees on time will be a deduction of points from all teams playing for the club at that time. Deductions will be as follows:

After 1 week – 1 point After 2 weeks – further 2 points

After 3 weeks – further 4 points After 4 weeks – further 8 points

After 5 weeks – further 16 points

The Cricket Wellington Board retains discretion to override these penalties in exceptional circumstances.

PLAYER PAYMENTS FOR CLUB CRICKET

The regulations for paying players in a Cricket Wellington administered club competition are:

17:1 Professional Player

Definition: A player earning income from playing club cricket. Income includes but is not limited to cash payments or inducements, incentive or bonus payments, rent paid by the club, gear and/or equipment for personal use (as distinguished from team use), cars provided by the club, and generally any payments falling under the Inland Revenue Department definition of income.

Proposed regulations around Professional Players are as follows:

- a) Clubs can pay up to one professional player at any one time.
- b) A professional player can be an overseas player or local player (New Zealander)
- c) There are no limits on what a professional player can receive
- d) No other player can receive payment for playing cricket as outlined in the definition above
- e) A professional player can be activated at any stage throughout the season (subject to eligibility rules)
- f) There is the ability for clubs to replace their professional player once during the course of the season on the basis that the original professional player takes no further part during the season.
- g) All professional players must be registered with Cricket Wellington.
- h) Failure to register a professional player or payment of income to more than one player could result in a fine, loss of competition points, matches in which players were paid or not registered overturned. Breaches of the professional player rule will be put in front of a commissioner who will determine the fate of that club. This decision will be final, and there will not be an appeals process.

17:2 Player/Coach

Clubs can engage a Player/Coach OR Coach who is paid to oversee the coaching duties of their premier team. For clarity this means clubs may not employ both as a paid position. A Club still can engage a professional player. Regulations around Player/Coach who receive payment are as follows:

- a) They must hold a minimum level 2 coaching qualification. This satisfies criteria outlined for premier grade status
- b) There is no limit on the amount a Player/Coach can be paid.
- c) All Player/Coaches must be registered with Cricket Wellington (paid or unpaid) prior to commencing work with the club
- d) Clubs can only employ up to one Player/Coach. Coaching of other teams will be considered under general coaching
- e) Failure to register a paid player/coach or the employment of more than one player coach could result in a fine, loss of competition points, matches in which players were paid or not registered overturned. Breaches of the player/coach rule will be put in front of a commissioner who will determine the fate of that club. This decision will be final, and there will not be an appeals process.

17:3 Scholarships

Definition: Scholarships are a payment made to players who are enrolled at a NZQA accredited course for the current season. Regulations around Scholarships are:

- a) Scholarships can only be made to players who are enrolled in a NZQA accredited course. Players not enrolled in these courses will be considered as a professional player as outlined above.
- b) An individual scholarship cannot exceed that of the tuition fees for that course over a calendar year.
- c) All scholarships need to be registered with Cricket Wellington prior to payment being made. Registration must include an invoice from the NZQA accredited course with the

total fees for the year. Failure to register these players will see them classified as professional players resulting in the penalties as outlined above.

d) Clubs are limited to providing four scholarships per season. Clubs exceeding this number will see those additional players classified as professional players resulting in the penalties as outlined above.

17:4 General Coaching

Definition: General coaching is coaching undertaken in club teams from premier reserve down, secondary schools, junior club or other activities such as overseeing youth grade teams or running festival days etc. All general coaching payment must be logged and signed off by the recipient (secondary school, junior club, senior club etc) and then submitted to Cricket Wellington. Clubs are advised to seek clarification on general coaching if they are unsure whether a coaching project fits this title.

17:5 One Club Programme

It's worth noting that player payments are separate to the One Club programme. If clubs wish to employ a current player to act as their employee under the One Club programme then Cricket Wellington will regard this as that player's primary employment and this will not be considered a player payment under the rules outlined above.

17:6 Club Academies

Definition: Clubs who set up an academy to develop players cricket ability. Cricket Wellington is supportive of academy concepts and the positive impact they have on player development. Clubs setting up academies are advised to seek clarification with Cricket Wellington to ensure programmes are consistent with player payments regulations and breaches of these are avoided.

Academies found to be in breach of the rules may result in penalties as outlined under the professional player section.

18:

UMPIRE APPOINTMENTS

In relation to umpiring appointments the priority of appointing is as follows:

1. Premier Grade (Pearce Cup and Hazlett Trophy)
2. CWUSI can appoint qualified umpires according to the level of cricket they wish to umpire and on the relevant ability of the umpire.

Local Playing Conditions – General Rules

1: LAWS OF CRICKET

1:1 Except as otherwise provided for in these playing conditions, all championship matches shall be played in accordance with the Laws of Cricket Millennium Edition (2000) and the 5th Edition amendments (2013), and such amendments as are adopted by the Marylebone Cricket Club and allowed by New Zealand Cricket (NZC Playing Conditions for the current season).

1:2 Items covered in these playing conditions are local modifications made by Cricket Wellington and its clubs.

2: NAMING OF TEAM AND THE TOSS

2:1 The toss in every match shall take place not sooner than 30 minutes and not later than 15 minutes before the scheduled starting time or any rescheduled time for the match to start.

2:2 At the time of the toss both teams shall exchange (and give a copy to the umpires) the names of their respective playing elevens and replacement players where known.

2:3 If, between the toss and the commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain. The umpire (where appointed) shall be informed of the decision immediately.

2:4 The playing eleven cannot be changed except when 2:3 of this Rule or Rule 1 (refer Two-Day Matches) applies.

3: LAW 2.5 - FIELDER ABSENT OR LEAVING THE FIELD

3:1 The Laws of Cricket will apply with the exception of the following: 2.5 (c) If the player is absent for 8 minutes or longer, the player shall not be permitted to bowl thereafter, subject to Laws 2.5 (c) (i), (ii) or (iii), until the player has been on the field for at least that length of playing time for which the player was absent. (2.5 (c) ii is subject to the restriction applied in LPC 3.2.1). If at the commencement an interruption in play through ground, weather or light or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, that player shall automatically be allowed to count any such stoppage time as playing time.

3:2 In addition the following is added;

3:2:1 A player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and /or the player's teams innings has been in progress for at least that length of playing time for which the player was absent or, if earlier, when the player's side has lost 5 wickets.

3:2:2 The restrictions in Law 2.5 (c) and Playing Condition 3:2:1 shall not apply if the player has been absent for exceptional and acceptable reasons other than illness or injury (e.g. examinations) and consent for a substitute has been granted by the opposing captain.

3:2:3 A player who suffers an injury caused by an external blow (as opposed to an internal injury such as a pulled muscle) and has to leave the field for medical attention may bowl immediately after his/her return irrespective of the length of time for which he/she has been absent and does not have to delay their innings when batting.

4: SCORING

In premier grade the match must be live scored on the CricHQ application. It is the responsibility of the home team to ensure this happens. It is expected that if the home team does not score on the application they will arrange with the team that they are playing against to make sure the game is live scored.

In premier reserve it is not mandatory for the game to be live scored.

Where the game is played at a neutral venue the team list first on the draw will be regarded as the home team.

5: LAWS 3.8 & 3.9- FITNESS OF GROUND, WEATHER AND LIGHT AND SUSPENSION OF PLAY FOR ADVERSE CONDITIONS OF GROUND, WEATHER AND LIGHT

5:1 The Laws of Cricket will apply except for the following:

i) In all grades without official umpires, agreement in matters of suitability of playing conditions (weather, ground and light) shall be between the captains. Where the captains do not agree the status quo will apply. However, if conditions worsen after the time of disagreement the fielding captain shall have the right to decide on matter of ground and weather, and the captain of the batting side on matters of light. In disputed cases, or in action by either captain without reference to the other on the matter, on application, shall be determined by Cricket Wellington, the onus of proof being the captain making the application. Note: Where matches are being played on parks where official umpires are adjudicating in another match the captains should approach them for guidance on this issue.

6: LAW 5.2- APPROVAL OF BALLS

6:1 Only Kookaburra four-piece 156-gram balls are approved for Premier and Premier Reserve Grades. The table below outlines the balls that should be used in each format:

	Two Day Cricket	One Day Cricket	Twenty20 Cricket
Premier	Red Regulation	White Regulation	White Club Match
		White Club Match	White Senator
Premier Reserve	Red Club Match	White Club Match	

6:2 Only Kookaburra four-piece 142-gram balls are approved for Premier Women's grade. The table below outlines the balls that should be used in each format

	One Day Cricket	Twenty20 Cricket
Premier Women's	White Club Match	White Club Match

6:3 In Men's First Grade, clubs are allowed to use red Kookaburra 156-gram four-piece balls. Kookaburra Club Match or Senators are recommended.

6:4 In Men's Lower Grade cricket (Two-Day grades from Second grade and below, One-Day and Twenty20 grades), clubs are allowed to use 156-gram two-piece balls from the following manufacturers: Kookaburra or Dukes. No other brand of ball may be used without the permission of Cricket Wellington.

6:5 In Premier 2 and Premier Girls grades, clubs are allowed to use 142-gram two-piece balls from the following manufacturers: Kookaburra or Dukes. No other brand of ball may be used without the permission of Cricket Wellington

7: LAW 8 - THE WICKETS

The provision of stumps for the competition is the responsibility of clubs. The provision of a sponsor's logo on the stumps shall be reserved exclusively for the competitions sponsor's logo.

8: LAW 11 - COVERING THE PITCH

8:1:1 the use of covers is mandatory for all matches in the premier and premier Reserve grade. The only exception to this is when a club has both teams playing at home. In this case the more senior side must cover. If clubs gave 2 sets of covers available then they are expected to cover both wickets.

8:1:2 On the evening prior to the commencement of play the pitch shall be covered no later than 8:00pm to provide the necessary protection from the weather. Every reasonable endeavour should also be made to protect the pitch against adverse weather conditions in the days prior to the commencement of the match.

8:1:3 Covers shall be removed on the morning of the match no earlier than 5:00am or no later than 8:00am, unless it is raining or rain is threatening.

8:1:4 During the match, covers shall be used at the discretion of the umpires (or where there are no official umpires, the captains) to protect the pitch from rain.

8:1:5 The owners of the covers (the "host" club) are responsible for complying with Playing

Conditions 8:1:1 to 8:1:4 above inclusive.

8:1:6 The covers may be left off the pitch on the night prior to the commencement of play on any day to assist with the drying of the pitch. Both captains must agree to this taking place.

8:1:7 Covers are to be a minimum of 24 metres long x 7 metres wide for Premier grade games, thus allowing a minimum of 2 metre coverage on either side of a standard cricket pitch. The minimum requirement for the Premier Reserve grade is 24 metres long x 4 metres wide.

8:1:8 Clubs must also ensure that at least two layers (or 50m folded in half) of hessian is also used under the covers for the Premier Grade. Premier Reserve grade games require one layer of hessian under the covers.

