



By-Laws & Competition Rules

2018-19 Season

MARLBOROUGH CRICKET ASSOCIATION BY-LAWS and COMPETITION RULES - (Last Updated – ***26thSeptember 2017)
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1. SCOPE

These bylaws shall be read in conjunction with the Constitution of the Marlborough Cricket Association and the current code of the laws of cricket as used for First Class matches in New Zealand. **These By-Laws and competition rules shall take precedence over the laws of cricket and any other rules set by any other body.**

2. COMPETITIONS

- (a) There shall be annual grade competitions among affiliated clubs arranged by Marlborough Cricket Association (MCA) .
- (b) The MCA competitions committee shall have the following authority:-
 - (i) To arrange, control and manage all competition matches.
 - (ii) To classify teams for competition matches.
 - (iii) To keep a register showing the names of all players belonging to affiliated clubs for reference purposes. The secretary of any affiliated club or his representative duly authorised shall have access to such register at all reasonable hours.
 - (iv) To keep tables showing the results of all matches played under its control and the position of all clubs taking part in the competition matches.
 - (v) To arbitrate on all disputes whatsoever which may arise in respect to any match played under the jurisdiction of the association shall be decided by the competitions committee whose decision shall be final.
 - (vi) To appoint a “match day” committee who shall arbitrate and interpret these by-laws, rules and playing conditions and shall, where necessary, make match day decisions
 - (vii) To delegate any of its powers under these by-laws to such sub-committees as it deems necessary.
 - (viii) If the committee deems it in the best interest of Marlborough cricket, promotion and relegation matches may be approved in any grade. The time, venue and rules of such games shall be left to the committee.

3. ENTRY OF TEAMS AND REGISTRATION OF PLAYERS
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- (a) By 31st July all clubs shall be circulated advising that entries are called for all grades of adult cricket administered by MCA .
- (b) Entries shall be in the hands of the secretary by 31st August Any club entering a team in the senior competition must also have at least one team in 2nd or 3rd grade.
- (c) Before the first game is played each club shall confirm (register) all intending players in all grades for that season. .

4. ELIGIBILITY OF PLAYERS

The Competitions committee is sole arbitrator of who is eligible for the association's competitions. While the committee will endeavour to enforce the following rules for the eligibility of players in exceptional circumstances, or where the committee deems it to be in the best interest of Marlborough Cricket, the committee may make decisions that may not be in accordance with these rules. At all times the committee's decision shall be final.

- (a) It is the club's responsibility to ensure that new players have financial clearance from their previous club otherwise points may be deducted for every game that a non-financial player plays for his new club.
- (b) Only persons who are eligible to play for Marlborough representative teams shall be eligible to play in the Associations club competitions unless agreed in writing by the competitions committee.
- (c) In the event of players from other associations moving to Marlborough a financial clearance shall be required from the player's previous association. Until this is received clearance will not be given.
- (d) Team lists must be confirmed in all grades prior to each match commencing. Any issues arising must be advised to the opposition captain prior to the match commencing and in writing to MCA **by 5.30 p.m. on the Wednesday following the completion of the match.**
- (e) It is the captain's responsibility to exchange team lists before each match commences, and in a two-day match before commencement of each days play. It is the captain's responsibility to satisfy themselves as to the eligibility of opposition players – or if in doubt to make that doubt known. A player shall not be prevented from taking part in the match unless that player is deemed ineligible by the competitions committee.
- (f) If a fielder fails to take the field with his side at the start of the match, or days play, or resumption after an interval, or at any later time, or leaves the field during a session of play, the fielder shall be allowed to bowl immediately upon his return to the field provided that:
 - 1) The reason for his absence was "exceptional and acceptable"
 - 2) The opposing captain has been advised
 - 3) The umpires have been advised (provided the umpires are MCA appointed)

If MCA umpire(s) are appointed they shall be the sole judge of "exceptional and acceptable" except in the circumstances listed in this clause. In the absence of MCA appointed umpires both captains must agree that the reason for the player's absence was "exceptional and acceptable". In the absence of an agreement between the captains the laws of cricket shall apply.

For the purposes of this rule "exceptional and acceptable" reasons for a player being absent shall include the coaching / organisation of junior cricket and for reasons relating to his/her employment.

If the absence is less than eight minutes the "Laws of Cricket" apply.

- (g) Any person normally resident in Marlborough who is returning from an educational institute outside of Marlborough may play for a club during vacation. Normal registration procedures will apply.
- (h) A person not registered with any club may take the field in any second grade game or lower

