



VINCENT CRICKET DRAWS

NOVEMBER 14, 2022

www.otagocountrycricket.co.nz



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1. CONTACTS

OTAGO COUNTRY CRICKET

NAME	POSITION	CONTACT	EMAIL
Georgette Moyle	District Manager - OCCA	021 909 106	georgette@otagocountrycricket.co.nz
Lindsay Breen	OCCA (Chair)	021 340 706	lindsay.breen@breen.co.nz
Shayne O'Connor	OCCA	021 371 677	shayne@perspectivenz.co.nz
Jordan Hill	Development Officer	027 413 1880	
Peter Silvester	Vincent Past Treasurer/secretary	027 433 5622	prsilvester@xtra.co.nz
Mike O'Connor	Vincent Past President	027 569 5151	moconnor532@gmail.com

CLUB CONTACTS / OFFICE BEARERS

NAME	REPRESENTING	CONTACT	EMAIL
Blayne Wegener*	Luggate-Albion	021 161 5790	blayne.wegener@gmail.com
Jake Nicol	Luggate-Albion	027 417 7067	jakerileynicol@gmail.com
Dave Lilley	Blacks Hill	027 591 6412	dlilley@pggwrightson.co.nz
John Anderson	Blacks Hill	0273109564	john.anderson@contactenergy.co.nz
Ross Anderson*	Cromwell		ross.d.anderson.nz@gmail.com
Mark Knox	Cromwell	021 244 3784	markjknox@gmail.com
Emma Campbell	Queenstown	021 124 2266	emma@coaching-solutions.co.nz
Daniel Gibbons	Queenstown	027 256 9159	djsmgibbons@gmail.com
Chris Collett*	Molyneux	027 628 8029	Chris.collett@icloud.com
Sam Bastin	Molyneux	021 678 552	sam@otagocricket.co.nz
Michael Goldstein*	Maniototo	021 426 311	michael@theclubhouse.kiwi
Jimmy Pyle	Maniototo		
Roger Hill	Dunstan High School	027 279 7080	roger@hillautomotive.co.nz
Nathan Love	Dunstan High School	027 512 1189	nlove@dunstan.school.nz

(*) Competition committee



UMPIRES & SCORERS

NAME	REPRESENTING	CONTACT	EMAIL
Ian Henderson	Scorers & Umpires		ianjeremyhenderson@gmail.com
Malcolm Jones	Scorers & Umpires	027 522 6300	thesnowdons9@gmail.com
Helen Harrex	Scorer	021 020 71353	Helen.harrex1969@gmail.com

2. NZC HELMENT POLICY

Mind Your Head

New Zealand Cricket is committed to ensuring all cricketers receive the very highest standard of helmet protection, whether batting or fielding (in specific positions). To this end, NZC has adopted a formal position on helmet safety which is largely in line with similar policies implemented in England & Australia.

- All MAs and DAs (plus Clubs which have paid staff) will have a 'go to' person regarding the implementation of the helmet policy - NZC will also assist in this regard.
- Education will be crucial to the success of this policy.
- Compliant helmets are available from retail outlets throughout New Zealand.

Junior / Youth Hardball (Under 19yrs) boys and girls The following policy will be mandatory for the 2021 - 22 season onward. Helmets, with a face guard, are mandatory for junior cricketers (Under 19), including when they are playing senior cricket. They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

British Standard helmets (BS7928:2013) are considered "best of breed" helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior / youth cricketers to wear the British Standard helmet Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

Senior Cricket (19yrs and above) men and women The following policy will be mandatory for the 2021 - 22 season onward. Helmets, with a face guard, are **strongly recommended** for senior cricketers (19yrs and above) while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

British Standard helmets (BS7928:2013) are considered "best of breed" helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). For the amateur cricketer (Senior 19yrs and above – Men and Women) who choose to wear a helmet, it is strongly recommended that the helmet meets the British Standard (BS7928:2013).



Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.

It is recommended that women only use helmets which have been tested against both the men's and junior sized ball or at least against the junior size ball.

