

Senior B Playing Conditions

Except as modified hereunder, all Senior B matches shall be played in accordance with:

- a) NZC First Class Playing Conditions;
- b) The playing conditions specified in this section;
- c) NDCA Senior Competition Regulations

*D E G Nielsen Trophy – Senior B T20***1. THE COMPETITION**

- 1.1. Preliminary Rounds: 10 teams will play in 4 pools, 3x3pools and 1x4pool.
- 1.2. Finals: At the end of the pool play matches, the two top from each pool will play for the D.E G. Neilsen Trophy with the following format
- 1.3.

Oct 12 PM						
Winner Pool 1	vs	2 nd Pool D	(Game A)	3 rd Pool 1	vs	4 th Pool 4
Winner Pool 2	vs	2 nd Pool C	(Game B)	3 rd Pool 2	vs	3 rd Pool 4
Winner Pool 3	vs	2 nd Pool B	(Game C)	3 rd Pool 3	Bye	
Winner Pool 4	vs	2 nd Pool A	(Game D)			

Oct 19 AM						
Wnr Game A	vs	Wnr Game D	(Game E)	Wnr E	Vs Wnr F	1 st /2 nd
Wnr Game B	vs	Wnr Game C	(Game F)			
Lsr Game A	vs	Lsr Game D		3 rd Pool B	vs	4 th Pool 4
Lsr Game B	vs	Lsr Game C		3 rd Pool C	vs	3 rd Pool 4

- 1.4. The D.E.G. Neilsen Trophy final will be played on Saturday 19 October 2024.
 - 1.4.1. In the event of no result being reached in the D E G Nielsen Trophy Final, the team with the higher finishing position after the preliminary rounds will be deemed the winner.

2. POINTS

- 2.1. Match Result: points shall be scored in Senior B T20 matches as follows:

Win	4 points
Loss	0 points
Abandoned/No Result/Tie	2 points

- 2.2. Competition Placing

- 2.2.1. In the event of teams finishing on equal points, the right to play in finals will be determined as follows:

- 1) Who beat who during round robin
- 2) The team with highest Net Run Rate

3. HOURS OF PLAY

3.1. Morning Games

10.30am – 11.55am	Session 1
11.55am – 12.05pm	Interval
12.05pm – 1.30pm	Session 2

3.2. Afternoon Games

2.30pm – 3.55pm	Session 1
3.55pm – 4.05pm	Interval
4.05pm – 5.30pm	Session 2

3.3. Closing Time

- 3.3.1. The closing time for morning games shall be 1.50pm and for afternoon games 5.50pm. Provided the minimum 5 overs per team can be completed. If the minimum 5 overs per team cannot be completed, then the result shall be abandoned.

4. NUMBER OF OVERS

- 4.1. Number of overs per game: Each team shall bat for one innings which shall consist of a maximum of 20 overs. A minimum of 5 overs per team must be scheduled to constitute a match.
- 4.2. No bowler shall bowl more than four overs in an innings. In the event of a delayed or interrupted match where the overs are reduced for both teams, or the team bowling second, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.

5. LAW 4 – THE BALL

- 5.1. Red Kookaburra 156g Senator to be used in all matches.

6. LATE START

- 6.1. Reduction of overs: In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. The revision of the number of overs should ensure that both teams have the opportunity to bat for the same number of overs. If the revised number of overs calculated results in an odd number of total overs in the match, then one over shall be added and the result divided in half.

7. INTERRUPTIONS TO PLAY

- 7.1. **Deduction of overs:** If, after play commences, an interruption to play is required due to weather, in the sole opinion of the umpire, the number of overs to be bowled will be calculated by allocating one over for each complete four minutes of playing time remaining until the scheduled closing time for the game. For example: if eight minutes remain, two overs shall be bowled; if fifteen minutes remain, three overs shall be bowled.
- 7.2. **Second Innings Target:** If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs unless the team batting first is all out sooner), then a revised target score (to win) will be set for the number of overs available to the team batting second – this revised target being calculated by the Duckworth Lewis Stern Method. (a) Duckworth Lewis Stern software is available via PlayHQ.

8. FIELDING RESTRICTIONS

- 8.1. At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 8.2. In addition to the restriction in clause 7.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 8.2.1. Subject to 11.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- 8.2.2. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- 8.2.3. During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- 8.2.4. During the non-Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area.
- 8.3. In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

TOTAL OVERS IN INNINGS	NO OF OVERS RESTRICTIONS APPLY
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 8.3.1. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 8.4. 11.4 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

9. LAW 40 – TIMED OUT

- 9.1. Law 40 shall apply except that the incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within one minute & thirty seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make his way to the pitch immediately after a wicket falls.

10. LAW 21 – NO BALL

- 10.1. Short Pitched: A bowler shall be allowed to bowl one short pitched delivery per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than one short pitched delivery in an over, the umpire shall call and signal No-ball.
- 10.2. Free Hit: The delivery following all modes of no-ball shall be a 'free hit' for whichever batter 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 batter 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 or if the no-ball was a result of a fielding restriction breach. If a close fielder seeks relief from possibility of being struck from a free hit, their option is to leave the field