8:2 Any infringement of the above Playing Conditions will result in a deduction of 4 championship points from the "home club" at the discretion of Cricket Wellington whose decision shall be final. In addition the following application of championship points will apply.

One-Day Game:

If infringement results in the game not commencing in time to allow a result to be achieved, the visiting team will be awarded winning points (4). If the game commences and a result is achieved the points will be awarded according to the outcome. If the game commences in time for a result to be achieved, but is interrupted later in the game, such that a game cannot be concluded, the points will be shared (2 points each).

Two –Day game:

If there is an infringement on either day the fine will apply. If despite the infringement, an outright result is achieved (by either team), the points will be awarded accordingly to the outcome of the game. If an outright result is not achieved and more than 1 hours play is lost as a direct result of the infringement, the visiting team will be awarded the following:

- 10 points – if there is a no result on first innings or first innings won by the visiting team, or
- 8 points – if there was a first innings tie, or
- 6 points – if first innings was won by the infringing team.

To clarify, a win or a tie on first innings with no outright result is deemed to be a drawn game.

Monetary Fine:

The payment of any fine incurred must be lodged with Cricket Wellington within 72 hours of the decision being handed out. Non-payment within the required time frame may result in points being deducted from the infringing club. Cricket Wellington may determine the final outcome of any reported infringement at its discretion. In any deliberations surrounding a reported infringement the onus will be on the host club to show that no breach has occurred.

8:3 Reporting infringements is the responsibility of

- The umpires
- The visiting captain

8:4 Infringements must be reported within 48 hours of the end of each day's play to Cricket Wellington's Club Cricket Manager

8:5 Timing of Decisions

Decisions on any infringement will be made after the match has been completed

8:6 The provision of sponsorship logos on club covers shall be reserved for club sponsors.

9: LAW 17 - PRACTICE ON THE FIELD

Law 17 will apply except the following wording shall be enforced in Para 1 (a): Practice is not permitted on the Pitch or on any part of the two strips on either side of it. This will not apply to matches being played on an artificial pitch.

10: LAW 19- BOUNDARIES

Umpires are reminded that they should meet both captains before the start of the match in order to reach agreement on such matters as boundaries and boundary allowances.

10:1 Unless arrangements to the contrary are made, a ball, which, in the opinion of the umpire, would have reached or crossed the boundary but is intentionally stopped by a spectator,

obstacle, or player from an adjacent game, shall be regarded as a boundary.

10:2 The action of a spectator or player from another game in picking up the ball after being accidentally struck shall be regarded as an intentional action.

11: LAW 24 - NO BALL

Law 24:1 to Law 25:15 will apply with the following clarification:

- i) No bowler shall bowl underarm
- ii) The penalty for a no-ball shall be one run which in all cases shall be scored as a no-ball, and shall stand in addition to any other runs which are scored or awarded. Runs, other than penalty runs not credited to the striker shall be scored as no balls.

12: LAW 25 - WIDE BALL

Law 25:1 to Law 25:8 will apply with the following clarification:

- i) The penalty for a wide shall be one run which in all cases shall be scored as a wide, and shall stand in addition to any other runs which are scored or awarded. These shall also be scored as wides. If penalty runs are awarded these are scored as penalties not wides.

13: LAW 42.6 (A) – BOWLING OF FAST SHORT-PITCHED BALLS

The following will apply in addition to Para (i):

13.1 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 crease.

13.2 In a two-day game, a maximum of two fast, short pitched deliveries are allowed per over.

13.3 In a one-day game, a maximum of two fast, short pitched deliveries are allowed per over for Premier and Premier Reserve grades. All other grades are permitted one fast, short pitched delivery per over.

13:4 In a Twenty20 game, a maximum of one fast, short pitched delivery is allowed per over.

13.5 In addition, any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, shall be called a wide.

13.6 To avoid any doubt, any fast-pitched delivery that is called a wide under this playing condition shall also count as a short-pitched delivery in that over in relation to clause 13:2, 13:3 and clause 13:4 above.

13.7 If a bowler delivers more fast short-pitched deliveries in an over than is allowed under clause 13:2, 13:3 and clause 13:4, each such delivery is deemed to be an instance of dangerous and unfair bowling. In this event, the umpire at the bowler's end shall invoke the procedures defined in Law 42.7, including calling and signalling "No Ball", and the procedures for cautioning, warning and removing the bowler.

14: LAW 42.6 (B) BOWLING OF HIGH FULL-PITCHED BALLS

14.1.1 Any delivery, regardless of its pace, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowler's end shall adopt the following procedure:

Premier and Premier Reserve grades:

In the first instance the umpire shall call & signal NO-BALL, caution the Bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the Batsmen of what has occurred. At the first repetition, call & signal NO-BALL and when the ball is dead direct the captain of the fielding side to take the Bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively. The offending bowler may not be allowed to bowl again in the same innings.

All other grades:

As well as signalled and called no-ball a bowler is to be warned a bowler is to be warned upon delivering a second waist-high full toss in the same innings. Upon the delivery of a third waist-high full toss in the same innings, the captain must remove the bowler from the bowling crease for the remainder of that innings.

14.1.2 Deliberate bowling of High Full-Pitched Balls

If an umpire considers a high full pitch delivery, as outlined in 13.1, to be bowled deliberately then they must direct the fielding captain to immediately remove the bowler from the bowling crease.

15: RUNNERS

15:1 In all championship matches, a runner for a batsman shall not be permitted (with the exception of 15:2). Unless nine wickets are down, the injured or ill batsman has the option of retiring hurt and returning to bat at a later stage should the need and/or opportunity arise.

15:2 A batsman who is permanently disabled shall be permitted as of right to a runner, provided clearance for this player has been received by Cricket Wellington

16: PLAYER UMPIRES

i) In matches where official umpires are appointed or player umpires wearing badges are officiating; they shall be responsible for ensuring that captains adhere to the Laws of Cricket and to the Playing Conditions set out in this handbook.

ii) Player umpires wearing badges have the same authority as official umpires except in regard to ground, weather and light. In general, on grounds where official umpires control matches, player umpires may be guided by the official umpires with regard to ground, weather and light conditions.

iii) At the agreement of both captains, teams can nominate a non-playing umpire to stand at one end for the duration of the match.

iv) In matches where no official umpires are officiating, captains are jointly responsible for reaching agreement on the Laws of Cricket and the Playing Conditions set out in this handbook; concerning such matters as full playing replacements, fieldsmen leaving the field, ground, field, weather, and light; loss of time and unfair play of any sort.

17: LAWS 42:9 & 42:10 - TIME WASTING

Cricket Wellington expects that teams will maintain an average over rate of 15 overs per hour throughout each day's play during a two-day Premier grade match and an average over rate of 14.28 overs per hour throughout a day's play in a Premier Grade limited over fixture. The umpires are instructed to a firm stand against any form of time wasting in accordance with the provisions of Laws 42:9 and 42:10 and are reminded that, time wasting constitutes unacceptable behavior.

18: CONSIDERATION OF JUNIOR CRICKETERS

In the interests of safety, consideration needs to be given to junior cricketers playing their matches on grounds where senior matches are scheduled to commence. This includes practicing on a ground where a junior match is in progress.

i) Junior matches on grounds where Premier and Premier Reserve are scheduled to commence at 11.00am have until 10.40am to complete their match.

ii) Junior matches on grounds where First Grade are scheduled to commence at 12.00pm have until 11.40am to complete their match.

19: FOOTWEAR ON ARTIFICIAL PITCHES

i) Soft-soled shoes are the only form of footwear to be worn on artificial pitches.

ii) Spiked footwear must not be worn while playing on artificial pitches.

iii) Offending teams are liable to a fine or suspension at the discretion of Cricket Wellington.

iv) Players may wear spiked footwear while fielding in the outfield but must change these too soft-soled shoes to bat, bowl or wicket-keep.

20: LAW 42:17 - PENALTY RUNS

20:1 Law 42:17 shall only be applied in its entirety in games where Official Umpires are appointed. 20:2 Law 42:17 shall not apply in games where official umpires are not appointed except in the following circumstances:

i) Illegal fielding as described in Law 41:3

ii) The ball striking a fielders protective helmet as described in Law 41.3

20:3 In both the above cases (20:2), if the striker hits the ball, the five penalty runs shall be

added to the score of the striker, but otherwise will be added to the score as byes, leg byes, no balls or wides as the case may be.

20:4 The run in progress shall count provided that the batsmen have crossed at the instant of the offence.

21: MINIMUM NUMBER OF PLAYERS

The minimum number of players required to constitute a game is as follows:

- a) For grades or rounds that consist of eleven players per side, the minimum number required to constitute a match is seven.
- b) For grades or rounds that consist of eight players per side, the minimum number required to constitute a match is six.
- c) Once play has commenced, a club can continue the match with any number of players not exceeding the maximum number (8 or 11 depending on the grade or round)
- d) Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being awarded to the opposing team.
- e) Teams have up until 15 minutes after the scheduled start time to have the minimum number required at the ground otherwise the result will be awarded to the opposing team.
- f) If both teams don't have the minimum number required to constitute a match, then the result will be considered a draw or no result depending on the format or grade.

22: MANKAD

In this instance the following will apply:

- a) That an umpire (standing at the bowler's end) will only give out a non-striking batsman who is run out at the non-strikers end prior to the ball being delivered. If the umpire is satisfied that one (1) previous warning has been appropriately given to the non-striking batsman by the bowler; and
- b) That the umpire will advise of an appropriate warning having been given, following a warning being given directly by the bowler to the non-striking batsman, by formally notifying the non-striking batsman in the same manner as the 'one bouncer per over' bouncer is advised to the batsman. This notification should also be directed to the bowling team captain, and the square leg umpire;
- c) Only the umpire standing at the bowling end is permitted to advise a formal warning;
- d) For the avoidance of doubt, a formal warning to a non-striking batsman made at either end of the pitch applies to both ends.

Local Playing Conditions – Two Day Matches

1: LAW 1.2 - NOMINATION OF PLAYERS

Full playing replacements

Notwithstanding the provisions of the Laws and By-Laws of Cricket Wellington, full playing replacements may be allowed for any players unavailable for either day of a two-day match, subject to the following conditions:

1:1 Any player in any grade required for duty with a New Zealand Cricket or Cricket Wellington representative side of Under 16 status or higher may be replaced by a replacement player on either the first or second day of a two-day championship match which coincides with such representative side requirement.

1:2 The “requirement” is to be determined by the management of the representative side and is not necessarily limited to actual representative playing days.

1:3 Such replacement player may participate fully in that championship match, provided:

1:3:1 The captain of any team playing a replacement player shall inform the opposition captain and official umpires, where appointed, of the name of each player being replaced and that of his/her replacement prior to tossing on the first day, where the necessity of such replacement is known at the time, or otherwise prior to the commencement of play on the second day.