3. TEAM ENTRIES

The following teams have been entered in the Vincent Competition in 2022-23:

SENIOR COMEPTITION

Koford Cup (40 Over)	Scurr Cup (T20)
Holder: Albion-Luggate	Holder: Molyneux
Maniototo	Maniototo
Queenstown	Albion-Luggate
Wakatipu	Molyneux
Albion-Luggate	Cromwell
Molyneux	
Cromwell	

SENIOR RESERVE

Partridge Cup (40 Over)	Barrie Cup (T20)
Holder: Dunstan High School 1 ST XI	Holder: Dunstan High School 1 ST XI
Blacks Hill	Blacks Hill
Cromwell	Molyneux
Dunstan High School 1 st XI	Dunstan High School 1 st XI
Albion Luggate Reserves	Albion Luggate Reserves
Queenstown	Cromwell
Wakatipu (withdrawn)	



4. COMPETITION STRUCTURE

Below is the proposed competition structure:

Rd	Date	Senior	Rd	Date	Senior Reserve
1	8-Oct	Koford Cup (40 Over)			
2	15-Oct	Koford Cup (40 Over)			
3	22-Oct	Koford Cup (40 Over)			
4	29-Oct	Koford Cup (40 Over)			
5	5-Nov	Koford Cup (40 Over)			
6	12-Nov	Koford Cup (40 Over)			
7	19-Nov	Koford Cup (40 Over)			
8	26-Nov	Koford Cup (40 Over)			
9	3-Dec	Koford Cup (40 Over)			
1	10-Dec	Scurr Cup (T20)			
CHRISTMAS BREAK					
2	7-Jan	Scurr Cup (T20)			
3	14-Jan	Scurr Cup (T20) FINALS			
10	21-Jan	Koford Cup (40 Over)			
11	28-Jan	Koford Cup (40 Over)			
12	4-Feb	Koford Cup (40 Over)			
13	11-Feb	Koford Cup (40 Over)			
14	18-Feb	Koford Cup (40 Over)			
15	25-Feb	Koford Cup (40 Over)			
S	4-Mar	Koford Cup - SEMIS			
F	11-Mar	Koford Cup - FINAL			
			1	29-Oct	Partridge Cup (40 Over)
			2	5-Nov	Partridge Cup (40 Over)
			3	12-Nov	Partridge Cup (40 Over)
			4	19-Nov	Partridge Cup (40 Over)
			5	26-Nov	Partridge Cup (40 Over)
			1	3-Dec	Barrie Cup (T20)
			2	10-Dec	Barrie Cup (T20)
			3	7-Jan	Barrie Cup (T20)
			4	14-Jan	Barrie Cup (T20)
			5	21-Jan	Barrie Cup (T20)
			6	28-Jan	Barrie Cup (T20) FINAL
			6	4-Feb	Partridge Cup (40 Over)
			7	11-Feb	Partridge Cup (40 Over)
			8	18-Feb	Partridge Cup (40 Over)
			9	25-Feb	Partridge Cup (40 Over)
			10	4-Mar	Partridge Cup (40 Over)
			11	11-Mar	Partridge Cup FINAL



5. DRAFT SENIOR COMPETITION DRAW

Draws will also be loaded on PlayHQ:

Rd	Date	Senior	Home	Away	Ground
1	8-Oct	Koford Cup (40 Over)			
			Albion-Luggate	Maniototo	Wanaka - Luggate
			Queenstown	Cromwell	Queenstown - QEC2
			Molyneux	Wakatipu	Molyneux Park
2	15-Oct	Koford Cup (40 Over)			
			Albion-Luggate	Wakatipu	Wanaka - Luggate
			Molyneux	Cromwell	Molyneux Park
			Queenstown	Maniototo	Queenstown - QEC2
	22-Oct	Labour weekend	NO CRICKET		
3	29-Oct	Koford Cup (40 Over)			
			Queenstown	Albion-Luggate	Queenstown - QEC2
			Maniototo	Molyneux	Ranfurlly
			Wakatipu	Cromwell	Cromwell
4	5-Nov	Koford Cup (40 Over)			
			Cromwell	Albion-Luggate	Cromwell
			Wakatipu	Maniototo	Queenstown
			Molyneux	Queenstown	Molyneux Park
5	12-Nov	Koford Cup (40 Over)			
			Albion-Luggate	Molyneux	Wanaka - Luggate
			Wakatipu	Queenstown	Queenstown - QEC2
			Cromwell	Maniototo	Cromwell
6	19-Nov	Koford Cup (40 Over)			
			Albion-Luggate	Maniototo	Wanaka - Luggate
			Cromwell	Queenstown	Cromwell
			Wakatipu	Molyneux	John Davies Oval
7	26-Nov	Koford Cup (40 Over)			
			Wakatipu	Albion-Luggate	John Davies Oval
			Cromwell	Molyneux	Cromwell
			Maniototo	Queenstown	Queenstown - QEC2
8	3-Dec	Koford Cup (40 Over)			
			Albion-Luggate	Queenstown	Wanaka - Luggate
			Molyneux	Maniototo	Molyneux Park
			Cromwell	Wakatipu	Cromwell



SCURR CUP					
1	10-Dec	Scurr Cup (T20)			
			Cromwell	Maniototo	Cromwell
			Molyneux	Albion-Luggate	Molyneux Park
2	7-Jan	Scurr Cup (T20)			
			Albion-Luggate	Cromwell	Wanaka - Luggate
			Maniototo	Molyneux	Oturehua
3	14-Jan	Scurr Cup (T20)			
			Cromwell	Molyneux	Molyneux Park
			Albion-Luggate	Maniototo	Molyneux Park
F	14-Jan	Scurr Cup (T20) Final	1 st Qualifier	2 nd Qualifier	Molyneux Park
KOFORD CUP					
9	21-Jan	Koford Cup (40 Over)			
			Albion-Luggate	Cromwell	Wanaka - Luggate
			Maniototo	Wakatipu	Oturehua
			Queenstown	Molyneux	Queenstown
10	28-Jan	Koford Cup (40 Over)			
			Molyneux	Albion-Luggate	Molyneux Park
			Queenstown	Wakatipu	Queenstown
			Maniototo	Cromwell	Oturehua
11	4-Feb	Koford Cup (40 Over)			
			Albion-Luggate	Maniototo	Wanaka - Luggate
			Queenstown	Cromwell	Queenstown
			Wakatipu	Molyneux	Queenstown
12	11-Feb	Koford Cup (40 Over)			
			Albion-Luggate	Wakatipu	Wanaka - Luggate
			Molyneux	Cromwell	Molyneux Park
			Maniototo	Queenstown	Oturehua
13	18-Feb	Koford Cup (40 Over)			
			Queenstown	Albion-Luggate	Queenstown
			Maniototo	Molyneux	Oturehua
			Cromwell	Wakatipu	Cromwell
14	25-Feb	Koford Cup (40 Over)			
			Cromwell	Albion-Luggate	Cromwell
			Wakatipu	Maniototo	Queenstown
			Molyneux	Queenstown	Molyneux Park
S	4-Mar	Koford Cup - SEMIS			
		Semi 1	Qualifier #1	Qualifier #4	#1 Finals Qualifier
		Semi 2	Qualifier #2	Qualifier #3	#2 Finals Qualifier
F	11-Mar	Koford Cup - FINAL			
		Final	Winner - Semi 1	Winner - Semi 2	Highest Qualifier for Finals