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- (i) Any player who has played for the Marlborough senior representative team during the course of a season shall not be eligible to play for a second grade, or lower grade team for the remainder of that season without approval, prior to the match starting, from MCA.
- (j) A player may only represent a team in a senior competition final provided he has not played a greater number of games for another team in the same competition.
- (k) Any player who, during the course of a season, has not played in a minimum of **three** matches in the 2nd grade 40 over competition shall not be eligible to play in semi-final(s) or final(s) of that competition without approval, prior to the match starting, from the competitions committee. Any player who, during the course of a season, has not played in a minimum of **three** matches in the 2nd grade 20 over competition shall not be eligible to play in semi-final(s) or final(s) of that competition without approval, prior to the match starting, from the competitions committee
- (l) Any player who, during the course of a season, has not played in a minimum of **three** matches in a 3rd grade competition format shall not be eligible to play in semi-final(s) or final(s) of that competition without approval, prior to the match starting, from the competitions committee.
- (m) There is no minimum game requirement to be eligible to play in senior grade finals so long as players are genuine club players and have been registered for the whole of that season. Players joining a club after the start of the season must have played a minimum of one competition game to be eligible to play in the final of that competition format always providing that player has not played more games in that competition for another team
- (n) (i) Clubs with more than one team in the competition may freely move players between grades on merit providing that the competitions committee will have ultimate control over all grading matters as they arise and the power to resolve any disputes of this nature. A Senior Grade player may not play 3rd grade or lower without written consent from MCA. For clarity a player is considered to be a senior grade player if he plays the majority of his games at that level during the season in question.
- (ii) Clubs with two teams in the same grade may not swap players between the two except via the normal transfer procedures. However, players from either of these teams may move between grades for the same club as above.
- (o) The transfer of players from one club to another during the season may only occur with the approval of both clubs. Such requests must be in writing and must include the reasons for the request. A person so transferred will not be eligible to play in a competition **semi-final or final** for his new club if he has previously played for another club in the same competition without approval from the competitions committee.
- (p) A player who is a member of a club which has withdrawn from the competition shall, on request, be granted a transfer to another club, subject to the normal registration procedures.
- (q) Players **registered for 4th or 5th grade cricket** may play for another club in afternoon grade competitions so long as permission is granted by their current club and subject to the normal registration procedures.
- (r) Players may play in a higher grade for another club in the situation where their current club does not have a team entered in that higher grade
- (s) Players may play for a different senior grade team than the club they are registered for in the T20 competition only, provided that both teams are in agreement and on the condition that they are not able to play for more than one team in that competition for that season
- (t) Clubs may agree to loan a player to another club for the whole of a senior grade competition. The player will remain registered for his current club and does not require a transfer. The player can
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only play for one team during that competition under this arrangement. A separate agreement is required for each competition and Marlborough Cricket must be informed of this agreement before the player concerned plays his first game under the agreement.

NOTE: A player who desires to transfer to another club under the jurisdiction of this association must be financial with his present club before playing for his new club. It is the responsibility of the new club to confirm or they may lose points each time the player plays while not financial with his former club.

5. COMPETITION FORMATS

- (a) The hours of play shall be fixed by MCA prior to the start of each season. The competitions committee may change the hours of play to suit the circumstances at any ground and the duration of New Zealand daylight saving time.
- (b) If, due to the deliberate or negligent actions of any team, play does not begin within thirty (30) minutes after the time appointed the competitions committee may award the match in which the delay occurred against the team responsible for such delay.
- (c) In the event of no play being possible on any day due to unfavourable weather conditions or other causes such day shall be “deemed to have been played”.
- (d) A drinks interval may be taken on the field of play and shall not exceed five (5) minutes. Such interval shall have been agreed between the two captains prior to the match starting and the umpires (if any) notified before taking the field. If no agreement is reached drinks breaks shall be taken at the times specified in the competition rules.
- (e) All competition matches shall be played in accordance with the Laws of Cricket as adopted by New Zealand Cricket except where these by-laws and competition rules dictate.
- (f) The competitions committee shall have power to decide on any day appointed for play that the weather is too bad to allow the playing of matches on association grounds or that any ground is unfit, and may cancel all play on that day or on that ground, as the case may be. In such case it shall take such steps as it deems necessary to make its decision known. Where play proceeds on any ground not affected by weather and points are awarded they shall stand.
 - (ii) If any club ground is unfit for play for any reason that club must notify the competitions committee immediately .
 - (iii) In the event of no decision to postpone matches having been made by the competitions committee and the weather appearing doubtful, players will proceed to the grounds allocated and a decision on when play begins will be made by the MCA competition or ground committee and (where applicable) MCA appointed umpires.
- (g) The competitions committee will consider requests to change the date of a match where agreed by both teams. Where a date change is agreed and all games on the original date are washed out then the re-scheduled games will also be considered as washed out. Otherwise points will be awarded for re-scheduled games in accordance with standard rules for that competition.

NOTE: ANY POSTPONEMENT SHALL BE POSTED ON THE MCA WEBSITE AND FACEBOOK ACCOUNT.

6. RESULTS

- (a) Each team claiming competition points in any match shall email, using the MCA approved format, to the point’s recorder or secretary of the association not later than 5.30 p.m. on the

Sunday following the conclusion of that match (or by the deadline set down for that grade) the result of the match and the number of competition points claimed. Any team failing to comply with this regulation shall be given a written warning and any further failure will result in that team being deprived of any points it may have won in the match. Teams may appeal any decision but must do so within 3 days of being notified. Any appeal will be considered by a competitions committee appointed by MCA.

- (b) In the event of points being claimed for a delay of more than thirty (30) minutes in starting (Clause 5(b)) the email must state the actual starting time and which team was not in a position to commence play at the official starting time.
- (c) Any team intending to default must advise both the opposing team and the Marlborough Cricket Association by 9.00 p.m. on the day before the game in question or as soon as practically possible. . **A 2pt penalty will apply each time that a team defaults. If a senior grade team defaults then that club's 2nd grade side will receive zero points for any game played on the same date as the default.**
- (d) Any team which defaults in any match must give its reasons in writing for so defaulting to MCA by 5.30 p.m. on the Wednesday following the day for which the match in question was set down to be played. MCA may at its discretion remove any team from any competition after two defaults in any one season.
- (a) The points for a win through default or forfeiture shall be the maximum scored by any team in that grade for that round.
- (b) Senior grade teams must comply with requirements for supplying local media and MCA points recorder with correctly completed scoresheets using procedure set by MCA at the start of each season

7. REPRESENTATIVE CRICKET

SELECTORS

- (a) Selectors and convenors for all representative teams shall be appointed by MCA.
- (b) The selectors shall select players to practice for, and the teams to represent the association in all representative matches. They shall appoint the captains of all teams selected by them and these appointments must be approved by MCA.
- (c) Selected teams shall be announced as early as possible but not less than three (3) days before each representative game, or the team's departure for any tournament.
- (d) The composition of representative teams and the appointment of captains shall be at the final discretion of MCA.