1:3:2 A player can only be replaced for one day.

1:3:3 If the player being replaced has batted and been dismissed, the replacement player may not bat in that innings.

1:3:4 Where the player being replaced has begun his innings and is not out, the replacement player may not continue in his stead (subject to 1:3:6 below).

1:3:5 Where the player being replaced has begun, but not completed an over, the replacement player must complete the over in his stead.

1:3:6 Where a player is not out overnight, and is subsequently called up to representative duty (and had not been previously nominated to be replaced), then that player’s innings may be continued by his replacement player in his stead.

1:3:7 Where a player is returning from representative duty and subsequently replaces a player who is not out overnight, then the returning player cannot resume the innings of that player being replaced and that player’s innings is considered closed.

1:4 In addition to 1.1-1.3 above no more than two replacement players shall be allowed in Premier Grade, no more than three replacement players in Premier Reserve grade and no more than four replacements players in all other two day grades.

1:5 Prior to the toss for innings, which is to be made not sooner than 30 minutes and not later than 15 minutes before the scheduled start time, each captain must give to the opposing captain and umpires a list of players, including replacements (except where unknown in terms of Playing Condition 1:3:1), and no alteration may be made without the consent of the opposing captain, or umpires, or by Cricket Wellington as per 1:7 and 1:8.

1:6 A substitute from a lower grade may himself/herself be substituted and may play for another team when not substituting i.e. the domino effect applies as follows;

A team has one or more players selected for a representative side that can automatically be replaced. In addition to this a team may have replacements as per 1:4 above playing in the team on the first day who for any reason can be replaced with full playing substitutes on the second day. It should be noted however that these additional replacements and their substitutes should be notified to the opposition on the first day.

1:7 In the case of a player getting injured during day 1 or during the week leading into day 2 of a two day game, Cricket Wellington will allow a full replacement on application, on the proviso that a medical certificate is produced. Medical certificates will be supplied to the umpires and

the opposing team as evidence of the injury.

1:8 Under exceptional circumstances Cricket Wellington reserves the right to allow full playing replacements on the second day if they have not been advised to the opposition on day one. Cricket Wellington reserves the right to require validation of exceptional circumstance if this is to be granted.

2: LAW 5:4 - NEW BALL

The captain of the fielding side may take a new ball at any time after eighty overs have been bowled.

3: LAW 12:1 (B) (II) – LIMITATION ON FIRST INNINGS

3:1 In the first innings of each side there shall be a mandatory declaration upon the completion of the numbers as specified below:

3:2:1	Premier Reserve Grade	Seventy-five (75) overs
3:2:2	First Grade	Fifty-five(55) overs
3:2:3	Second, Third and Fourth Grade	Fifty (50) overs
3:2:4	Fifth and Sixth Grade	Forty-five (45) overs

4: LAW 14 - DECLARATION OR FORFEITURE

The Laws of Cricket will apply except that:

4:1 No captain batting first in a match shall forfeit their first innings on either day in a two day match.

4:2 No captain shall declare or forfeit his side's innings closed if it involves forfeiture of the match.

5: LAWS 15 AND 16- HOURS OF PLAY- INTERVALS

5:1 Scheduled hours of play for both days:

5:1:1 The finish time of 6:30pm will be extended until the agreed minimum number of overs for each days play is completed, subject to Playing Condition 6 below. If the minimum number of overs has been completed before 6:30pm then play will continue through to 6:30pm.

5:1:2 If the start of play is delayed or if play is suspended during the day, play can be extended by a maximum of 60 minutes or 15 overs, subject to Playing Condition 6 below:

	Premier and Premier Reserve	First Grade	Second, Third & Fourth Grades
First session	11:00am-1:30pm	12.00pm	12:30pm
Luncheon	1:30pm-2:10pm		
Second session	2:10pm-4:10pm		
Afternoon Tea	4:10pm-4:30pm	After 45 Overs (20mins)	After 45 Overs (20mins)
Third session on or completion of	4:30pm-6:30pm or completion of 100 over's minimum whichever is the latest	Completion of 90 Overs. (Drinks break every 15 overs)	Completion of 85 Overs (Drinks break every 20 overs)
	2 overs deducted for the change of each innings unless the innings concludes within 30 minutes of the Afternoon Tea break	3 overs deducted for the change of each innings unless the innings concludes within 30 minutes of the Afternoon Tea break	3 overs deducted for the change of each innings unless the innings concludes within 30 minutes of the Afternoon Tea break

5:2 If an innings ends or there is a stoppage caused by weather or light within thirty minutes of the agreed time for the luncheon or afternoon tea intervals, the intervals shall be taken

immediately. The interval shall be of the agreed length and shall incorporate, if applicable, the ten-minute interval between innings.

5:3 If, at the agreed time for the luncheon or afternoon tea intervals, nine wickets are down, play shall continue for a period not exceeding thirty minutes or until the innings in progress is concluded.

5:4 The drinks interval in the last session on the final day of a match shall be taken immediately before the umpires indicate the last hour of playing time in accordance with Playing Condition 6:5 below.

5:5 The timings of the luncheon and/or afternoon tea interval may be varied if, owing to weather or the state of the ground or light, an alteration has been agreed upon by both captains or ordered by the umpires.

6: LAW 16- CESSATION OF PLAY

6:1 Number of overs in a day's play

6:1.1 This shall not prevent the captains reaching agreement to terminate play within one hour of the scheduled finishing time on the second day if a result cannot be achieved.

	Premier & Premier Reserve	First Grade	Second, Third & Fourth Grades
Minimum number of overs in a day's play	100	90	85
First day's play must not extend past	7.30pm	7.30pm	7.30pm
The scheduled last hour of play on the second day of the match must commence no later than	6.30pm	6.30pm	6.30pm

6:1.2 For the purposes of Law 16.6, fifteen overs and four (4) minutes shall be used for calculations in place of twenty overs and three minutes respectively.

6:1.3 The initial number of overs (Refer 6:1) shall be reduced by three overs for each interval between innings except where such interval coincides with a luncheon or afternoon tea interval. This rule does not apply to Premier or Premier Reserve grades.

6:1.4 If a change in innings coincides with a luncheon or afternoon tea interval there shall be no reduction of overs remaining in the days play.

6:2 At any change of innings, or where play is suspended (including any interval between innings) the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two bases produces the greater number of overs:

6:2.1 Either one over for each full four (4) minutes playing time remaining from the re-commencement of play to the scheduled time for the cessation of play; or

6:2.2 The initial number of overs less the number already bowled and less allowances for the suspension of play.

6:2.3 The allowance for suspension of play shall be calculated on the basis of one over for each complete four (4) minutes lost.

6:2.4 The umpires are the sole arbiters of whether such interruption of play is allowable and the length of such interruptions, and shall inform both the captains and scorers of adjustments made to the minimum over requirements.

6:3 Over-rates and penalties

Cricket Wellington expects that sides will maintain an average over rate of 15 overs per hour throughout each days play. Failure to maintain this rate will result in the following:

6:3:1 A penalty of 0.25 competition points for each over or part thereof short of the minimum 15 overs per hour. Such penalty will be deducted from the team's season competition points immediately a team has accumulated 10 such overs for the season, and which shall continue to be deducted in any future innings.

6:3:2 At the end of each innings, the total time for the innings will be calculated taking into account any allowances the umpires make for lost time during the innings that they consider to be outside the control of the bowling captain. As an example, but not limited to, time lost due to an injury of a player or umpire, lost ball, weather and light interruptions, undue delays caused by batsmen etc. Umpires are required to verify all times for allowances and stoppages in consultation with the official scorers at the end of each innings.

6:3:3 Notwithstanding 6:3:1 above, a penalty or reduction in the 10 credit overs shall apply only when the last actual over of a day's play is commenced after the time scheduled or rescheduled for stumps on that day, and the CWUSI – appointed Umpires indicate in their Match Report that a penalty shall apply, and advise the Captain or Official of the bowling team, on the day, of that penalty or reduction. In the absence of the Captain or Official the umpire will instead advise Cricket Wellington in writing within 48 hours of the match's completion.

6:3:4 In the event of a match finishing on the first day, over rate penalties shall not apply, regardless of the hours played on that day.

6:3:5 Penalties will not apply where an innings is of less than 2.5 hours duration. 6:3:6 Over rate penalties only apply to the Premier Grade.

6:3:7 The umpires are instructed to take a firm stand against any form of time wasting in accordance with the provisions of Law 42:9 and 42:10 and reminded that, in accordance with the Spirit of Cricket and the Code of Conduct, time wasting constitutes unacceptable behavior.

6:4 Law 16:10 provides that an over in progress at the close of play on the final day of a match shall be completed at the request of either captain even if a wicket falls after time has been reached. That provision is supplemented as follows:

6:4:1 At the request of either captain the over in progress at the end of the first day's play of a two-day match shall be completed.

6:5 The umpires shall indicate the commencement of the final hour of the match when fifteen of the agreed number of overs for the day remain to be bowled or when one hour of scheduled playing time remains, whichever is the later, but in any case not later than 6:30pm (refer 6:4:1) above. The umpires shall signal the commencement of the last hour of play immediately after the last drinks interval (refer 5.4 above). From that time, provided a result has not been reached earlier, play shall continue (in the absence of a result) until the agreed time for the close of play.

6:5:1 This shall not prevent the captains reaching an agreement to terminate play within one hour of the scheduled time for the close of play if a result cannot be achieved.

6:5:2 For the purposes of Law 16.6, fifteen overs and four (4) minutes shall be used for calculations in place of twenty overs and three minutes respectively.

7: LOSS OF TIME

7:1 If a side causes a delay in the commencement of the day's play or on the resumption of play after an interval, the side not at fault may, at the time such delay occurs, by notice to the umpires (if any) and the opposing captain, reserve the right to have the lost time made up at the end of either day' play. If the offending side refuses to make up the time when the right is exercised, it shall forfeit the match.

7:1:1 The side not at fault must be on the field and ready to play, i.e. batsman at the crease or fielders in position, bowler at his mark, wicket-keeper and scorer ready.

7:1:2 If the right to have time made up is on the first day it may be exercised on either day. If

the time is claimed on the second day it shall be played at the normal conclusion of the days play.

7:1:3 If the delay is in excess of fifteen minutes, upon receipt of a written report from any umpire or club official, Cricket Wellington may, following investigation, award the match to the non-offending side.

7:1:4 If cases where official umpires are officiating in matches where such delays occur, the umpires shall decide the amount of time which may be claimed by the non-offending side for the delay, otherwise the time to be made up shall be decided on by mutual agreement between the two captains.