6. DRAFT SENIOR RESERVE DRAW

Rd	Date	Senior	Home	Away	Ground
1	29-Oct	Partridge Cup (40 Over)			
			Blacks Hill	Albion-Luggate	Poolburn
			Wakatipu	Queenstown	Queenstown
			DHS 1 st XI	Cromwell	DHS
2	5-Nov	Partridge Cup (40 Over)	Queenstown	Blacks Hill	Queenstown
			Cromwell	Albion-Luggate	Cromwell
			DHS 1 st XI	Wakatipu	DHS
3	12-Nov	Partridge Cup (40 Over)	Blacks Hill	Cromwell	Poolburn
			Queenstown	DHS 1 st XI	Queenstown
			Albion-Luggate	Wakatipu	Wanaka - Hawea
4	19-Nov	Partridge Cup (40 Over)	DHS 1 st XI	Blacks Hill	DHS
				Cromwell	Bye
			Albion-Luggate	Queenstown	Wanaka - Luggate
5	26-Nov	Partridge Cup (40 Over)	Blacks Hill		Bye
			DHS 1 st XI	Albion-Luggate	DHS
			Cromwell	Queenstown	Cromwell
BARRIE CUP					
1	3-Dec	Barrie Cup (T20)	Albion-Luggate	-	Bye
			Cromwell	Molyneux	Cromwell
			DHS 1 st XI	Blacks Hill	DHS
2	10-Dec	Barrie Cup (T20)	Molyneux	Albion-Luggate	Molyneux Park
			Blacks Hill	-	Bye
			DHS 1 st XI	Cromwell	DHS
3	7-Jan	Barrie Cup (T20)	Albion-Luggate	Blacks Hill	Wanaka - Hawea
			Molyneux	DHS 1 st XI	Molyneux Park
			-	Cromwell	Bye
4	14-Jan	Barrie Cup (T20)	DHS 1 st XI	Albion-Luggate	DHS
			Cromwell	Blacks Hill	Cromwell
			-	Molyneux	Bye
5	21-Jan	Barrie Cup (T20)	Albion-Luggate	Cromwell	Wanaka - Luggate
			DHS 1 st XI		Bye
			Blacks Hill	Molyneux	Poolburn



F	28-Jan	Barrie Cup (T20) Final	QUALIFIER 1	QUALIFIER 2	QUALIFIER 1 HOME
6	4-Feb	Partridge Cup (40 Over)	Albion-Luggate	Blacks Hill	Poolburn
			Queenstown		Bye
			Cromwell	DHS 1 st XI	Cromwell
7	11-Feb	Partridge Cup (40 Over)			
			Blacks Hill	Queenstown	Poolburn
			Albion-Luggate	Cromwell	Wanaka - Luggate
				DHS 1 st XI	Bye
8	18-Feb	Partridge Cup (40 Over)			
			Cromwell	Blacks Hill	Cromwell
			DHS 1 st XI	Queenstown	DHS
				Albion-Luggate	Bye
9	25-Feb	Partridge Cup (40 Over)			
			Blacks Hill	DHS 1 st XI	Poolburn
			Cromwell		Bye
			Queenstown	Albion-Luggate	Queenstown
10	4-Mar	Partridge Cup (40 Over)			
				Blacks Hill	Bye
			Albion-Luggate	DHS 1 st XI	Wanaka - Luggate
			Queenstown	Cromwell	Queenstown
F	11-Mar	Partridge Cup (FINAL)	QUALIFIER 1	QUALIFIER 2	QUALIFIER 1 HOME



7. PLAYING CONDITIONS

SENIOR SCURR CUP 20/20 COMPETITION

Games to commence at 1pm, unless otherwise agreed by the two Captains.
Four-piece white Kookaburra Match (or equivalent) to be used.

A team can consist of 12 players but prior to the match starting the captain of the team must nominate one player as a non-batter and one player as a non-bowler and advise the umpires and opposing captain of the names of these players.

Only 11 players are allowed to field at any time.

No Bowler may bowl more than four overs, and if overs are reduced due to intervening weather, no bowler may bowl more than 1/5th of the total overs.

The break between innings will be 10 minutes.

Fielding restrictions are for 6 overs, only two fielders are allowed outside the 30 yard circle. Where 30 yard circles are not marked, an agreement will be needed between the Captains as to where this imaginary circle is located. If Umpire(s) are appointed to the game, the Umpire(s) will determine the location.