ELIGIBILITY

- (a) No player shall be eligible to play representative cricket for Marlborough unless he has played at least one game during the season in progress for a club in competitions under the jurisdiction of the Marlborough Cricket Assn. In special circumstances MCA may waive this requirement.
- (b) It shall not be permissible for a player participating in a Central Districts match to play in a representative match for Marlborough, or in a competition match under the jurisdiction of this association while such Central Districts match is in progress unless the consent of the Central Districts Cricket Assn has been obtained prior to the commencement of the Central Districts game. For the purposes of this by-law the twelfth man shall be deemed to be a player.

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- (c) Upon the final announcement of a Marlborough representative team no player shall participate in a competition match under the jurisdiction of this association while the representative match is in progress unless the consent of the competitions committee has been obtained prior to the commencement of the day's competition match. For the purposes of this by-law the twelfth man may, at the discretion of the team management be released to play club cricket.
- (d) For the purposes of this clause participation as an administrator or inclusion as a player, coach, selector, or manager at any of the following levels constitutes a representative player: New Zealand, Central Districts, Marlborough, Tasman, Gillette Cup, NZ Combined Services.

8. THE SPIRIT OF CRICKET & THE RESPONSIBILITIES OF THE CAPTAINS

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.
 - (a) Responsibility of Captains – The captains are responsible at all times for ensuring that play is conducted within the Spirit of the game as well as within the Laws.
 - (b) Players 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 players captain, and instruct the latter to take action.
2. Fair and unfair play - According to the Laws 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.
3. The umpires are authorised to intervene in cases of:
 - Time wasting,
 - Damaging the pitch,
 - Dangerous or unfair bowling
 - Tampering with the ball
 - 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
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

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- (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 the field of play.
- 7. Players – Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

9. CODE OF CONDUCT

All cricket played in Marlborough under the jurisdiction of this association shall be subject to New Zealand Cricket's "Code of Conduct for Players". All reported breaches will be dealt with by MCA. Complaints must be notified to the secretary of the association within 48 hours of the day on which the alleged breach took place.

All players and officials shall agree to take positive steps to maintain the high reputation of the game of cricket.

- 1. Everyone on the field shall ensure that the match is conducted within the spirit as well as the Laws of Cricket. On the field the captain is responsible for ensuring this.
- 2. No player shall fail to comply with the instructions of an umpire, criticise their decision by word or action, show dissent, or generally behave in a manner on or off the field which might bring an umpire into disrepute.
- 3. Every player selected to represent their Association will obey the instructions of the team manager and coach, and while at the tournament will follow the directions of the tournament manager.
- 4. If the tournament sponsor supplies any clothing players should extend the sponsor the courtesy of wearing it on appropriate occasions at the tournament.
- 5. Regardless of age no team or player will be permitted by either tournament or team officials to drink alcoholic liquor in a cricket clubroom or any building serving for the time being as the tournament headquarters.
- 6. If a participating player is guilty of alcoholic abuse, that player may be suspended for the remainder of the tournament.
- 7. Players at regional or national tournaments are bound by on field dress regulations as set out in the First Class Playing Conditions established by New Zealand Cricket
- 8. Examples of Unacceptable Behaviour
 - a. player assaulting or attempting to assault an umpire, another player, a spectator, or tournament official;
 - b. A player abusing an umpire or disputing (as distinct from questioning) an umpire's decision, or reacting in an obviously provocative or disapproving manner by word or action – either towards an umpire, their decision, or generally following an umpiring decision;
 - c. A player using crude and/or abusive language, or engaging in conduct detrimental to the spirit of the game;
 - d. A player using "well known" crude or abusive hand signals;

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- e. Players employing dramatic actions accompanying appeals or any actions or words which may be construed as “pressuring” umpires;
 - f. Players abusing or engaging in audible remarks about players of the opposing teams (“sledging”, which is deemed to be contrary to paragraph 1 of this code, is not condoned by New Zealand Cricket).
9. A player may not question an umpires decision

10. STANDARD OF DRESS

It is the responsibility of the captains to ensure that players are appropriately dressed. While MCA accepts that some cricketers (especially “fill ins”) may not have cricket whites it is the responsibility of the captains to ensure that clothing worn on the field of play is predominately white or that team’s colours if coloured clothing is being used.

In certain competitions clubs may apply in writing to MCA for permission to play in a “team uniform” that is not predominately white.

12. PLAYING RULES – SENIOR GRADE LIMITED OVER COMPETITIONS (Last amended September 2018)

These rules should be read in conjunction with the laws of cricket and NZC 1st Class rules. Where these rules conflict with either of the above then these rules shall prevail.

Current NZC rules relating to Power Plays shall apply to Senior Grade games

In an interrupted match where the number of overs is reduced then the Duckworth/Lewis system shall be used and NZC rules regarding calculation of power play overs will also apply.

Matches shall be one innings each, with a maximum of 50 overs.

Teams: - teams to consist of a maximum of eleven players. Teams may have a twelfth man who may not bat or bowl nor field as wicketkeeper without the agreement of both captains.

Constitution of a match: - A match is deemed to have taken place only if both teams have a minimum of 20 overs available to them.

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs

All other matches in which one or both teams have not had the opportunity of batting for a minimum of 20 overs shall be declared “no result” matches.

