

# PLUNKET SHIELD PLAYING CONDITIONS

2023-24



## The Laws of Cricket – The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

- Respect is central to the Spirit of Cricket:
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise.

## PLUNKET SHIELD

Except as specifically provided for hereafter, the 2017 Code 3<sup>rd</sup> Edition 2022 of the Laws of Cricket shall apply in all matches.

### 1. THE COMPETITION

The Four-day Plunket Shield competition will comprise a series of eight rounds, each of three matches, played over four days.

If two or more teams are equal on points at the completion of the series of eight rounds, the winner will be decided by:

- (a) the most outright wins; or
- (b) if still equal, then by the higher net average per wicket

*(A team's net average per wicket is calculated by deducting from the average runs per wicket scored by the team throughout the series, the average runs per wicket scored against the team throughout the series).*

Notwithstanding the provisions set out within the competition playing conditions, NZC retains the ability to manage competitions at its sole discretion, including the abandonment or postponement of matches due to Force Majeure events.

### 2. THE SCORING OF POINTS

Points shall be scored in Plunket Shield matches as follows:

<b>Outright Win</b>	Twelve points to be added to the bonus points earned
<b>Outright Tie</b>	Six points to each team plus bonus points earned
<b>Bonus points</b>	Bonus points apply for each team's first innings only up to the end of 110 overs. There is no compulsory declaration.  <b>Batting points</b> – One (1) point at 200 runs, two (2) points at 250 runs, three (3) points at 300 runs, four (4) points at 350 runs.  <b>Bowling points</b> – One (1) point at 3 wickets, two (2) points at 5 wickets, three (3) points at 7 wickets, four (4) points at 9 wickets.  No other points apply for the first innings.
<b>A Drawn Match</b>	will earn the bonus points only for each team, including matches that end before both first innings are completed.
<b>Abandoned match due to weather or light (no play)</b>	in the event a match is abandoned without any play having taken place as a result of weather or light, each participating team shall be awarded four (4) points
<b>Abandoned match for other reasons (no play)</b>	In the event a match is abandoned without any play having taken place as a result of reasons other than weather or light, each participating team shall be awarded the average of the points scored by the other teams in matches that took place during the same Plunket Shield round as the abandoned match.

Notwithstanding this, in the event that NZC determines that the match abandonment is partly or wholly due to an act or omission of a team (or its Major Association or other party under the control of its Major Association) that is inconsistent with the rules and regulations governing New Zealand domestic cricket, then NZC reserves the right to withhold points from such team (note that this does not preclude further action being taken against such team or its Major Association through a disciplinary process).

**Abandoned match  
(after play has  
commenced)**

In the event that, following commencement of play, a match is abandoned for any reason without an outright result, the match shall be deemed to be a draw and accordingly each team shall be awarded any bonus points on the first innings as set out above.

Notwithstanding the above, in the event of exceptional circumstances, NZC shall have the discretion to award points to and/or deduct points from either team.

In doing so, NZC shall be entitled to take any relevant matters into consideration, including the reasons for or causes of the abandonment, the bonus points already earned by either team in the match, the likelihood of an outright result, and the average of the points scored by the other teams in matches that took place during the same Plunket Shield round as the abandoned match.

Notwithstanding the provisions set out within clause 2, NZC retains the ability at its sole discretion to award or deduct points from teams during the competition in exceptional circumstances.

## **Plunket Shield Playing Conditions**

### **1. LAW 1- THE PLAYERS**

Law 1 shall apply.

### **2. LAW 2- THE UMPIRES**

Law 2 shall apply subject to the following:

#### **2.1 Law 2.1 - Appointment and attendance**

NZC will appoint two umpires for each first class match. Neither team will have the right of objection to an umpire appointment.

#### **2.2 Fitness for Play and Suspension of Play**

Laws 2.7 and 2.8 shall apply and in addition:

2.2.1 If circumstances are warranted, the umpires shall stop play and instruct the Turf Manager to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the Turf Manager to take such action during scheduled or unscheduled breaks in play.

2.2.2 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.2.3 If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is actual and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

2.2.4 After first having made a manual/visual determination, the umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play. Light meter readings shall be used by the umpires to determine whether there has been at any stage any deterioration or improvement in the light, and as benchmarks for the remainder of a stoppage or match. Umpires shall endeavour to maximise play at all times.