For the remaining overs, a maximum of 5 fielders are allowed outside this circle, and for the duration of the match, no more than 5 fielders are allowed on the leg side.

The ball after a no ball (all modes of no ball) will be a free hit. Field changes are not permitted for the free hit, unless there is a change of striker. The batsman cannot be dismissed off the free hit, other than under the circumstances of a no ball or wide. If the free hit delivery is not legitimate, then the next delivery becomes a free hit.

Wide shall be called and signalled if the batsman is unable to execute a "normal cricket shot", from where he would normally be standing at the crease. As a guide, any ball passing behind the batsman's legs and missing leg stump, shall be called and signalled "wide". A distance of 600mm on the offside is seen as a guide.

No Ball: There is an allowance of one ball per over above shoulder height but below the top of the head of the batter standing upright at the crease. Any subsequent deliveries in that over, above shoulder height (standing upright at the crease shall be called and signalled "no ball".

All balls above the top of the head shall be called and signalled "no ball".

Any delivery which passes or would have passed, on the full above waist height of the striker, standing upright at the crease, is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The Umpire at the Bowler's end shall call "no ball", and issue a first and final warning to the Bowler, then inform the other Umpire, Captain of the fielding side, and the Batsman of what has occurred. Any repetition will invoke a call of "no ball", removal of the Bowler from the bowling crease, and completion of the over by another Bowler. In neither of these instances does a free hit apply. In the event of a tie, there will be a one over eliminator, which will take place within 10 minutes of the conclusion of the last innings. Each team will select three batsmen and one bowler. Each team is subject to the same fielding conditions as were in place at the conclusion on the last innings. The team batting second in the match will bat first in the eliminator, and the bowling team shall use the same ball as was used in the match. The loss of two wickets ends the teams one over "innings".

In the event the teams remain tied after each has batted, the team that hit the most sixes in both it's main innings and eliminator innings shall be the winner. If the number of sixes is equal, then the side which scored the most fours and sixes combined in both innings, shall be the winner.

If bad weather should intervene, the Captains, together with the Umpire(s), (if appointed) should agree on a suitable format for the games. As a guide, a minimum of 10 overs per side should be achieved, with a proportional reduction in the number of overs each bowler may bowl.

KOFORD CUP 40 OVER COMPETITION



Games to commence at 1pm, unless otherwise agreed by the two Captains.

All matches will be played under the Laws of Cricket and to the NZC Code of Conduct except for the following:

Ball: Four piece white Kookaburra Match ball (or equivalent) to be used.

Match Officials: Whenever possible Umpires will be appointed by the Otago Country Cricket Umpires & Scorers Association. No team will have the right to refuse an appointed Umpire. Captains will be required to submit a "Captains Report on Umpires". These will be provided by the standing Umpires and must be posted in the stamp addressed envelope, within 24 hours of the completion of the match

Number of Players: A team can consist of 12 players but prior to the match starting the captain of the team must nominate one player as a non-batter and one player as a non-bowler and advise the umpires and opposing captain of the names of these players.

Only 11 players are allowed to field at any time.

Bowling Restriction: No Bowler may bowl more than 8 overs.

Fielding Restrictions: There must be two "close catchers" for the first 10 overs, and no more than three fielders outside the 30 yard circle. After 10 overs these field restrictions are eased and require no close catchers, but a maximum of 5 fielders outside the 30 yard circle. There may be no more than 5 fielders on the leg side at any time. Ideally a 30 yard circle should be marked, if this is not possible the umpire(s) will determine where the imaginary line is located.

No Ball: There is an allowance of one ball per over above shoulder height but below the top of the head of the batter standing upright at the crease. Any subsequent deliveries in that over, above shoulder height (standing upright at the crease shall be called and signalled "no ball".

All balls above the top of the head shall be called and signalled "no ball".