8: ABANDONMENT OF FIRST DAY

i) Premier & Premier Reserve: If all matches in a grade are abandoned without play on the first day, a one-innings match shall be played on the scheduled second day in accordance with the one-day limited overs match playing conditions.

ii) Grades 1 – 5: If no games in a grade completes a minimum of 2 hours actual playing time on day 1, a one-innings match shall be played on the scheduled second day in accordance with the one-day limited overs match playing conditions. If any game completes more than 10 overs on the first day all games in that grade remain two-innings matches.

9: CHANGES FOR PREMIER THREE- DAY FINAL

Normal rules apply with the following exceptions:

- a. If the first days play is abandoned, then the game will be of 2 days duration with no limit on the length of innings. If the first two days play are abandoned, then the game will be of 1 day duration but there will be no limit on the length of innings.
- b. There are no replacement players to be allowed.
- c. The second placed finalist must win outright to win the Championship.

10: FOLLOW ON

In all Cricket Wellington 2day games the follow on will be 100 runs. In a 3 day match the follow on will be 150 runs (This includes the Pearce Cup final)

Local Playing Conditions – One Day Matches

	Premier & Premier Reserve	First Grade	Second, Third & Forth Grade
Number of Overs Per Team	50	50	45
First Session	11am-2:30pm or completion of 50 overs	12pm-3.05pm or completion of 50 overs	12.30pm – 3.10pm or completion of 45 overs
Break Between Innings	30 minutes	20 minutes	20 minutes
Second Session	3pm-6.30pm or completion of 50 overs	3.25pm-6.30pm or completion of 50 overs	3.30pm-6.10pm or completion of 45 overs
Overs per Team to constitute a game	20	20	20
Overs per hour to be maintained	14.28	16.21	16.90
Latest Game Can start	4.32pm (break 10 mins)	4.52pm (break 10 mins)	4.32pm (break 10 mins)
Max Overs per bowler	10	10	9
Scheduled latest time a game can finish	7.30pm	7.30pm	7.10pm

2: LAW 3:9 - FITNESS OF LIGHT

Laws 3.8 and 3.9 apply in that play shall continue regardless of the state of light unless, in the opinion of the umpires it is considered unreasonable or dangerous to continue.

3: LAW 12 - INNINGS

3:1 In an uninterrupted match which includes a match where the start of play is delayed but where it is possible for both sides to bat their full number of overs in the match (refer 1:1):

3:1:1 Each side shall bat for their full number of overs (refer 1:1) unless all out earlier. 3:1:2 In the event of the side fielding first failing to bowl the required number of overs by the expiration of time (refer 1:2) from the commencement of the innings of the side batting first, it shall bowl out the remaining number of overs required but its innings shall be limited to the same number of overs as it bowled to its opponents by the expiration of time (refer 1:2). An over in progress at the expiration of time shall be deemed to have been bowled.

3:1:3 If the side batting first is all out and the last wicket falls within two minutes of the expiration of time (refer 1:2) from the commencement of the innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the side batting first. (The over in which the last wicket falls is to count as a complete over).

3:1:4 If the side batting first is dismissed in less than their full entitlement of overs, the side batting second shall be entitled to bat its full number of overs (refer 1:1) except as provided for in 3:1:2 or 3:1:3 above.

3:1:5 In the event of the side fielding second failing to bowl, if necessary, their full number of overs or the number of overs as provided in Playing Conditions 3:1:1 to 3:1:4 inclusive by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result achieved. Note: No extra time is available in any Men's or

Women's One-Day grades.

3.2 Delayed start to a match or where play is suspended:

3:2:1 The object should always be to arrange the number of overs so that both sides have the opportunity of batting for the same number of overs (refer 1:5 for minimum number of overs to constitute a match). The calculation of the number of overs to be bowled shall be based on the average overs per hour in the time remaining before the scheduled cessation of play (refer 1:9)

3:2:2 If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of innings and in the event of the side fielding second failing to bowl, if necessary, the reduced number of overs by the rescheduled cessation of play, play shall continue until the required number of overs has been bowled or a result achieved.

3:2:3 If, owing to a suspension of play during the innings of the side batting second, it is not possible for that side to have the opportunity of batting for the same number of overs as the side batting first, it shall bat for a number of overs to be calculated as in Playing Condition 3:2:1 above.

3:2:4 The side batting second shall not bat for a greater number of overs than the side batting first unless the latter has been out in less than the agreed number of overs.

4: **LAW 1.5 - INTERVALS**

4:1 **Scheduled hours of play:**

In those matches where the start of play is not delayed or play is not interrupted, hours of play shall be as per 1:2 or 1:4 inclusive.

4:2 The start of play in Premier, Premier Reserve or Premier Women's may be delayed (for reasons other than ground, weather or light) up to one hour with the consent of both sides and the approval of Cricket Wellington, in which case all times stated above will be adjusted to be later by the amount of time by which the start was delayed.

4:3 An interval shall be taken at the conclusion of the innings of the side batting first, irrespective of the time the innings closes and the length of the innings. After the scheduled break the side batting second shall commence its innings.

4:4 Where the start of play is delayed or play is interrupted due to ground, weather or light the umpires will vary the length of the break between innings as follows:

Time lost	Premier & Premier Reserve	First Grade	Second, Third & Fourth Grades	All One-Day Grades
Up to 80 minutes	30 minutes	20 minutes	20 minutes	20 minutes
81 to 140 minutes	25 minutes	15 minutes	15 minutes	10 minutes
141-170 minutes	20 minutes	10 minutes	10 minutes	Not applicable
171-200 minutes	15 minutes	Not applicable	Not applicable	Not applicable
More than 200 minutes	10 minutes	Not applicable	Not applicable	Not applicable

4:5 Where the start of a match is delayed pursuant to 4:2 above, for the purposes of 4:1 above, the elapsed time between the scheduled starting time and the actual starting time shall be deemed to be lost.

4:6 One drinks break is permitted per session.

5: **LAW 16 - CESSATION OF PLAY**

In Premier, Premier Reserve, First, Second, Third, Fourth Grades and Premier Women's matches where the start of play is delayed or where play is suspended:

5:1 The hours of play shall be extended by one hour (refer 1:9) or, where it is possible for both sides to bat for the agreed number of overs by calculating the time required on the basis of the over rate (refer 1:6), the expiration of time so required, whichever is the earlier.

Note: No extra time is available in any Men's or Women's One-Day grades.

6: **LAW 21 - THE RESULT**

6:1 A result can only be achieved if both sides have batted for at least the minimum number of overs to constitute a match (refer 1:5), unless one side has been dismissed in less than the minimum overs, or unless the side batting second scores enough runs to win in less than the minimum number of overs.

6:2 All other matches in which one or both sides have not had the opportunity of batting for the minimum number of overs to constitute a match (refer 1:5) shall be declared no result matches.

6:3 In a match in which both sides have had an opportunity of batting for the agreed number of overs, the side scoring the higher number of runs shall be the winner.

6:4 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.

6:5 If the match is interrupted due to weather the following will be used to determine the result:

6:5:1 In premier and premier reserve grade cricket if any interruptions happen during the course of the match Duckworth Lewis supplied by the CricHQ App will be used to calculate the target scores. This app is available while live scoring and also as a separate calculator on the App.

6:5:2 All grades below premier Reserve the average run-rate for the whole innings of the team batting first shall be the criteria for setting a target score.

6:5:3 In the event of the side batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.

6:5:4 If the target score involves a fraction of a run the scores cannot be equal and the result cannot be a tie.

6:5:5 In all grades below Premier Reserve the average run-rate for the whole innings of the team batting first shall be the criteria for setting a target score.

6:6 In an interrupted match it should be noted that the important figure is the target score, which, in effect, is set by the umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the umpires in which to achieve that target. The game concludes when the target is reached, or when the side batting second is bowled out within the nominated overs, or when the nominated number of overs is completed.

6:7 The scorers shall maintain a record during each innings of the total at the end of each over.

7: LAW 22 - THE OVER

7:1 No one bowler shall bowl more than 1/5th of the total overs (refer 1:8) to be bowled in the match. When the total number of overs is not divisible by five, an extra over will be given to a minimum number of bowlers until all the overs have been allocated. For example, if a match is reduced to thirty-three overs, three bowlers will have a maximum of seven overs, with two more bowlers having a maximum of six overs.

7:2 A bowler shall finish an over unless incapacitated or suspended under Laws 42:7,42:8,42:9 or 42:12. If an over is left incomplete for any reason at the start of an interruption of play it shall be finished on resumption.

7:3 If for any reason, a bowler is incapacitated while running in to bowl the first ball of an over, or is incapacitated or suspended during the over, the umpire shall call and signal "Dead Ball". Another bowler shall complete the over from the same end. This will count as an over in the allocation for each bowler involved.

8: LAW 24 - NO BALL

Umpires are instructed to apply a strict, consistent interpretation of this Playing Condition in order to prevent negative bowling. Refer to Clauses 12 & 13 of the General Playing conditions for the criteria in defining short pitched and full pitched deliveries which will only apply in Premier Grade.

8:1 In Premier and Premier Reserve grades, a bowler shall be allowed to bowl two fast short pitched delivery per over. A fast short-pitched ball is defined as a ball which passes or

would have passed above the shoulder height of the striker standing upright at the crease. A ball that passes above the 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. Any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the short pitched delivery in that over.

The delivery following a no ball is called 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 wide ball) then the next delivery will become a free hit for whichever batsman is facing it. The Bowler's end umpire will signal a 'Free Hit' by extending one arm straight upwards and moving it in a circular motion. 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.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

In all other grades, a bowler shall be allowed to bowl one fast short pitched delivery per over. A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease. A ball that passes above the 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.

The bowling of a Free Hit is a legitimate delivery in the over unless the ball is a wide or no- ball where the free hit must be bowled again.

Any fast-short pitched delivery that is called a wide under this playing condition shall also count as the one allowable short pitched delivery in that over. If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease a second time the umpire shall call and signal "No ball".

8:2 A penalty of one run for a no ball shall be awarded and shall in all cases be scored as a no ball.

This penalty shall stand in addition to any other runs, which are scored or awarded.

9: LAW 25 - WIDE BOWLING

Umpires are instructed to apply strict consistent interpretation of this Playing Condition in order to prevent negative bowling wide of the wicket.

9:1 Any off-side or leg-side delivery, which in the opinion of the umpire does not give the striker a reasonable opportunity to score, shall be called and signaled 'Wide' by the umpire. Anything down the leg side is a wide as long as it is outside the batsman body. (As an example a leg side delivery where the ball passes between a batsman and leg stump is not a wide).

9:2 The above provisions do not apply if the striker makes any contact with the ball.

9:3 All grades from First Grade and below will play the normal wide rule for two-day cricket. 9:4 Whenever possible guidelines 455mm from the return crease will be marked on all pitches

to assist with the calling of off-side wides. These markings are in line with current First- Class Playing Conditions.