Playing times: - The starting time shall be at 12pm. A maximum break of 20 minutes shall be allowed between innings, but teams may resume as soon as both teams are ready. Unless otherwise agreed by both captains an on field drinks break, not exceeding 5 minutes, may be taken after 25 overs.

Bowlers may only bowl a maximum of 10 overs. In the event of a match shortened before play commences, the maximum number of overs that each bowler may bowl shall be shortened in proportion to the total overs available so that no bowler shall bowl more than one fifth of the overs (rounded up to the nearest whole number).

Fielding restrictions for rain shortened matches: In the event of a match shortened before play commences, fielding restrictions should be reduced as per NZC 1st class playing conditions.

Over rates: - It is the responsibility of the captains to ensure that a rate of 17 overs per hour is maintained. In the absence of MCA appointed umpires it shall be the responsibility of the captains to ensure that correct start, finish and break times are adhered to.

Washouts & rain affected games: - Points obtained in completed matches will count, irrespective of whether matches in other venues are washed out. Unless a general or specific cancellation has been advised by MCA, the decision on whether a match can commence is the responsibility of the “Ground authority”. Once the match is underway, the decision will be made by MCA appointed umpire/s. If an MCA independent umpire is not available the decision is to be made by the captains. In the event of a disagreement between the captains, the match shall continue. Normal rules of forfeiture will apply if one side refuses to continue.

NB The ground authority at Horton & Oliver parks is the MCA. At other grounds, the host club is the ground authority. E.g. Picton, Renwick. .

No balls: - Senior cricket shall follow the NZC 1st class rules. If a 27.43 metre circle is not marked, captains should still follow the rules according to NZC 1st class.

Wides: - A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the strikers bat or person (including pads etc) that, provided the striker was in his normal guard position:

1. Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with his bat. As a guide a ball landing clearly outside leg stump going further away shall be called a wide.
2. Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his bat by means of a normal cricket stroke. In cases where an “off-side” wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.

Balls: - One new ball may be used in each innings. With the approval of both captains a damaged ball may be replaced. Only makes of ball approved by MCA may be used. Where white balls are used rules relating to compulsory change of ball do not apply.

Points:-

Senior Cricket as per current NZC 1st class rules (win – 4pts, tie/no result – 2pts, Bonus – 1 pt, Loss 0pt).

Bonus Point – The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. Refer to NZC playing conditions for full explanation.

A 2 point deduction applies for a team that defaults.

Semi-Finals and Final: - The top four teams in round – robin competition qualify for the semi-final (if applicable). The top placed team shall play the fourth placed team. The second placed team shall play the third place team. In both semi finals the top placed side will have the choice of playing the game at their home venue. Where there is no semi-final the top two teams in round-robin play qualify for the final.

If teams are level on points, then NZC 1st class rules shall apply. i.e. the higher places will go to: -

- a) The team with the most wins in the “round robin” stage of the competition
- b) The team with the most number of wins over the other team (or teams if more than two teams are equal after applying (a)).
- c) If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed.

Should neither semi-final nor final be played the competition winner is the highest placed team from the round-robin stage. Should the final not be played the competition winner is the higher placed of the two remaining teams from the round-robin stage.

If teams are level on points, then NZC 1st class rules shall apply as stated above.

13. PLAYING RULES – SECOND GRADE LIMITED OVER COMPETITIONS (Last amended September 2018)

These rules should be read in conjunction with the laws of cricket and NZC 1st Class-rules. Where these rules conflict with either of the above then these rules shall prevail.

For 2nd Grade games fielding restrictions shall **only** apply to the first 12 overs of each innings. A maximum of 2 fielders are allowed outside the fielding circle during this period.

Matches shall be one innings each, with a maximum of 40 overs.

Teams: - teams to consist of a maximum of eleven players. Teams may have a twelfth man, in which case prior to the toss for each match the team captain must provide the opposing captain and the umpires a list of their Batting XI and their Fielding XI. The “12th man” may rotate sensibly as a fielder. Off the field time restrictions will not apply to batting.

Constitution of a match: - A match is deemed to have taken place only if both teams have a minimum of 20 overs available to them. In the event of one team completing its overs and the match being rained off before the opposing team has faced 40 overs, or the match is won, the match shall be deemed a washout.

Playing times: - The starting time shall be at 12.30pm. A maximum break of 20 minutes shall be allowed between innings, but teams may resume as soon as both teams are ready. Unless otherwise agreed by both captains an on field drinks break, not exceeding 5 minutes, may be taken after 20 overs.

If one side has completed 20 or more overs when rain stops play and play is subsequently possible again, the captains may decide to play a shortened match, but only if the same number of overs is available to the side batting second.

Bowlers may only bowl a maximum of 8 overs. In the event of a match shortened before play commences, the maximum number of overs that each bowler may bowl shall be shortened in proportion to the total overs available so that no bowler shall bowl more than one fifth of the overs (rounded up to the nearest whole number). Where a match is shortened during play, the players of the side fielding second may bowl their overs up to the maximum number of overs bowled by any player the side fielding first.

Fielding restrictions for rain shortened matches: In the event of a match shortened before play commences, fielding restrictions should be reduced to one third of the total overs available to each side.

Over rates: - It is the responsibility of the captains to ensure that a rate of 17 overs per hour is maintained. In the absence of MCA appointed umpires it shall be the responsibility of the captains to ensure that correct start, finish and break times are adhered to.

Washouts & rain affected games: - Points obtained in completed matches will count, irrespective of whether matches in other venues are washed out. Unless a general or specific cancellation has been advised by MCA, the decision on whether a match can commence is the responsibility of the “Ground authority”. Once the match is underway, the decision will be made by MCA appointed umpire/s. If an MCA independent umpire is not available the decision is to be made by the captains. In the event of a disagreement between the captains, the match shall continue. Normal rules of forfeiture will apply if one side refuses to continue.