Any delivery which passes or would have passed, on the full above waist height of the striker, standing upright at the crease, shall be called and signalled "no ball" by the Umpire at the Bowler's end. If the delivery is deemed to be dangerous the Umpire shall issue a warning to the Bowler, and then inform the other Umpire, Captain of the fielding side, and the Batsman of what has occurred. Any repetition with a delivery that is also deemed dangerous will invoke a call of "no ball" and removal of the Bowler from the bowling crease for the remainder of the match.

Free Hit: The ball after a no ball (all modes of no ball) will be a free hit. Field changes are not permitted for the free hit, unless there is a change of striker. The batsman cannot be dismissed off the free hit, other than under the circumstances of a no ball or wide. If the free hit delivery is not legitimate, then the next delivery becomes a free hit.

Wides: Any ball more than 600mm outside the off side of the stumps or 200mm down the leg side of the stumps shall be called and signalled "wide".

Weather Conditions

A minimum of 20 overs per side must be bowled, unless all out earlier, otherwise there will be no result in the match.

Late Starts.

In the event of a late start because of weather conditions, overs shall be deducted at the rate of 15 overs per hour (or 1 over every 4 minutes), for the total time lost. The remaining overs shall be divided equally. The umpires shall inform both captains and scorers of the number of overs to be played. A minimum of 20 overs per side is required.

Interruption in Play in the Second Innings

Any stoppages in the second innings will result in a reduction in the length of the innings by one over for every four minutes lost.

On resumption, the required total will be recalculated by taking the average run rate of the team which batted first (if a side is bowled out, its run rate will assume that the side has faced the full 40 overs or the number of overs available after recalculation for rain) and multiplying it by the new number of overs available to the side batting second. If on this recalculation the side batting second has exceeded this target no further play is necessary. If the side batting second cannot receive 20 overs the game will be abandoned as a draw.



If there are further stoppages during the second innings the required total will be then recalculated. If there is no further play possible in the second innings and the team batting second has received more than 20 overs the winner of the game will be decided by working out the average run rate of the team batting second at the over the game was interrupted and comparing it with the average run rate of the team batting first. The team with the higher run rate will be the winner.

Declarations and Early Dismissals

If the side batting first is dismissed, or if the innings is declared closed before the end of its allotted overs, the side batting second shall have 40 overs.

Competition Points

Win	6 points
Tie or Washout	5 points each
Loss	0
Default Win	10 points
Defaulter	minus 4 points
Batting Bonus	0.01 points per run. Max 2.
Bowling Bonus	0.2 points per wicket. Max 2.
Batting 2nd	0.2 per wicket in hand.

Results: All games to be scored using CricHQ. The home team is responsible for uploading match scorecards from CricHQ by 10:30am Sunday morning. If results are not uploaded by this time the home team does not accrue points for the round. If the results of the match are not uploaded by either team by noon on Monday following the game neither team receives any points.



BARRIE CUP: SENIOR RESERVE T20 COMPETITION

Games to commence at 1pm, unless otherwise agreed by the two Captains.

A two piece ball (Kookaburra Red King, Kookaburra Crown) or equivalent may be used.

A team can consist of 12 players but prior to the match starting the captain of the team must nominate one player as a non-batter and one player as a non-bowler and advise the umpires and opposing captain of the names of these players.

Only 11 players are allowed to field at any time.

No Bowler may bowl more than four overs, and if overs are reduced due to intervening weather, no bowler may bowl more than 1/5th of the total overs.

The break between innings will be 10 minutes.

Fielding restrictions are for 6 overs, only two fielders are allowed outside the 30 yard circle. Where 30 yard circles are not marked, an agreement will be needed between the Captains as to where this imaginary circle is located. If Umpire(s) are appointed to the game, the Umpire(s) will determine the location.

For the remaining overs, a maximum of 5 fielders are allowed outside this circle, and for the duration of the match, no more than 5 fielders are allowed on the leg side.

The ball after a no ball (all modes of no ball) will be a free hit. Field changes are not permitted for the free hit, unless there is a change of striker. The batsman cannot be dismissed off the free hit, other than under the circumstances of a no ball or wide. If the free hit delivery is not legitimate, then the next delivery becomes a free hit.