9:5 A penalty of one run for a wide shall be awarded and in all cases, be scored as a wide and shall be in addition to any other runs scored. All runs shall be scored as wides.

10: MODE OF DELIVERY

No bowler may deliver the ball underarm.

11: TIME WASTING

Umpires and captains should take into account in limited-over matches any deliberate slowing down of the

tempo 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 game 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.

12: FIELD RESTRICTIONS

Note: These fielding restrictions apply only to Premier, Premier Reserve, First Grade and Premier Women's grades.

12:1 Two semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles is 27.5 metres (Men's) and 23 metres (Women's). The ends of each semi-circle are joined by a straight line drawn on the field on the same side of the pitch.

12:2 The field restriction area should be marked by continuous painted white lines or "dots" at 4.5 metre intervals, each "dot" to be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter. Refer to 12:4 for Fielding Restriction Overs.

12:3 At the instant of delivery, there may not be more than five fieldsmen on the leg-side. 12:4 Premier, Premier Reserve, First Grade and Premier Women's grades only:

12.4.1 The restrictions shall apply:

a) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 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 the 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 the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

12.4.2 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.

12.4.4 Each block of Fielding Restriction Overs must commence at the start of an over.

12.4.5 If an innings is interrupted during an over, the status of that over (that is whether it is a Fielding Restriction Over or not) must be retained when the over is completed.

12.4.6 At the commencement of the discretionary block of Fielding Restriction overs, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.

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

I.e. 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.

12.4.4 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".

Innings duration	Powerplay 1	Powerplay 2	Powerplay 2
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
50	10	30	10

13. NEW BALL PER INNINGS

Teams are permitted to use only one new ball per innings

Local Playing Conditions – Twenty20 Matches

Except as modified the One-day competition rules will apply in all matches.

1: Duration

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

2: Hours of Play and Intervals.

Each innings will be scheduled for 1 hour 20 minutes with a 20 minute interval between the innings.

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

If the side bowling first has not completed the allotted number of overs by the scheduled time 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 be a minimum of ten minutes.

When playing time is lost, through a delayed start or an interruption in play, the scheduled interval will be reduced to 10 minutes no matter how many overs or time has been lost.

There will be no interval for drinks.

For midweek games, the following will apply:

- a) Games will commence at 5:30pm. Teams and umpires can agree to start the game up to half an hour earlier (5pm) if desired.
- b) The interval between innings will be 10 minutes.
- c) Teams and umpires can agree to reduce the number of overs played prior to the game commencing; down to a 16 overs per innings game if they feel light is going to cause issues. This is with the agreement of both captains, if one team disagrees then a 20 over per innings game is played. If games are reduced, then the power play overs are to be calculated as per rule 5:4 below.

3: Length of Innings

In an uninterrupted match each team will bat for 20 overs unless all out in less than 20 overs. 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 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. Over rate penalties will apply.

If the team fielding second fails to bowl its required overs by the scheduled time, the hours of play shall continue (subject to ground weather and light condition) until the required number of overs have been bowled or a result achieved. Over rate penalties will also apply.

3.1: Delayed or interrupted matches

Delays or interruptions to the innings of the team batting first:

- a) 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 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 the 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 overs to be bowled will be calculated as if the over in progress had been completed.

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 is an odd number then one over shall be added and the result halved.

b) The team batting second shall not bat for a greater number of overs than the team batting first unless the team batting first has completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

If there is more than one interruption to the innings of the side batting first, calculations should be based on the original scheduled close of play.

c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue, subject to ground, weather and light conditions, until the required number of overs have been bowled or the innings has been completed, and over rate penalties will apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purpose of application of over rate penalties only.

3.2: Delay or interruptions to the team batting second

a) 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 the rate of 4 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction should be ignored.

b) A rescheduled time for the close of play will be fixed by applying 4 minutes per over in respect of each already bowled and/or rescheduled to be bowled in the innings. 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.

c) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play will be extended, subject to ground, weather and light, until the overs have been bowled or a result achieved and over rate penalties shall apply.

4: The Result

4.1 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 most runs shall be the winner.

4.2 In Premier grade cricket - If due to suspension of play after the start of the match the number of overs in the innings of team batting second has to be revised to a lesser number than Duckworth Lewis via the CricHQ app will be used to determine the par score. Other other cricket - If, due to a suspension of play after the start of the match the number of overs in the innings of team batting second has to be revised to a lesser number than that originally allotted (minimum five overs) then a revised target score shall be calculated. This will be calculated as per local one-day playing conditions. This will also apply if a match is abandoned before the team batting second has received its allocated number of overs.

4.3 In the event of a tie, the following procedure shall apply to achieve a result: One Over Per Side Eliminator (OOE)

The following procedure will apply should the provision for a one over per side eliminator be required in any match.

a) The one over per side 'eliminator' shall commence 5 minutes after the conclusion of the match.

b) The one over per side 'eliminator' will take place on the pitch allocated for the match.

c) Prior to the commencement of the eliminator, each team selects three (3) batsmen and one (1) bowler.

d) The nominated players are given in writing to the umpires (in games with

no umpires these are to be handed to the opposing captain).

e) The umpires shall stand at the same end as that at which they finished the match.

f) The umpires shall choose which end to bowl, and both teams will bowl from the same end.

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 T20 match.

h) The team batting second in the match will bat first in the one over eliminator.

i) The same ball (or a ball of similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the 'extra' over.

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 one over per side eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.

l) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match and the eliminator over will be declared the winner.

m) If the number of boundaries from the two innings in both the main match and the one over eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.

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

5: Restrictions on the Placement of Fieldsmen

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

5.2 For the first six overs only of each innings, only two fieldsmen are permitted outside the 30 yard (27.5 metre) circle.

5.3 For the remaining overs of each innings only five fieldsmen are permitted outside the fielding circle at the instant of delivery.

5.4 Team Batting first In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.2 above shall be reduced proportionately

Total overs in Innings

No of overs for which fielding

Restrictions in 6.2 and 6.4 will apply

5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

5.5 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 5.2 for the same proportions of the second innings that they were maintained for the first innings

In the event of an infringement of any of the above fielding restrictions, the Umpire shall call and signal "No Ball":

6: 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 sides or for the side 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. 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 bowlers limit is concerned.

7: Declarations

There will be no declarations during the course of the match

8: No Ball- Penalty

Law 24.12 will apply

9: Free hit after No-Ball

In addition to 8 above, the delivery following a 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 wide) then the next delivery will become a free-hit for whichever batsman is facing it. The Bowler's end umpire will signal a 'Free Hit' by extending one arm straight upwards and moving it in a circular motion

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

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

10: 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 90 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

11: Over Rate Penalties

Sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour & twenty minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the game. If the side batting second is credited runs in this way and this consequently takes their score past the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the first ball becomes dead after the scheduled or re-scheduled cessation time for play. If the innings is interrupted the over rate penalty will apply on the rescheduled cessation time for that innings. The Umpires shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the re-scheduled cessation time for the innings. The Umpires will inform the fielding captain of any time allowances as and when they arise. 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.

In an innings of less than ten overs duration, Umpires shall apply the Penalty Run Laws for time wasting especially strictly. This is the only penalty for slow over rates in an innings of less than ten overs.

Local Playing Conditions – Premier Women’s & Premier Girl’s

	Premier Women Joy Lamason One-Day Trophy	Premier Womens Maureen Peters T20 Plate	Premier Girls Cooper Wakefield Cup	Premier Girls Justine Duncie Cup	Premier Girls
Number of Players	10 (Minimum 8)*∞	10 (Minimum 8)* ∞	8 (Minimum 7)*	8 (Minimum 7)*	
Club Attire	Full coloured clothing*	Full coloured clothing*	Full coloured clothing	Full coloured clothing>	
Match Ball	4 Piece White	4 Piece White	2 Piece Red	2 Piece Red	
Number of overs per Innings	10 Players = 40 Overs 9 Players = 34 Overs 8 Players = 28 Overs	20	30	20	
Batting Retirements			35 runs or 40 balls**	25 runs or 25 balls**	
Maximum number of overs per bowler used	8 overs (40 over) Reduced overs requires minimum of 5 bowlers	4 Overs (20 Over) Reduced overs requires minimum of 5 bowlers	5 Overs Max 8 ball overs^ Minimum of 6 bowlers	4 Overs Max 8 ball overs^ Minimum of 5 bowlers	
Fielding Restrictions	Overs 1-8: 2 Max of 2 fielders outside the inner ring Overs 9-40: Minimum of 6 fielders inside the inner ring	Overs 1-6: Max of 2 fielders outside the inner ring Overs 7-20: Minimum of 6 fielders inside the inner ring	Equal or More fielders must be inside the circle than outside at all times- count not including bowler/ keeper	Equal or More fielders must be inside the circle than outside at all times- count not including bowler/ keeper	
Clarification on Rules	<ul style="list-style-type: none"> • ALL No Ball = Free Hit • <u>Height No Ball</u>: Seam Bowler: A ball that passed or would have passed above waist height of the batter standing upright at the popping crease Spin Bowler: Above shoulder height • <u>Wide Ruling</u>: anything outside the ‘off side wide line’ and <u>anything pitching outside leg stump and going down leg side</u> past the batter (ie. If a ball pitches outside off stump or in line with the stumps and moves down leg it <u>will not</u> be called a 	<ul style="list-style-type: none"> • ALL No Ball = Free Hit • <u>Height No Ball</u>: Seam Bowler: A ball that passed or would have passed above waist height of the batter standing upright at the popping crease Spin Bowler: Above shoulder height • <u>Wides</u>: Anything outside the ‘off side wide line’ or <u>ANY ball that goes down leg side</u> past the batter. 	<ul style="list-style-type: none"> • ALL No Ball = Free Hit • <u>Wide</u>: As a guide; 75% outside the off stump to return crease and 50% down leg stump • LBW: Please refer to Junior Handbook (or online) Page 37 	<ul style="list-style-type: none"> • ALL No Ball = Free Hit • <u>Wide</u>: As a guide; 75% outside the off stump to return crease and 50% down leg stump • LBW: Please refer to Junior Handbook (or online) Page 37 	

	wide) • No Powerplays past 8th over				
Cancellation of matches	Please see page 17; Cancellation or Postponement of Matches				
Overs per team required to constitute a game	20	5	15	5	

Local Playing Conditions – Premier 2 Women's

Twenty20 rules will apply with the following exceptions:

- 1: Each side shall comprise eight players per team.
- 2: Games will have a maximum of 20 overs (or 25 overs by agreement) per side with a bowling limit of 4 overs per person (5 overs for a 25 over innings).
- 3: Bowlers are to have a maximum run-up of 15 metres.
- 4: A maximum of eight ball overs for both divisions will apply. A bowler can bowl under-arm if they have bowled two wides or no balls in a row.
- 5: If the ball passes the boundary line on the full then eight runs will be scored.
- 6: A batsman must retire on 40 (20 over innings, retire at 50 in a 25 over innings). The batsman can return to bat when all other batsmen have been dismissed. Batsmen will return in the order in which they retired.
- 7: After seven wickets have fallen the not out batsman will face all deliveries until dismissed or to the completion of the overs. A batsman who has been dismissed will continue with the not out batsman.
- 8: There are no LBW's.
- 9: Where the number of overs in the innings of the team batting second has to be revised the target score shall be the average runs per over for the team batting first multiplied by the revised number of overs, e.g. Team 1 score 80 in 20 overs, Team 2 have 16 overs then the target is 16×4 plus one = 65.

