

SPARK PREMIER**1. THE COMPETITION**

- 1.1. Preliminary Round: The HCA-WVCA-CMCA Spark Premier Limited Overs (hereunder called Spark Premier) competition will comprise a series of 7 rounds of matches with two pools (Pool A, Pool B) of 8 teams, where each team plays every other team in their pool.
- 1.2. Semi-Finals: at the conclusion of the preliminary round, the top 2 placed teams in Pool A and Pool B shall advance to the semi-finals.
- 1.3. Finals: The winners of semi-finals will advance to the final on Saturday 16 December 2023.
 - 1.3.1. The final will be played at a venue determined by HCA-CMCA-WVCA.
 - 1.3.2. In the event of a tie in the final, the teams will compete in a Super Over to find the winner.
 - 1.3.3. If a result cannot be achieved in the final, a reserve day for the final will be played on Sunday 7 January 2024.
 - 1.3.3.1. In the event of the reserve day for the final is abandoned or a result is not achieved the team with the highest number of points in their pool will be the winner.

2. POINTS

- 2.1. Match Result: points shall be scored in Spark Premier 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) The team with the most number of wins
- 2) Who beat who during round robin
- 3) The team with the highest Net Run Rate

3. HOURS OF PLAY

- 3.1. In matches where the start of play is not delayed, or play is not interrupted then:

10.30am – 2.00pm	Session 1
2.00pm – 2.45pm	Interval
2.45pm – 6.15pm	Session 2

- 3.2. When the start of play is delayed or interrupted and the total playing time is reduced, the Umpires can vary the length of the interval.

Up to 60 minutes	40 minutes
Between 61 and 90 minutes	35 minutes
Between 91 and 110 minutes	30 minutes
Between 111 and 130 minutes	25 minutes
More than 131 minutes	20 minutes

3.3. Intervals for Drinks

3.3.1. Two drinks per session will be permitted, each 70 minutes apart. An individual player may be given a drink on the boundary edge or at the fall of a wicket, on the field provided no time is wasted.

3.3.2. No other drinks shall be taken onto the field without permission of the umpires.

3.3.3. Any player taking drinks onto the field play should be appropriately dressed in team uniform and bib.

3.4. Allowances

3.4.1. For the purposes of determining penalties, the umpires shall take the following allowances into account

3.4.1.1. Actual time taken for an injured player on the field

3.4.1.2. Actual time taken for a player leaving the field in the event of a serious injury

3.4.1.3. Actual time take to dry a wet ball or recover a ball

3.4.1.4. Time wasting by the batting team

3.4.2. In the event of any allowance being granted to the fielding team under 3.4.1.4 then time shall be deducted from the allowances granted to the batting team in the determination of its over rate.

4. LIMITATION OF INNINGS

4.1. Number of innings: Each match will consist of two innings on one day

4.2. Number of overs: Each team shall bat for one innings which shall consist of a maximum of 50 overs

4.3. Completion of innings: If the team fielding during the first innings fails to bowl 50 overs before the expiration of 3½ hours from the commencement of the innings, that innings shall continue until that team has bowled 50 overs but its batting innings shall be limited to the same number of overs as it bowled in the 3½ hour period from the commencement of the first innings. In calculating the number of overs which were bowled in such period, an over in progress at the expiration of such period shall be deemed to have been completed before the expiration of such period.

4.4. Limitation on overs in second innings: If the last wicket in the first innings falls within two minutes of the expiration of the 3½ hours from the commencement of the first innings, the second innings shall be limited to the same number of overs as were bowled in the first innings (the over in which the last wicket in the first innings falls shall count as a complete over).

4.5. Dismissal: Subject to clauses 4.3 and 4.4 of this section, if the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

4.6. Extension of innings: If the team fielding during the second innings fails to bowl 50 overs or the number of overs calculated in accordance with clauses 4.3, 4.4, or 4.5 of this section, as the case may be, by the scheduled time for completion of the second innings, the time of such completion shall be extended until the required number of overs have been bowled or a result has otherwise been achieved.