Wide shall be called and signalled if the batsman is unable to execute a "normal cricket shot", from where he would normally be standing at the crease. As a guide, any ball passing behind the batsman's legs and missing leg stump, shall be called and signalled "wide". A distance of 600mm on the offside is seen as a guide.

A fast short pitched ball is defined as a ball which passes, or would have passed above the shoulder height of the batsman, standing upright at the crease. The Umpire at the bowlers end shall advise the bowler and the batsman on strike when such delivery has been bowled. A Bowler shall be restricted to one fast short pitched delivery per over. All subsequent deliveries in the same over shall be called and signalled "no ball".

Any delivery which passes or would have passed, on the full above waist height of the striker, standing upright at the crease, is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The Umpire at the Bowler's end shall call "no ball", and issue a first and final warning to the Bowler, then inform the other Umpire, Captain of the fielding side, and the Batsman of what has occurred. Any repetition will invoke a call of "no ball", removal of the Bowler from the bowling crease, and completion of the over by another Bowler. In neither of these instances does a free hit apply. In the event of a tie, there will be a one over eliminator, which will take place within 10 minutes of the conclusion of the last innings. Each team will select three batsmen and one bowler. Each team is subject to the same fielding conditions as were in place at the conclusion of the last innings. The team batting second in the match will bat first in the eliminator, and the bowling team shall use the same ball as was used in the match. The loss of two wickets ends the teams one over "innings".

In the event the teams remain tied after each has batted, the team that hit the most sixes in both it's main innings and eliminator innings shall be the winner. If the number of sixes is equal, then the side which scored the most fours and sixes combined in both innings, shall be the winner.

If bad weather should intervene, the Captains, together with the Umpire(s), (if appointed) should agree on a suitable format for the games. As a guide, a minimum of 10 overs per side should be achieved, with a proportional reduction in the number of overs each bowler may bowl.

PARTRIDGE CUP: SENIOR RESERVE T20 COMPETITION



Games to commence at 1pm, unless otherwise agreed by the two Captains.

All matches will be played under the Laws of Cricket and to the NZC Code of Conduct except for the following:

Ball: A two piece ball (Kookaburra Red King, Kookaburra Crown) or equivalent may be used.

Match Officials: Whenever possible Umpires will be appointed by the Otago Country Cricket Umpires & Scorers Association. No team will have the right to refuse an appointed Umpire. Captains will be required to submit a "Captains Report on Umpires". These will be provided by the standing Umpires and must be posted in the stamp addressed envelope, within 24 hours of the completion of the match.

Number of Players: A team can consist of 12 players but prior to the match starting the captain of the team must nominate one player as a non-batter and one player as a non-bowler and advise the umpires and opposing captain of the names of these players.

Only 11 players are allowed to field at any time.

Bowling Restriction: No Bowler may bowl more than 8 overs.

Fielding Restrictions: There must be two "close catchers" for the first 10 overs, and no more than three fielders outside the 30 yard circle. After 10 overs these field restrictions are eased and require no close catchers, but a maximum of 5 fielders outside the 30 yard circle. There may be no more than 5 fielders on the leg side at any time. Ideally a 30 yard circle should be marked, if this is not possible the umpire(s) will determine where the imaginary line is located.

No Ball: There is an allowance of one ball per over above shoulder height of the batter standing upright at the crease. Any subsequent deliveries in that over, above shoulder height (standing upright at the crease shall be called and signalled "no ball".

Any delivery which passes or would have passed, on the full above waist height of the striker, standing upright at the crease, shall be called and signalled "no ball" by the Umpire at the Bowler's end. If the delivery is deemed to be dangerous the Umpire shall issue a warning to the Bowler, and then inform the other Umpire, Captain of the fielding side, and the Batsman of what has occurred. Any repetition with a delivery that is also deemed dangerous will invoke a call of "no ball" and removal of the Bowler from the bowling crease for the remainder of the match.