10. Scheduled hours of play:

Number of overs per team	20
First Session	2:00 – 3:20pm
Break between innings	3:20 – 3:40pm
Second Session	3:40 – 5pm
Overs per team required to constitute a game	5 overs
Latest time game can start to constitute a match	4:10pm
Maximum number of overs per bowler used	4 (5 for a 25 over game)

Competitions Points

Premier & Premier Reserve

1day (Limited Overs) Matches	
Win	4
Loss	0
Tie	2
Abandoned/No result	2
Bonus Point (Obtaining an overall Run rate of 1.25 that of opposition)	1
2day Matches	
Outright (Includes 4 for first innings lead)	12
First Innings Lead	4
Outright After Trailing	8
Tie	5
Tied First Innings	2
No Result on First Innings	2
Bonus Points	Achieved throughout the Match
Each Wicket	0.25
Each Run	0.01
Bonus Points	Achieved by Result
Win by an Innings or by 10 Wickets	4
Win by 7 Wickets or 100 Runs	2

Other Lower Grades

1day (Limited Overs)/T/20 Matches	
Win	4
Loss	0
Tie	2
Abandoned/No result	2
Bonus Point (Obtaining an overall Run rate of 1.25 that of opposition)	1 – <i>Only applies to games in First through Fourth Grade</i>
2day Matches	
Outright (Includes 4 for first innings lead)	12
First Innings Lead	4
Outright After Trailing	8
Tie	5
Tied First Innings	2
No Result on First Innings	2
Bonus Points	Achieved throughout the Match
Each Wicket	0.25
Each Run	0.01
Bonus Points	Achieved by Result
Win by an Innings or by 10 Wickets	4
Win by 7 Wickets or 100 Runs	2
<i>A Default in a match will result in the winning team receiving the same number of points as the team that earnt the highest number of points in that same grade in that same round.</i>	

The Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1: There are two Laws, which place the responsibility for the team's conduct firmly on the captain

Responsibility of the captains:

The captains are responsible at all times for ensuring that play is conducted on any part of a cricket ground including the field of play within the Spirit of the Game as well as within the Laws.

Player's conduct:

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2: Responsibility of Umpires: Fair and Unfair Play

The umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required. Ineffective action by the captain may result in the umpires putting the player and captain on report.

3: The umpires are authorised to intervene in cases of:

Time wasting Damaging the pitch

Dangerous or unfair bowling

Tampering with the ball (i.e. lifting the seam or using resin, wax, oil, hair products etc)

Obstruction of the batsmen while running

Incommoding (by causing bother/nuisance) by noise or action to player on strike

Attempting to assault or causing unreasonable abuse to players, team officials and spectators

Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

Your opponents

Your own captain and team The role of the umpires

The game's traditional values and fair play and good humour when losing

5. It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture To direct abusive language towards an opponent or umpire To indulge in cheating or any sharp practice, for instance:

a) To appeal knowing that the batsman is not out

b) To advance towards an umpire in an aggressive manner when appealing

c) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6: Violence

There is no place for any act of violence on or off the field of play during a cricket match.

7: Players

Captains are expected to take a leadership role and together with umpires set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

8: Gender

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text of pronouns indicating the male gender is purely for brevity. Except when specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as men and boys.

Code of Conduct

1: DEFINITION

This Code of Conduct and the Spirit of Cricket shall apply to any player, team, team official, club member, club or association affiliated to or under the jurisdiction of Cricket Wellington. For the purposes of this Code and the Spirit of the Game the term “team official(s)” shall mean and include any team manager(s), team cricket manager(s) or team coach(s) appointed by Cricket Wellington or appointed by a club to manage and/or coach a team participating in the match.

2: RULES OF THE CODE

- a) Players and team officials must not indulge in unacceptable behaviour on any part of a cricket ground including the field of play. Without in any way limiting the generality of the term “unacceptable behaviour” examples are set out in the Spirit of Cricket and Appendix (1) of this Code.
- b) Players must not infringe standards relating to advertising on clothing and equipment as set out in Appendix (2) of this Code.
- c) Players and team officials or any person holding an official position within cricket must not make any public announcement or media comment or engage in any act, omission or conduct prejudicial to the interests of cricket or which may bring the game of cricket or any cricketer or a group of cricketers, team officials or club into disrepute.
- d) It is unacceptable to ask any question of an umpire connected with a decision.

3: ELIGIBILITY TO LODGE A REPORT

3:1 An alleged breach of Rules 2 (a) or (b) or (d) of the Spirit of Cricket may be reported by:

- a) Either or both umpires, or
- b) The Chief Executive and /or Development Manager or their nominees should they be unavailable, or
- c) Captains participating in the match, or
- d) The following persons if they are present physically at the match at the time and have observed an alleged breach of this Code or the Spirit of Cricket:
 - i) Cricket Wellington Board members, or
 - ii) Any office bearer of Cricket Wellington, or
 - iii) The chairman of any affiliated club or nominee, or
 - iv) Team officials

3:2 An alleged breach of Rule 2 (c) of the Code may be reported by any of the following persons:

- a) Cricket Wellington Board members, or
- b) The Chief Executive Officer of Cricket Wellington, or
- c) The chairman of any affiliated club or association, or
- d) Any office bearer of Cricket Wellington

4: COMMISSIONERS

Prior to 1 September each year the Board shall appoint a panel of Cricket Wellington Commissioners to hear and determine any report of an alleged breach of this Code. If at any time there is not one of the Commissioners available to hear and determine the report then the Chairman of the Board of Cricket Wellington or his or her nominee may appoint a temporary Commissioner to undertake the hearing.

5: REPORTS-PROCEDURE

5.1 Premier Official Warning System:

In Premier Grades, officially appointed umpires will have the ability to warn players over their behaviour. The warning system works as follows:

On witnessing an incident by a player an umpire considers inappropriate but not worth a full citing an umpire will warn the player, followed by an official warning.

- a) The captain and player involved will be informed by the umpire at the time that they have received this warning.
- b) The umpire will inform Cricket Wellington no later than 48 hours after match completion of the player and team that was officially warned. The umpire will detail who was warned and why they were warned.
- c) Cricket Wellington will inform clubs when players receive an official warning as well as the player and captain being informed by the umpire at the time of the warning.
- d) Cricket Wellington will keep a record of official warnings given.
- e) Once a player receives 3 official warnings they will be automatically suspended for 2 weeks.
- f) If a player or players within a team receive 4 official warnings the side will lose 2 competition points (Official warnings to individual players are counted towards the team total).
- g) Should a team receive more warnings after their first 4 any 2 after the first 4 will result in 2 more competition points being deducted.
- h) 2 official warnings received by the same player in a match will result in a mandatory 1 week suspension for that player.
- i) Warnings may be issued to more than one player in respect of the same incident in which case for example if two players are warned that will constitute 2 separate official warnings.
- j) Warnings will be cleared and reset at the end of every season.
- k) While this process is in place we still expect the umpires to manage the situation effectively prior to handing out an official warning.

- 5:2
- a) When any person mentioned in Section 3 wishes to make a report of an alleged breach of this Code he/she shall inform the Competitions Manager at the earliest opportunity and within 48 hours after the completion of the day's play complete a written report using the report form as set out in Appendix 3 as a guide.
 - b) The Competitions Manager and his/her nominee shall at the earliest opportunity, on receipt of the report:
 - i) Arrange a hearing to be held at the offices of Cricket Wellington at 6pm on the Thursday immediately following the alleged breach, or at such other time and place as Cricket Wellington may advise the reported individual(s) in writing, and
 - ii) Advise the individual(s) reported, the individual's club chairman as appropriate, and the Commissioner of the contents of the report.
 - c) The hearing must, without further notice, be attended by the player reported and his/her captain or by the team official reported and his/her club chairman as appropriate.

The initiator of the report shall also attend and will be obliged to answer any questions of clarification as directed by the Commissioner. The opposing captain may also attend the hearing.
 - d) If the report is against the captain then the vice-captain or team manager/club chairman shall attend.
 - e) The Commissioner will hear and decide on the report in a manner which accords within the principles of natural justice and which best ensures the fair and prompt determination of the alleged breach of the Code. The Commissioner shall

allow the player(s) and/or team officials reported to give evidence and allow the player(s) and/or team officials reported to make submissions. The Commissioner shall decide what penalty, if any, is to be imposed. The Commissioner shall advise the decision to the individual(s) concerned, the Chief Executive Officer, and the initiator of the report as soon as practicable and shall provide a written decision within seven days of the hearing.

- f) In the event that the individual(s) or team official(s) reported fails to attend the hearing the Commissioner may proceed to hear and decide the report in a manner to be determined by the Commissioner.
- g) The Commissioner's findings and decisions are final. There is no right of appeal.

Note:

- i) The Commissioner may at his/her discretion to extend time limits under this Code where the interests of good behaviour are paramount, provided only that none of the parties affected is likely to materially prejudiced as a result.
 - ii) If considered appropriately by the Chair of Cricket Wellington any hearing may be conducted in the presence of two Commissioners.
 - iii) Commissioner's in appropriate cases such as for level 1 admitted offences may conduct a hearing by telephone conference.

6: PENALTIES

6:1 Where an individual, team or club has been found guilty of a breach of Rules 2(a), 2(c), 2(d) of the Code or the Spirit of Cricket, the following penalties may be imposed.

(a) An Individual

- i) A written censure with or without a suspended sentence, and/or
- ii) A fine not exceeding \$500 and/or
- iii) A suspension from club and/or representative play. In the case of club cricket this suspension shall be immediate unless at the discretion of the Commissioner.

In the case of an immediate suspension no replacement will be allowed.

- v) Following a third finding of breach against a member of any one team (including the same member more than once) in the same season, then that team will be immediately penalised by Cricket Wellington the total of ten (10.0) competition points. This rule is subject to the imposition of a reprimand not being included as a 'breach' for the purposes of this rule.

Commentary: this rule is introduced to recognise the seriousness and impact of a penalty against any team that is found guilty of repeated poor behaviour, being three separate breach instances, throughout the same season.

- vi) Indicative penalty tariffs are included as Appendix (3) of this Code.