4.7. If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10 minute change of innings break will occur and team two will commence its innings correspondingly earlier. The interval will then occur as scheduled.

5. LATE START

- 5.1. 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. This revised over total shall be evenly divided into 2 innings. Fractions are to be ignored.
- 5.2. Bowling restrictions: In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the revised overs total. Where the total remaining overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler as necessary to make up the balance. For example, in a 30-over match, there shall be a maximum of six overs per bowler, in a 33-over match, three bowlers may bowl seven overs and two bowlers may bowl six overs.
- 5.3. Latest Scheduled Time: Notwithstanding any other clause in these Playing Conditions (including without limitation clauses 7.1 and 7.2), the closing time for each match shall be 7pm, provided that a minimum of 20 overs per team can be completed. If a minimum of 20 overs per team cannot be completed, the match shall be declared abandoned.

6. INTERRUPTIONS DUE TO WEATHER

- 6.1. Deduction of overs: If, after play commences, an interruption to play is required due to weather, in the sole opinion of the umpire/s, 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.
- 6.2. 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 20 overs unless the team batting first was all out sooner), then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Stern Method which is inbuilt into the PlayHQ e-scoring platform.

7. THE RESULT (LAW 16)

- 7.1. Completion of match: Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2. No result: If play has been abandoned in a match and less than 20 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Such matches shall be replayed where there is an allocated reserve day. Where the match has been abandoned and the team batting second has faced 20 or more overs (but less than 50 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.2.
- 7.3. Tied Matches: If a match ends with both sides tied on the same number of runs scored the match shall finish as a tie (irrespective of the number of wickets lost). Where the match is a Final, the result will be determined by a Super Over, played as per the conditions in the ND Senior Competition Regulations.
- 7.4. Net run rate calculations: Net Run Rate calculations are computed by PlayHQ once scorecards have been uploaded as completed.

8. BOWLING RESTRICTIONS

- 8.1. No bowler shall bowl more than ten 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, Clause 5.2 shall apply.

9. NO BALL (LAW 21)

- 9.1. Short pitched: A bowler shall be allowed to bowl two short pitched deliveries 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 two short pitched deliveries in an over, the umpire shall call and signal No-ball.
- 9.2. 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 in which case the fielding captain must make the minimum changes(s) necessary to rectify the breach.

10. WIDE BALL (LAW 22)

- 10.1. MCC Law update 2022 shall apply.

11. FIELDING RESTRICTIONS

- 11.1. Leg side: At the instant of delivery, there may not be more than 5 fielders on the leg side
- 11.2. Power Play: In addition to the restriction in clause 10.1 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.
- 11.3. The following fielding restrictions shall apply:
- 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. At the instant of delivery:
 - Powerplay 1 –no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - Powerplay 2 -no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - Powerplay 3 -no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 11.4. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	4	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

11.5. If play is interrupted during an innings and the table in 10.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

11.5.1. Illustrations of 10.5 - A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

11.6. At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

11.7. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

12. THE BALL (LAW 4)

12.1. Approved balls: White 156g Kookaburra Regulation or Club Match cricket balls

13. SCORING

13.1. Scoreboard: The batting team shall keep a scoreboard up to date at all times.

13.2. Live Scoring: The home team is responsible for live scoring games, and correctly uploading the scorecard to PlayHQ by 10am the following morning.

14. PLAYERS

14.1. A team may consist of twelve players. Eleven fielders only shall be on the field at any one time. The Team lists must be supplied to the Umpire/s, prior to the toss. The team list must identify the Captain, Wicket keeper and nominated player/s who shall not bat or bowl. Unlimited interchange of fielders from the twelve players nominated to take part in the match shall be allowed. The Umpire/s must be advised of all fielder changes during the match.

14.2. Squad members of the fielding team who are not on the field of play and not involved in play (eg. Substitute fielder) shall be required to wear a team training bib whilst on the playing area (eg running drinks) or adjacent to the boundary.