NB The ground authority at Horton & Oliver parks is the MCA. At other grounds, the host club is the ground authority. E.g. Picton, Renwick.

No balls: - 2nd grade cricket shall follow the NZC 1st class rules. If a 27.43 metre circle is not marked, captains should still follow the rules according to NZC 1st class (see by-law above however relating to fielding restrictions).

Wides: - A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the strikers bat or person (including pads etc) that, provided the striker was in his normal guard position:

1. Passes on the leg-side of the wicket and does not give the batsman a reasonable opportunity to hit with his bat. As a guide a ball landing clearly outside leg stump going further away shall be called a wide
2. Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his bat by means of a normal cricket stroke. In cases where an “off-side” wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.

Balls: - One new ball may be used in each innings. With the approval of both captains a damaged ball may be replaced. Only makes of ball approved by MCA may be used. **NB: new balls are not compulsory in this grade. Used balls must be of decent quality.**

Points: - Four (4) points for a win. Two (2) points each for a tie. Two (2) points each for a washout, Zero (0) points for a loss, 2 point deduction for a team that defaults.

Semi-Finals and Final: - The top four teams in round – robin competition qualify for the semi-final (if applicable). The top placed team shall play the fourth placed team. The second placed team shall play the third place team. **In both semi finals the top placed side will have the choice of playing the game at their home venue.** Where there is no semi-final the top two teams in round-robin play qualify for the final.

If teams are level on points, then NZC 1st class rules shall apply. i.e. the higher places will go to: -

- a) The team with the most wins in the “round robin” stage of the competition
- b) The team with the most number of wins over the other team (or teams if more than two teams are equal after applying (a)).
- c) If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed.

Should neither semi-final nor final be played the competition winner is the highest placed team from the round-robin stage. Should the final not be played the competition winner is the higher placed of the two remaining teams from the round-robin stage.

If teams are level on points, then NZC 1st class rules shall apply as stated above.

14. PLAYING RULES – THIRD GRADE LIMITED OVER COMPETITION (Last amended September 2018)

These rules should be read in conjunction with the laws of cricket and NZC 1st Class-rules. Where these rules conflict with either of the above then these rules shall prevail.

For 3rd Grade games fielding restrictions do not apply.

Matches shall be one innings each, with a maximum of 40 overs.

Teams: - teams to consist of a maximum of ten players. Teams may have a eleventh man in which case prior to the toss for each match the team captain must provide the opposing captain and the umpires a list of their Batting X and their Fielding X. The “11th man” may rotate sensibly as a fielder. Off the field time restrictions will not apply to batting.

Constitution of a match: - A match is deemed to have taken place only if both teams have a minimum of 20 overs available to them. In the event of one team completing its overs and the match being rained off before the opposing team has faced 40 overs, or the match is won, the match shall be deemed a washout.

Playing times: - The starting time shall be at 12.30pm. A maximum break of 20 minutes shall be allowed between innings, but teams may resume as soon as both teams are ready. Unless otherwise agreed by both captains an on field drinks break, not exceeding 5 minutes, may be taken after 20 overs.

If one side has completed 20 or more overs when rain stops play and play is subsequently possible again, the captains may decide to play a shortened match, but only if the same number of overs is available to the side batting second.

Bowlers may only bowl a maximum of 8 overs. In the event of a match shortened before play commences, the maximum number of overs that each bowler may bowl shall be shortened in proportion to the total overs available so that no bowler shall bowl more than one fifth of the overs (rounded up to the nearest whole number). Where a match is shortened during play, the players of the side fielding second may bowl their overs up to the maximum number of overs bowled by any player the side fielding first.

Any Batsmen reaching a personal score of 100 runs shall retire at the end of the over in which that score was reached. Compulsory retirement ends the batsman’s innings but for the purposes of batting averages their innings shall be counted or deemed to be NOT OUT. (Batsmen may not come in again at the end of the innings).

Over rates: - It is the responsibility of the captains to ensure that a rate of 17 overs per hour is maintained. In the absence of MCA appointed umpires it shall be the responsibility of the captains to ensure that correct start, finish and break times are adhered to.

Washouts & rain affected games: - Points obtained in completed matches will count, irrespective of whether matches in other venues are washed out. Unless a general or specific cancellation has been advised by MCA, the decision on whether a match can commence is the responsibility of the “Ground authority”. Once the match is underway, the decision will be made by MCA appointed umpire/s. If an MCA independent umpire is not available the decision is to be made by the captains. In the event of a disagreement between the captains, the match shall continue. Normal rules of forfeiture will apply if one side refuses to continue.

NB The ground authority at Horton & Oliver parks is the MCA. At other grounds, the host club is the ground authority. E.g. Picton, Renwick. .

No balls: - 3rd Grade cricket shall follow the NZC 1st class rules.

Wides: - A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the strikers bat or person (including pads etc) that, provided the striker was in his normal guard position:

3. Passes on the leg-side of the wicket and does not give the batsman a reasonable opportunity to hit with his bat. As a guide a ball landing clearly outside leg stump going further away shall be called a wide
4. Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his bat by means of a normal cricket stroke. In cases where an “off-side” wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.

Over: - An over must consist of no more than nine deliveries with the exception of the last over of an innings (provided the batting team is not bowled out) where there shall be no limit on the number of deliveries that can be bowled.

Full Tosses:- If any delivery passes or would have passed above the waist height of a batsman standing upright at the crease the Umpire shall call and signal NO BALL.