(b) In the case of a suspension from play being imposed, the playing day(s) identified will only count towards the execution of a penalty when the playing day is effected, either wholly or in part. Any abandoned day's play will not count towards a player's penalty being carried out. Cricket Wellington will issue a protocol as to the definition and management of an abandoned day prior to the season, and it will communicate the management of the playing day(s) with the player and player's club following any Commissioner decision. For the sake of clarity reference to playing day(s) is the next playing day(s) regardless of the format.

Commentary: this rule is introduced to support efforts to ensure that a player's penalty is meaningful and has sufficient disciplinary effect, in the sense that he/she will actually miss a cricket playing opportunity, as opposed to obtaining a degree of good fortune should bad weather preclude play on any given day.

(c) A Team or Club

- i) A reprimand and/or
- ii) Cancellation of all or any part of any competition points awarded from the match to the team.

- iii) A fine not exceeding \$1000
- iv) If a player is suspended late in the season, the suspension is able to be carried over until the start of next season.

6:2

- a) Where an individual is found guilty of breach of Rule 2(b) the following penalties will be imposed
 - i) For the first offence in a season, a fine of \$10 (\$50 representative)
 - ii) For the second offence in a season, a fine of \$30 (\$150 representative)
 - iii) For a third breach the individual shall be ineligible for selection for the next match, should the third breach occur in the final match of the season, the suspension is to be served at the start of the next season.
- b) Breaches of Rule 2(b) need not be referred to the Commissioner in the case of a first or second offence. The Cricket Wellington Competitions Manager may write to the offender's club imposing the fine, which the club may dispute in writing to the Chief Executive Officer. In the event of a dispute, the Chief Executive Officer's decision is final.

6:3 Where an individual has been found guilty of a breach of the Code or the Spirit of Cricket, he/she shall personally pay and be liable for payment of any fine imposed. Any fine imposed is to be paid to Cricket Wellington within seven days or as otherwise agreed between the individual and the Commissioner. Any individual failing to meet this requirement will be suspended from all play until such time as the fine is paid.

Note: While penalties are for the Commissioner to determine, suspension should be imposed as the primary penalty rather than a fine. In particular suspension should be imposed for offences against umpires. In determining a period of suspension the future match commitments of an individual should be brought into account. For professional players, fines preferred to suspension consistent with New Zealand Cricket rules, see Appendix 5.

7:

PUBLIC ADVICE

7.1 Only the Chief Executive or the Chairman of the Board of Cricket Wellington or his/her nominee is authorised to notify the media of a report and its outcome. In the absence of special reasons publicity will be given to the disciplinary process.

7.2 Cricket Wellington will, subject to Commissioner direction, publish the details of any breach found by a Commissioner. The publication may take any form, and includes a media release (as per 7.1), e-mail communication to club network, and use of the CW website.

8:

NOTES

In respect of any matter affecting a club player or team official it is the individual's responsibility to notify his club president/chairman or association of the hearing. Representatives of the club or association may attend and address the hearing. Where a team (as distinct from individuals) is reported the captain shall attend the hearing on behalf of the club. The Commissioner may request other members of the team/club to attend the hearing.

APPENDIX 1 – EXAMPLES OF UNACCEPTABLE BEHAVIOUR

- 1: A player, team, club, team official who acts against the Spirit of Cricket (Law 42:18)

Law 42:18 PLAYERS CONDUCT

If there is a breach of the Spirit of Cricket by a player failing to comply with the instructions of an umpire, or criticising his/her decisions by words or actions, or showing dissent, or generally behaving in a manner on any part of a cricket ground including the field of play which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

The umpires together shall:

- i) Inform the player's captain of the occurrence, instructing the latter to take action.
- ii) Warn him of the gravity of the offence, and tell him that it will be reported to a higher authority.
- ii) Report the occurrence as soon as possible to the executive of the player's team and any governing body responsible for the match, who shall take action as is considered appropriate against the captain and the player or players concerned.

- 2: A player or team official assaulting or attempting to assault an umpire.

- 3: A player or team official using crude and/or abusive language, or engaging in conduct detrimental to the Spirit of Cricket.

- 4: A player or team official using "well-known" crude or abusive hand signals.

- 5: A player or team official assaulting, attempting to assault, or abusing another player or team official. 6: A player or team official assaulting, attempting to assault, or unreasonably or unnecessarily abusing a spectator.

- 7: A deliberate act of time wasting.

- 8: A player or team official willfully damaging the pitch.

- 9: Questioning of an umpire's decision must follow the following protocols:

- i. At the end of an over, the bowler and/or captain may inquire of the umpire the reason for a decision made in that over
- ii. The umpire is not obliged to answer any question but if the umpire wishes to provide a brief explanation, then they will do so but they will not enter in to a debate with the bowler or captain
- iii. No other player or team official is entitled to question an umpire about a decision and to do so would breach the code of conduct

APPENDIX 2 – DEFINITION OF STANDARDS OF CLOTHING AND EQUIPMENT

1: ATTIRE FOR THE GAME OF CRICKET

- i) All attire, other than conventional cricket caps, must be white or cream.
- ii) In limited overs matches, colour clothing is compulsory for Premier grade games who will be using white balls. Coloured clothing may be worn in other grades on the proviso that the clothing has been approved by Cricket Wellington.
- iii) If shorts are worn, calf-length socks must be worn.
- iv) Baseball caps, tennis eyeshades and similar headgear may be permitted only after prior written approval from the Board. Protective helmets of the manufacturer's colours are permissible.
- v) Club's or other motifs as approved by the Board may be worn on shirts, pullovers and white hats.

2: GEAR – The criteria for gear is as follows:

2:1 Bats – There is no restriction on advertising of the maker's name and logo on bats. 2:2

Batting and Wicket-keeping Gloves

The maker's current normal advertising insignia is allowed but restricted to one such insignia on each glove and with a maximum size of 16cm². No other insignia is allowed.

2:3 Helmets, (including ear pieces), Caps and Sunhats A club or association logo is permitted on the above.

2:4 Vests/T-Shirts

No vests or t-shirts may be worn if this results in advertisement being visible through a shirt.

2:5 Trousers

Two Day Cricket:

- One clothing manufacturer's logo allowed Limited Overs Cricket:
- One sponsors logo allowed on the proviso it is approved by Cricket Wellington, being no bigger than 8cm by 30cm

2:6 Shirts and Sweaters

2:6:1 Two Day Cricket - Shirts and sweaters for Premier, Premier Reserve, First Grade and Premier Women. A maximum of four logos are to be allowed on shirts and sweaters, being:

- a) One Club logo
- b) One Clothing manufacturer logo
- c) One Competition sponsor logo
- d) Two club sponsors logos – one being dimensions 8cm by 8cm, and one being dimensions 25cm wide by 15cm high.

The available positions for these logos (and maximum sizes) are as follows:

- 1) Front Chest (Right) – Logo A, B or D (8cm by 8cm)
- 2) Front Chest (Left) – Logo A, B or D (8cm by 8cm)
- 3) Left Sleeve – Logo A, B or D (8cm by 8cm)
- 4) Right Sleeve – Logo C (8cm by 8cm)
- 5) Back/Shoulders – Logo D (25cm wide by 15cm high)
- 6) Front/Stomach – Logo D (25cm wide by 15cm high)

Club colours will be permitted on playing shirts provided that (1) they do not cover more than 25% of the shirt; (2) are not in a solid block form; (3) do not visually dominate the shirt, i.e. the shirt to remain predominately white or cream. The design of the shirt must be submitted to Cricket Wellington for approval. Cricket Wellington retains the right to prohibit the use of any design that does not meet the outlined criteria.

2:6:2 Limited Overs Cricket - Shirts and sweaters for Premier, Premier Reserve and Premier Women. A maximum of five logos are to be allowed on shirts and sweaters, being:

- a) One Club logo

- b) One Clothing manufacturer logo
- c) One Competition sponsor logo
- d) Two club sponsor logos – one being dimensions 8cm by 8cm, and one being dimensions 25cm wide by 15cm high

The available positions for these logos (and maximum sizes) are as follows:

- 1) Front Chest (Right) – Logo A, B or D (8cm by 8cm)
- 2) Front Chest (Left) – Logo A, B or D (8cm by 8cm)
- 3) Left Sleeve – Logo A, B or D (8cm by 8cm)
- 4) Right Sleeve – Logo C (8cm by 8cm)
- 5) Back/Shoulders – Logo D (25cm wide by 15cm high)
- 6) Front/Stomach – Logo D (25cm wide by 15cm high)

2:6:3 Shirts and sweaters for all other teams playing in Cricket Wellington club competitions.

Team uniforms arranged in association with sponsors for teams other than Premier, Premier Reserve, First Grade and Premier Women grades may be allowed provided they have been submitted to and received prior approval in writing from Cricket Wellington.

2:6:4 The design of the insignia must be submitted to Cricket Wellington for approval, who have the right to prohibit the use of any insignia.

2:7 Pads – Pads shall be plain white, except:

2:7:1 The maker's current normal insignia is allowed, but restricted to one such insignia on each pad and with a maximum size 16cm².

2:7:2 In lieu of the maker's current normal advertising insignia, pads may have a coloured outer edging or piping of maximum width of 1cm, provided that such edging must be in one colour only and the edging or piping of both pads must be of the same colour.

2:7:3 Grades where white balls are being used for limited overs matches, colour pads are compulsory. For grades using colour clothing and red balls, colour pads can be used but if the umpires view the colour of the pad to be an issue then they can request for white pads to be worn.

2:8 Boots and Shoes

An advertising insignia in the form of a makers name is allowed, but restricted to one such insignia on each boot or shoe with the height of each letter not to exceed 1cm and the length of the name not to exceed 4cm.

2:9 Other Visible Clothing or Equipment (including forearm protection) No visible makers name or other name, logo colour flash is allowed.

2:9:1 Footwear used on the field of play is to be white or cream. Exceptions are permitted when artificial pitches are used. Soft-soled footwear is only permitted on artificial pitches.

2:9:2 Player-umpires shall not officiate in less than shorts and a short-sleeved shirt.

2:9:3 All long sleeved undergarments (including compression garments) must be white or the colour of the playing shirt. White undergarments are acceptable when coloured clothing is worn.

APPENDIX 3 – INDICATIVE PENALTIES

Commentary – The levels are to guide those making Reports, the disciplinary process, and to assist players and team officials understand how the Code applies.

Indicative penalties

1. Level 1 - the indicative entry level is a written censure with or without a suspended sentence and/ or the imposition of either a fine. Suspension may be considered appropriate for the un-contracted player. The entry point for Level 1 breaches where a financial penalty is considered appropriate is \$200.00.

2. Level 2 - the indicative entry level is a fine and/or suspension. The entry point for Level 2 offences is \$500.00 where a monetary penalty is considered appropriate.

