



AUCKLAND CRICKET ASSOCIATION INC.

MEMORANDUM

To: All Clubs

CC: ACUA

From: Daniel Farrow (on behalf of Auckland Cricket Association)

Date: 09 September 2009

Subject: 2009 Amendments to Playing Conditions

Dear all,

The Auckland Club Cricket Advisory Group (ACCAG) met on Monday 31st August to discuss submissions received for amendments to Auckland Cricket Association Inc Playing Conditions for the 2009-10 season.

This Memo will serve as a notice of ACA Playing Condition amendments for the 2009-10 season. These changes will be represented in the Auckland Club Cricket Handbook for 2009-10 when published in October 2009.

NB: The amendments detailed within this Memo have been made after consultation with but not as a direct recommendation from the Auckland Club Cricket Advisory Group.

SECTION 3: MEN'S PREMIER & PREMIER RESERVE GRADE TWO DAY CHAMPIONSHIP

7.1 Last Hour of Match

The following wording will be added to section 7.1 – Last Hour of the Match:

“On the final day of a match, drinks shall be taken either when one hour of playing time remains, or when there are 15 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 15 over’s to be bowled.”

Rationale: There was a consensus that there is a need for greater clarity around when the last hour commences. This brings the interpretation into line with NZC Playing Conditions.

SECTION 4: MEN'S PREMIER & PREMIER RESERVE GRADE LIMITED OVER CHAMPIONSHIP

5. Fielding Restrictions

Fielding restrictions have been amended in order for the second and third blocks to be taken at the discretion of the fielding captain and batsman at the wicket respectively. Paragraph 5.1 d) points (ii) and (iii) will be deleted and replaced with the following wording:

- ii. The remaining second and third block of Fielding Restriction Overs (FRO), one block shall be taken at the discretion of the fielding captain and the other at the discretion of the batsmen at the wicket.*
- iii. A batsman must nominate his team's FRO no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his teams FRO at any time prior to the commencement of the over. The umpire standing at the bowler's end shall determine which side made the first request.*
- iv. Once a side has nominated an FRO the decision cannot be reversed.*
- v. Should either team choose not to exercise their discretion, the FRO's will automatically commence at the latest available point in the innings*

Rationale: To bring the Playing Conditions into line with NZC Playing Conditions.

6. No Ball

Introduction of a free hit in instances of a 'foot fault' no balls. The following wording will be added as 6.2:

"The delivery following a no-ball called for a foot fault (Law 24.5) shall be a 'free hit' for whichever batsman is facing it. If the delivery of the 'free hit' is not a legitimate delivery (any kind of no-ball or a wide ball), then the next delivery will become a 'free hit' for whichever batsman is facing it. For any 'free hit' delivery, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the 'free hit' is called a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker."

Rationale: To bring the Playing Conditions into line with NZC Playing Conditions.

SECTION 14: GENERAL PLAYING CONDITIONS

14, Competition Points

The following wording will be added to 14.2 Other Two Day Grades points table and the NB deleted:

Points

<i>Abandoned Matches (2-day or limited over)</i>	Equivalent to the average number of points gained by teams that completed matches in the same round, or 1.5 points, whichever is higher.
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Example:

Team A (101/6) vs. Team B (100/0) = Team A gets 4.01 for the win & Team B gets 2.5 for the loss.

Team C (270/5) vs. Team D (100/10) = Team C gets 8.4 for the win & Team D gets 2.25 for the loss.

Team E (204/4) vs. Team F (150/8) = Team E gets 7 for the win & Team F gets 2.5 for the loss.

Team G vs. Team H is abandoned = Team G & Team H gets 4.4 each for an abandon match.

Team	Played	Wins	Loss	Draw	N/R	Points
Team C	1	1				8.4
Team E	1	1				7
Team G	1				1	4.44
Team H	1				1	4.44
Team A	1	1				4.01
Team B	1		1			2.5
Team F	1		1			2.5
Team D	1		1			2.25

Rationale: The previous points system awarded teams unable to play due to weather and/or pitch conditions a total of 1.5 points which in many instances was less than a team who played but lost due to the playing team's ability to generate bonus points. This change is seen as an effective resolution to reduce the disadvantage to 2-day grade teams who are unable to complete a one-day game due to weather and/or pitch conditions.