Balls: - One new ball may be used in each innings. With the approval of both captains a damaged ball may be replaced. Only makes of ball approved by MCA may be used. **NB: new balls are not compulsory in this grade. Used balls must be of decent quality.**

Points: - Four (4) points for a win. Two (2) points each for a tie. Two (2) points each for a washout, Zero (0) points for a loss, 2 point deduction for a team that defaults.

Semi-Finals and Final: - The top four teams in round – robin competition qualify for the semi-final (if applicable). The top placed team shall play the fourth placed team. The second placed team shall play the third place team. **In both semi finals the top placed side will have the choice of playing the game at their home venue.** Where there is no semi-final the top two teams in round-robin play qualify for the final.

If teams are level on points, then NZC 1st class rules shall apply. i.e. the higher places will go to: -

- d) The team with the most wins in the “round robin” stage of the competition
- e) The team with the most number of wins over the other team (or teams if more than two teams are equal after applying (a)).
- f) If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed.

Should neither semi-final nor final be played the competition winner is the highest placed team from the round-robin stage. Should the final not be played the competition winner is the higher placed of the two remaining teams from the round-robin stage.

If teams are level on points, then NZC 1st class rules shall apply as stated above.

15. PLAYING RULES – THIRD GRADE CHAMPIONSHIP FORMAT (Last amended September 2015)
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These rules should be read in conjunction with the laws of cricket and NZC 1st Class-rules. Where these rules conflict with either of the above then these rules shall prevail.

3rd Grade Championship rules

80 over match of 1 innings per side

Up to max of 45 overs for team batting first with 2nd team getting the remainder

No Fielding restrictions

Max 10 overs per bowler. Normal restrictions on length of spell for non-spin bowlers applies

Points

- 10pts for win – achieved by side scoring most runs so long as the opposition is either dismissed when batting 2nd or their total passed when batting first.
- 5 pts for winning draw – team with highest run rate per over
- 3 pts for losing draw – team with lowest run rate per over
- 0 pts for loss

Top two teams play in final for the Wairau Cup.

16. PLAYING RULES – SENIOR COMPETITION (CHAMPIONSHIP) (Last amended September 2018)
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These rules should be read in conjunction with the laws of cricket and NZC 1st class rules. Where these rules conflict with either of the above then these rules shall prevail.

Matches shall be one innings each. The duration of all matches shall be a maximum of 110 overs. The team batting 1st may only bat a maximum of 60 overs.

Teams: - teams to consist of a maximum of eleven players. Teams may have a twelfth man who may not bat or bowl nor field as wicketkeeper without the agreement of both captains.

Playing times:-

All Matches will start at 11.30am with a maximum break of 25 minutes allowed between innings. At least one drinks interval shall be allowed in each innings as agreed by umpires and captains before the game. These shall not exceed 5 minutes and should be taken on the field of play

Minimum overs in a day:-

Except in the case of an outright result, rain or other adverse condition a minimum of 110 overs shall be bowled in a day. This is reduced by 2 overs for every “full” 7 minutes that weather or other adverse conditions prevent play.

In games where the start is delayed, one over is taken from the maximum available for each innings every 7 minutes – i.e. a 14 minute delay reduces the game to 106 overs with a max of 58 overs available to the side batting first.

In games where a delay occurs after the game has commenced 2 overs are lost from the total available for the match for every 7 minutes lost (i.e. a 14 minute delay reduces the game to 106 overs but the team batting first can still bat up to a max of 60 overs)

When the start is delayed a minimum of 60 overs must still be available for a match to commence. No match shall begin later than 2 hours 55 minutes after the scheduled starting time, or 3 hours and 20 minutes if tea has already been taken.

Over rates: - It is the responsibility of the captains to ensure that a rate of 17 overs per hour is maintained. In the absence of MCA appointed umpires it shall be the responsibility of the captains to ensure that correct start, finish and break times are adhered to.

Where panel umpires are standing a deduction from their total match points gained shall be made for each full over less than 17 overs per hour averaged by the fielding side. Umpires should make allowance for reasonable delays in play. Examples of reasonable delays include lost ball, injury, agreed drinks break. No allowance will be made for fall of wickets. (see pts. section for more detail on penalties).

Washouts & rain affected games: -

Points obtained in completed matches will count, irrespective of whether matches in other venues are washed out. Unless a general or specific cancellation has been advised by the MCA, the decision on whether a match can commence is the responsibility of the “Ground authority”. Once the match is underway, the decision will be made by MCA appointed umpire/s. If an MCA independent umpire is not available the decision is to be made by the captains. In the event of a disagreement between the captains, the match shall continue. Normal rules of forfeiture will apply if one side refuses to continue.

NB The ground authority at Horton & Oliver parks is the MCA. At other grounds, the host club is the ground authority. E.g. Picton, Renwick. At MBC a decision may be made by the school authorities or by the MCA.

There will be a winning draw awarded to the team having the higher scoring rate per over, provided that a minimum of 25 overs have been bowled in each innings

Balls: - One new ball may be used in each innings. If a ball is damaged, it may be replaced with the approval of an official umpire. In the event of an official umpire not being involved in the game, a ball may be replaced with the approval of both captains or the rules committee.

Points: -

Outright win for team batting first	25 pts
Outright win for team batting 2nd	20 pts
Winning Draw (higher run rate – overs not rounded up)	6 pts (plus bonus pts)
Losing Draw	2 pts (plus bonus pts)
Cancelled match	5 pts
Abandoned matches	5 points or total of bonus points earned plus 2 draw points whichever is the greater

Bonus Points (do not apply to winning team)

<u>Bowling</u> (available throughout both innings) At fall of 1 st , 3 rd , 5 th , 7 th and 9 th wickets	1 point at each fall
<u>Batting</u> (available in the first 50 overs of the innings) when scores of 100, 125, 150, 175 and 200 runs are scored	1 point at each

IN GAMES WHERE THE START IS DELAYED BY WEATHER:

In a match where adverse weather conditions delay the start, batting points may only be earned by the team batting first during the reduced minimum number of overs also available to the side batting second (eg if 10 overs are lost the game becomes one of 100 overs (55/45 split) and batting bonus points would only be available for 1st 45 overs of each innings).