3. Level 3 - the indicative entry level is suspension.

4. Level 4 - the indicative entry level is lifetime suspension.

The conduct described in Rules 1-4, if committed by a player or Team Official shall amount to an offence by such player or Team Official under the Code of Conduct.

Comment: Notes have been provided as guidance as to the nature of conduct that might fall within a particular Rule and are not a limiting list of conduct prohibited by such Rule.

1.1 Level 1 Offences:

1.1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match.

Note: Rule 1.1.1 includes any action(s) which fall outside the usual conduct of the same, such as hitting or kicking the wickets and any action(s) which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

1.1.2 Showing dissent at an Umpire's decision during a Match.

Note: Rule 1.1.2 includes:

1.1.2.1 obvious disappointment with, or challenge to, an Umpire's decision;

1.1.2.2 an obvious delay in play, or leaving the wicket;

1.1.2.3 shaking the head to indicate challenge to the decision;

1.1.2.4 pointing or looking at the inside edge when given out lbw;

1.1.2.5 pointing to the pad or rubbing the shoulder or giving any other indication the decision is challenged when caught behind;

1.1.2.6 snatching the cap from the Umpire whether in petulance or as a challenge to the umpire's decision or conduct;

1.1.2.7 requesting a referral to the TV Umpire (other than in the context of a legitimate request for a referral as may be permitted in such a Match); and

1.1.2.8 entering into any debate with the Umpire about his decision.

It is no defence to any charge brought under this Rule to show that the Umpire might have, or in fact did, get any decision wrong.

1.1.3 Using language or a gesture that is obscene, offensive or insulting during a Match.

Note: Rule 1.1.3 includes:

1.1.3.1 loud or repetitious swearing; and

1.1.3.2 obscene gestures or conduct which is/are not directed at another person, such as swearing at one's own poor play or fortune. This offence is not intended to penalise behaviour which may be regarded as trivial.

When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:

1.1.3.3.1 be regarded by others on the field of play or outside the playing area as obscene;

1.1.3.3.2 give offence to others in the field of play or outside the playing area; or

1.1.3.3.3 insult another person.

This offence is not intended to cover any use of language or gestures that are likely to offend

another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under Rule 1.4.5 of this Code.

1.1.4 Excessive appealing during a Match.

Note: For the purposes of Rule 1.1.4, 'excessive' shall include:

1.1.4.1 *repeated appealing which is not based on a genuine belief a batsman should be given out; or*

1.1.4.2 *celebrating a dismissal before the decision has been given, i.e it is not intended to prevent loud or enthusiastic appealing.*

1.1.4.3 *It is not intended the Rule should prevent loud or enthusiastic appealing of itself.*

1.1.5 Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman.

1.1.6 Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any player, Team Official, Match official or team participating in any Match, irrespective of when such criticism or inappropriate comment is made.

Note: Without limitation, players and Team Officials will breach Rule 1.1.6 if they publicly criticise the Match officials or denigrate a player or team against which they have played in relation to incidents which occurred in an Match. When assessing the seriousness of the breach, the context within which the comments are made and the gravity of the offending comments must be taken into account.

1.1.7 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

1.1.7.1 is contrary to the spirit of the game; or

1.1.7.2 brings the game into disrepute.

Note: Rule 1.1.7 is intended to be a 'catch-all' provision to cover all types of conduct of a minor nature that is not covered by the specific offences set out elsewhere in the Code of Conduct.

By way of example, Rule 1.1.7.1 may (depending upon the seriousness and context of the breach) prohibit the following:

1.1.7.3 *the use of an illegal bat or illegal wicket-keeping gloves;*

1.1.7.4 *deliberate time wasting;*

1.1.7.5 *cheating during a Match which is conduct intended to wrongly influence any element of the game, including deliberate attempts to mislead the Umpire;*

1.1.7.6 *failure to comply with the provisions of Rule 4 of the CW Two Day Playing Conditions; and*

1.1.7.7 *any conduct which is considered 'unfair play' under Law 42 of the Laws of Cricket.*

By way of example, Rule 1.1.7.2 may (depending upon the seriousness and context of the breach) prohibit the following:

1.1.7.8 *public acts of misconduct;*

1.1.7.9 *unruly public behaviour; and*

1.1.7.10 *inappropriate comments which are detrimental to the interests of the game.*

1.2 Level 2 Offences:

1.2.1 Showing serious dissent at an Umpire's decision during a Match.

Note: Dissent, including the examples given in Rule 1.1.2 above will be classified as 'serious' when the conduct contains an element of anger, abuse or challenge which is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket showing such dissent or where there is persistent re-reference to the incident over time.

It shall not be a defence to any charge brought under this Rule to show that the Umpire might have, or in fact did, get any decision wrong.

1.2.2 Serious public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any player, Team Official, Match official or team participating in any Match, irrespective of when such criticism or inappropriate comment is made.

Note: Without limitation, players and Team Officials will breach this rule if they publicly criticise

the Match officials or denigrate a player or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity and effect of the offending comments must be taken into account.

1.2.3 Inappropriate and deliberate physical contact between players in the course of play during a Match.

Note: Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player.

1.2.4 Charging or advancing towards, or challenging, the Umpire in an aggressive manner when appealing during a Match.

1.2.5 Deliberate obstruction on the field of play.

1.2.6 Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a player, Team Official, Umpire, Match Referee or any other third person in an inappropriate and/or dangerous manner during a Match.

1.2.7 Using language or gesture(s) that is seriously obscene, seriously offensive or of a seriously insulting nature to another player, Team Official, Umpire, Match Referee or any other third person during a Match.

Note: There will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard so as to become more than minor.

When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:

1.2.7.1 *be regarded as seriously obscene; or*

1.2.7.2 *give serious offence; or*

1.2.7.3 *seriously insult another person.*

This offence is not intended to cover any use of language or gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under Rule 1.4.5 of this Code and must be dealt with according to the procedures set out therein.

1.2.8 Changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket, as modified by ICC Standard Test Match, ODI and Twenty20 International Match Playing Conditions clause 42.1.

Note: This offence supplements and does not replace ICC Standard Test Match, ODI and Twenty20 International Match Playing Conditions clause 42.1

Any action(s) likely to alter the condition of the ball which are not specifically permitted under Law 42.3(a) may be regarded as 'unfair'. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes):

1.2.8.1 *deliberately throwing the ball into the ground for the purpose of roughening it up;*

1.2.8.2 *applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball;*

1.2.8.3 *lifting or otherwise interfering with any of the seams of the ball;*

1.2.8.4 *scratching the surface of the ball with finger or thumb nails or any implement;*

1.2.8.5 *attempting to alter the shape of the ball.*

The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, are permitted. Any actions otherwise taken with the purpose of changing the condition of the ball shall not be permitted.

1.2.9 Any attempt to manipulate a Match for inappropriate strategic, tactical or other reasons.

Note: Rule 1.2.9 is intended to prevent the manipulation of Matches for inappropriate strategic or tactical reasons (see Rule 4 of the Cricket Wellington Playing Conditions – Two Day Cricket). It may apply to the inappropriate manipulation of a net run rate or accumulation of bonus points

or otherwise.

Rule 1.2.9 is not intended to cover any corrupt or fraudulent acts (including any use of inside information and/or related betting activity). Such conduct is prohibited under the ICC's Anti-Corruption Code and must be dealt with according to the procedures set out therein.

The Team Captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Rule.

1.2.10 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

1.2.10.1 is contrary to the spirit of the game; or

1.2.10.2 brings the game into disrepute.

Note: Rule 1.2.10 is intended to be a 'catch-all' provision to cover all types of conduct of a serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.

See guidance notes to Rule 1.1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Rule 1.2.10.

1.3 Level 3 Offences:

1.3.1 Intimidation of an Umpire or Match Referee whether by language or conduct (including gestures) during a Match.

Note: Includes appealing in an aggressive or threatening manner, which has or may have the effect of influencing the umpire in his role.

1.3.2 Threat of assault on another player, Team Official, or any other person (including a spectator) during a Match.

1.3.3 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

1.3.3.1 is contrary to the spirit of the game; or

1.3.3.2 brings the game into disrepute.

Note: Rule 1.3.3 is intended to be a 'catch-all' provision to cover all types of conduct of a very serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.

1.4 Level 4 Offences

1.4.1 Threat of assault on an Umpire or Match Referee during a Match.

1.4.2 Physical assault of another player, Team Official, Umpire, Match Referee or any other person (including a spectator) during a Match.

1.4.3 Any act of violence on the field of play during a Match.

1.4.4 Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

1.4.4.1 is contrary to the spirit of the game; or

1.4.4.2 brings the game into disrepute.

Note: Rule 1.4.4 is intended to be a 'catch-all' provision to cover all types of conduct of a serious nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.

See guidance notes to Rule 1.1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Rule 1.4.4.

1.4.5 A player or Team Official using any language or gestures that offend, insult, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent or origin.

Appendix 4 – CONSIDERATION FOR PROFESSIONAL PLAYERS

The changes to the NZC rules

Primarily, the changes to the NZC rules for first-class domestic cricket are as follows:

- a. there now exists a distinction under the Rules between a “professional” cricketer, and an “amateur” cricketer. This distinction goes straight to how a penalty is to be considered;
- b. the primary penalty to be considered for offences by professional cricketers is now to be a fine, where previously a suspension was encouraged as the primary penalty (maximum fine increased from \$2,000 to \$5,000); and
- c. the “tariffs” for penalty previously documented have been replaced with “levels” of offences, in line with the ICC Code of Conduct Rules.

Commentary

“The rationale for these changes came 2011/2012 from discussions with the Players Association when they raised some concerns about the Code and its application to professional players as opposed to amateur players. This was manifested in the Code which specified at the time that suspension be the primary penalty for a breach. The Players Association asserted that the landscape had changed and that fines in some instances were more appropriate than suspending a player who earns a living from the game. This has been reflected in the ICC Code for matches at International level for some time.”

CW CODE OF CONDUCT REPORT

In accordance with Rule _____ of the NZC Code of Conduct I/we make the following report:

Date report prepared:	
Prepared By:	
Match:	
Dates:	
Umpires:	

I/We wish to bring to your attention my/our belief that during the match above conduct amounting to a breach of the Code of Conduct occurred. Those involved were:

PLAYER(S)	TEAM OFFICIAL(S)	TEAM

I/We believe that the conduct breached Rule _____ of the Code and as described in Appendix A, clause _____

THE CIRCUMSTANCES WERE AS FOLLOWS:

The day's play concluded at	AM / PM	DAY / MONTH / YEAR
If applicable, the appointed Match Referee was notified OR	AM / PM	DAY / MONTH / YEAR
The Chief Executive, Executive Director or Secretary of the Major Association / District Association was notified.	AM / PM	DAY / MONTH / YEAR

SIGNED		SIGNED	
NAME		NAME	
CONTACT No.		CONTACT No.	