Free Hit: The ball after a no ball (all modes of no ball) will be a free hit. Field changes are not permitted for the free hit, unless there is a change of striker. The batsman cannot be dismissed off the free hit, other than under the circumstances of a no ball or wide. If the free hit delivery is not legitimate, then the next delivery becomes a free hit.

Wides: Any ball more than 600mm outside the off side of the stumps or 200mm down the leg side of the stumps shall be called and signalled "wide".

Weather Conditions

A minimum of 20 overs per side must be bowled, unless all out earlier, otherwise there will be no result in the match.

Late Starts.

In the event of a late start because of weather conditions, overs shall be deducted at the rate of 15 overs per hour (or 1 over every 4 minutes), for the total time lost. The remaining overs shall be divided equally. The umpires shall inform both captains and scorers of the number of overs to be played. A minimum of 20 overs per side is required.

Interruption in Play in the Second Innings

Any stoppages in the second innings will result in a reduction in the length of the innings by one over for every four minutes lost.

On resumption, the required total will be recalculated by taking the average run rate of the team which batted first (if a side is bowled out, its run rate will assume that the side has faced the full 40 overs or the number of overs available after recalculation for rain) and multiplying it by the new number of overs available to the side batting second. If on this recalculation the side batting second has exceeded this target no further play is necessary. If the side batting second cannot receive 20 overs the game will be abandoned as a draw.



If there are further stoppages during the second innings the required total will be then recalculated. If there is no further play possible in the second innings and the team batting second has received more than 20 overs the winner of the game will be decided by working out the average run rate of the team batting second at the over the game was interrupted and comparing it with the average run rate of the team batting first. The team with the higher run rate will be the winner.

Declarations and Early Dismissals

If the side batting first is dismissed, or if the innings is declared closed before the end of its allotted overs, the side batting second shall have 40 overs.

Competition Points

Win	6 points
Tie or Washout	5 points each
Loss	0
Default Win	10 points
Defaulter	minus 4 points
Batting Bonus	0.01 points per run. Max 2.
Bowling Bonus	0.2 points per wicket. Max 2.
Batting 2nd	0.2 per wicket in hand.

Results: All games to be scored using PlayHQ. The **home team** is responsible for uploading match scorecards from PlayHQ by 10:30am Sunday morning. If results are not uploaded by this time the home team does not accrue points for the round. If the results of the match are not uploaded by either team by noon on Monday following the game neither team receives any points.



8. GAME DAY FACILITY CHECK

GAME DAY: GROUND & FACILITY CHECK

Game venue:		Date of check:		Time:	
Home team:		Away team:			
Safety questions				Yes	No
1	Are the weather conditions OK for play to start?				
2	Has all visible debris been removed from the field?				
3	Are all sprinkler and tap covers intact and level with the outfield?				
4	Are all boundary markers (lines, ropes, cones, etc) at least 3 metres from any possible source of harm, such as fencing, concrete, trees, buildings, etc?				
6	Are the game format and ground markings aligned with the competition and association guidelines?				
7	Are the playing surfaces OK for play to start?				
8	Are the public areas (e.g. seating and walkways) in a safe state?				
9	Are the players' areas (e.g. changing rooms) in a safe state?				
10	Is medical assistance (e.g. first aid kit, qualified people and ice) at the ground and accessible?				
11	Are shaded areas, sunscreen available?				

Details of any actions taken to address safety concerns	

Declarations	
<input type="checkbox"/>	I / We declare that I / We are authorised to complete this form.
<input type="checkbox"/>	I / We declare that the following statements are correct: A. The above check was completed as per the date and time noted above. B. All hazards, risks and safety concerns have been addressed to an acceptable level and recorded on this form. C. Both teams and umpire(s) are satisfied that the playing conditions, surfaces and facilities are acceptable for play to start.

Home team		Away team	
Name of authorised representative		Name of authorised representative	
Position		Position	
Signature		Signature	

Name of umpire		Signature	
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