GAMES WHICH START ON TIME, BUT THEN INTERRUPTED BY WEATHER:

Batting and bowling bonus points shall be earned as in an uninterrupted game.

Over Rate penalties

Penalties shall only apply in games where official umpires are standing and shall not apply if an innings for any reason is shorter than 40 completed overs.

Umpires **should** inform the fielding captain of the passage of each full hour of playing time and the number of overs then bowled. At the completion of each innings the umpires shall calculate the over rate by dividing the number of overs bowled by the total time taken in minutes (after allowing for acceptable stoppages) and then multiplying by 60. One point may be deducted from the points awarded for the match for each full over less than the rate of 17 overs per hour. Where the batting side is dismissed the total overs used for this calculation shall be the maximum available to them.

Penalties – Over rates of:

Less than 16 overs per hour	1point
Less than 15 overs per hour	2pts
Less than 14 overs per hour	3pts
Less than 13 overs per hour	4pts

Examples

1. Team A bats the full 60 overs and the total time of the innings, after allowing for stoppages is 215 mins. $60 \text{ divided by } 215 \times 60 = 16.74$, therefore no penalty.
2. Team A has a max of 60 overs to bat and is dismissed on the 55th over after 210 mins. $60 \text{ divided by } 210 \times 60 = 17.14$ therefore no penalty applies.
3. Team A bats for 55 overs and declares innings closed after 210 mins. $55 \text{ divided by } 210 \times 60 = 15.71$, therefore 1pt penalty

Finals: - The top two teams from the round – robin competition qualify for the final.

In the event of two teams being equal on points at the end of the round-robin competition the team with the most outright wins will qualify highest. If still equal, the team with the most points (against each other) shall qualify highest. If still equal the team with the higher net run rate will qualify highest.

The competition is won by the team who wins the final outright. If no outright result is achieved the competition is won by the team who gains the most points from the Final. If points are equal then the competition is won by the highest placed team from the round robin stage.

17. PLAYING RULES – 20 Over Competition Games – Senior and 2nd Grade (Last amended September 2018)
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These rules should be read in conjunction with the laws of cricket. Where these rules conflict with either of the above then these rules shall prevail.

The current 1st class rules and points structure for 20/20 Cricket shall apply unless notified otherwise by MCA prior to the start of each season.

Teams to consist of maximum of 11 players per side

For 2nd grade games teams may have a twelfth man, in which case prior to the toss for each match the team captain must provide the opposing captain and the umpires a list of their Batting XI and their Fielding XI. The “12th man” may rotate sensibly as a fielder. Off the field timing restrictions do not apply to batting.

Balls: - One new ball may be used in each innings. With the approval of both captains a damaged ball may be replaced. Only makes of ball approved by MCA may be used. Note that for 2nd grade new balls are not compulsory but must be of decent quality.

White balls should be used for both innings of all Senior and 2nd grade T20 games unless by agreement of both captains, prior to the start of the match, that red balls be used for both innings.

If the start of play is delayed for any reason the captains may agree to a reduced overs game

Constitution of a match: - A match is deemed to have taken place only if both teams have a minimum of 10 overs available to them. In the event of one team completing its overs and the match being rained off before the opposing team has faced the same number of overs, or the match is won, the match shall be deemed a washout.

Points: - Four (4) points for a win. Two (2) points each for a tie (scores level). Two (2) points each for a washout, Zero (0) points for a loss, 2 point deduction for a team that defaults.

Final: - The top two teams in round – robin competition qualify for the final.

If teams are level on points, then the higher places will go to: -

- a) The team with the most wins in the “round robin” stage of the competition
- b) The team with the most number of wins over the other team (or teams if more than two teams are equal after applying (a)).
- c) If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed.

Should the final not be played the competition winner is the highest placed team from the round-robin stage.

18. PLAYING RULES – 3rd Grade 20 Over Competition Games (Last amended September 2018)

These rules should be read in conjunction with the laws of cricket. Where these rules conflict with either of the above then these rules shall prevail.

The current 1st class rules and points structure for 20/20 Cricket shall apply unless notified otherwise by MCA prior to the start of each season.

Teams to consist of maximum of 10 players per side

Teams may have an eleventh man, in which case prior to the toss for each match the team captain must provide the opposing captain and the umpires a list of their Batting X and their Fielding X. The “11th man” may rotate sensibly as a fielder. Off the field timing restrictions do not apply to batting.

Balls: - One new ball may be used in each innings. With the approval of both captains a damaged ball may be replaced. Only makes of ball approved by MCA may be used. For 3rd grade these are Kookaburra red 156g 2 piece balls. Note that for 3rd grade new balls are not compulsory but must be of decent quality.

If the start of play is delayed for any reason the captains may agree to a reduced overs game

Constitution of a match: - A match is deemed to have taken place only if both teams have a minimum of 10 overs available to them. In the event of one team completing its overs and the match being rained off before the opposing team has faced the same number of overs, or the match is won, the match shall be deemed a washout.

Points: - Four (4) points for a win. Two (2) points each for a tie (scores level). Two (2) points each for a washout, Zero (0) points for a loss, 2 point deduction for a team that defaults.

Final: - The top two teams in round – robin competition qualify for the final.

If teams are level on points, then the higher places will go to: -

- d) The team with the most wins in the “round robin” stage of the competition
- e) The team with the most number of wins over the other team (or teams if more than two teams are equal after applying (a)).
- f) If teams are still tied, the team with the highest net run rate. A team’s net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a ‘no result’, the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed.

Should the final not be played the competition winner is the highest placed team from the round-robin stage.

LIST OF ASSOCIATION TROPHIES AND CONDITIONS OF COMPETITION

Senior Grade

1. McQueen Cup - for annual two day or Championship competition in the senior grade.
2. Grove Tavern Trophy – for annual two day or Championship competition in the senior grade
3. Grove Tavern Cup - for annual one day competition in the senior grade
4. Grove Tavern Shield – for annual 20 over competition in the senior grade
5. MWJ Neal Memorial Cup - for challenge competition in the senior grade.
6. Jack Laird Cup - for best batting aggregate in the senior grade.
7. Mick Jellyman Cup - for best bowling aggregate in the senior grade.
8. Cunliffe Cup - winner of the round robin stage of the senior two day or Championship competition.
9. Marlborough Express Trophy – senior grade player earning most points (awarded on a 3,2,1 basis for each game) or on whatever basis MCA decides at start of each season
10. Umpires Trophy – for most improved Senior grade player using criteria listed below.

Second Grade

1. Masonic Cup - for annual competition in the second grade.
2. AW Robinson Cup - for challenge competition in the second grade
3. Andrew Pope Homes T20 Cup – For annual T20 2nd Grade competition
4. CricHQ MVP Player of the Year

Third grade

1. Wairau Cup (Cresswell) - for annual competition in the third grade.
2. Ben Yee Memorial Cup - for challenge competition in the third grade.
3. Andrew Pope Homes T20 Cup – For annual T20 3rd Grade competition

Representative

1. Chairman's Cup – Senior representative batting aggregate
2. Presidents Cup – Senior representative bowling aggregate
3. Knowles Cup – Under 21 Player of the year (under 21 as at 1st Sept in current season) using same judging panel and criteria as used for Player of the Year trophy below
4. WestpacTrust Player of the Year Trophy for any Marlborough player chosen according to the following procedure:

By a panel of three people appointed at the beginning of each season by the management committee who shall judge players on performances in or for Marlborough at all levels of club, age group and representative play, and not excluding those who have also played for Central Districts and/or New Zealand (adopted 3 March 1995).
5. Stretch Medal – Senior Rep Players Player of the year award. Chosen by player votes for each game played during current season.

Other

1. Rudd Shield for annual competition among all clubs.
2. Queen Carnival Cup
3. Eric Shattock Trophy for all round ability and sportsman-ship in schoolboy cricket.

RULES OF THE MWJ NEAL MEMORIAL CUP

1. The cup shall be for challenge competition in the senior or first grade.
2. The cup shall be at stake in every match played by the holders.
3. The cup shall be won on the first innings.
4. The cup shall be engraved by the association at the end of the season and presented at a suitable function.
5. The club holding the cup shall be responsible for the care and safe keeping of the same and it shall be returned to the secretary of the association on demand.

RULES OF THE AW ROBINSON CUP

1. The cup shall be for challenge competition between clubs in the second grade.
2. The cup shall be at stake in every match played by the holders.
3. The cup can be won on the first innings.
4. The cup shall be engraved by the association at the end of the season and presented at a suitable function.
5. The club holding the cup shall be responsible for the care and safe keeping of the same and it shall be returned to the secretary of the association on demand.

RULES OF THE RUDD SHIELD

1. The shield will be awarded annually to the club gaining the greatest number of wins in proportion to the number of games played.
2. A small shield bearing the name of the winning club shall be placed on the Rudd Shield at the expense of the association.
3. In these rules a win includes a win on the first innings.
4. The club holding the shield shall be responsible for the care and safe keeping of the same and it shall be returned to the secretary of the association on demand.
5. Only games played in Senior, 2nd and 3rd grade cricket to be used in calculations. A club must have a minimum of 2 teams in order to qualify for this award

RULES OF THE BEN YEE MEMORIAL CUP

1. The cup shall be for challenge competition in the third grade.
2. The cup shall be at stake in every match played by the holders.
3. The cup can be won on the first innings.

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4. The cup shall be engraved by the association at the end of the season and presented at a suitable function.
 5. The club holding the cup shall be responsible for the care and safe keeping of the same and it shall be returned to the secretary of the association on demand.

RULES OF THE ERIC SHATTOCK TROPHY

1. A trophy shall be awarded annually for all round ability and sportsmanship for the season.
2. The winner will be decided annually by the management committee on the advice of the Junior Cricket Board and cannot be won more than once by the same person.

TO BE CONSIDERED IN AWARDING THE QUEEN CARNIVAL CUP

1. Cricketing ability and performance.
2. Approach to the game both on and off the field.
3. Contribution generally to Marlborough cricket during the season.
4. The cup shall be awarded annually.
5. The winner will be decided by the management committee.

TO BE CONSIDERED IN AWARDING THE STRETCH MEDAL

1. MCA rep players vote following each representative game
2. Results are compiled by rep management team
3. winner is player with most votes at season end

TO BE CONSIDERED IN AWARDING THE UMPIRES TROPHY

1. Must be a Senior grade player and have played a minimum of 4 games the previous season
2. Chosen by MCA umpires
3. Overall attitude of player towards umpires, behaviour on the field, general sportsmanship and contribution as a team player
4. Overall progress and improvement of the player compared to previous season
5. Player to be also awarded a miniature replica funded by MCAUSA.