2.2.5 Control of the playing area and decisions as to the fitness of the pitch, ground and weather shall come under the umpires' jurisdiction from the period commencing 30 minutes prior to the scheduled start of the match.

2.2.6 The umpires shall not abandon play for the day prior to the afternoon tea adjournment, without consulting the Chairman (or their nominee) of the Major Association in whose centre the match is being played.

2.2.7 Following any inspection, the umpires will report their findings immediately to both Captains.

2.2.8 Use of artificial lights is not permitted for First Class matches for sake of consistency between venues.

### **3. LAW 3 – THE SCORERS**

Law 3 shall apply subject to the following:

#### **3.1 Law 3.1 Appointment of scorers**

Two scorers shall be appointed to record all runs scored, all wickets taken and where appropriate, numbers of overs bowled and operation of the in-ground scoreboard.

The two appointed scorers may be made up of any combination of the following:

- i) Live Scorer
- ii) Support Scorer
- iii) Performance Scorer
- iv) OPTA Scorer

### **LAW 4 – THE BALL**

Law 4 shall apply subject to the following:

#### **4.1 Law 4.2 – Approval and control of balls**

Law 4.2 shall apply and in addition:

Unless otherwise specified by the Board of NZC, Kookaburra Turf balls shall be used. Such balls shall be approved by both captains, or should they disagree, by the management of the Association controlling the match. The same make and quality of ball shall be used throughout the match.

#### **4.2 Law 4.4 – New ball**

The following will apply in place of Law 4.3:

A new ball shall be used at the start of each innings. In addition, the captain of the fielding team shall have the choice of taking a new ball after 80 overs have been bowled with the old one. Note: The over in which the new ball is taken, whether or not such ball is taken after a number of balls have been bowled with the old one, is to be regarded as the first over in computing the number of overs in respect of the new ball.

The number of overs bowled shall be prominently displayed on the scoreboard, singly at the conclusion of each over, from the commencement of the innings.

### **5. LAW 5 – THE BAT**

Law 5 shall apply in addition:

Only Grade A bats shall be used in the Plunket Shield Competition.

### **6. LAW 6 – THE PITCH**

Law 6 shall apply subject to the following:

#### **6.1 Law 6.3 - Selection and preparation**

Law 6.3 shall apply and in addition:

- 6.1.1 Captains, team officials, umpires and Turf Managers shall cooperate to ensure that prior to the commencement of play on a match day, no player bowls or bounces a ball on the pitch or strikes it with a bat to assess its condition.
- 6.1.2 Prior to the start of play, only the captain and team coach may walk on the actual playing surface of the pitch area (outside of the crease markings).
- 6.1.3 Access to the pitch by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
- 6.1.4 No spiked footwear shall be permitted.
- 6.1.5 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- 6.1.6 Access shall not interfere with pitch preparation.

6.2 Law 6.5 - Non-turf pitches

Law 6.5 shall not apply. All First Class matches will be played on a grass pitch.

**7. LAW 7 – THE CREASES**

Law 7 shall apply subject to the following:

7.1 The popping crease

The following will apply in place of Law 7.3:

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum 15 yards/13.71m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered unlimited in length.

7.2 Markers

The umpires may request the ground staff to mark 5 dots from the striker's wicket to the 5ft protected area mark to aid in identifying the actual width of the pitch.

**8. LAW 8 – THE WICKETS**

Law 8 shall apply.

**9. LAW 9 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

Law 9 shall apply subject to the following:

9.1 Law 9.1 Rolling

The following will apply in place of Law 9.1

The pitch shall not be rolled during the match except as permitted below:

9.1.1 Frequency and duration of rolling

During the match, the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play.

#### 9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

#### 9.1.3 Choice of rollers

If there is more than one roller available, the captain of the batting side shall choose which one is to be used.

Where there is only one roller available on day one of a match that roller will be used for the duration of the game, regardless of size.

#### 9.1.4 Timing of permitted rolling

The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

#### 9.2 Law 9.2 – Clearing debris from the pitch

The following will apply in place of Law 9.2:

##### 9.2.1 The pitch shall be cleared of any debris:

- (a) before the start of each day's play. This shall be before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.
- (b) between innings. This shall precede rolling if any is to take place.
- (c) at all intervals for meals.

9.2.2 The clearance of debris in 9.2.1 shall be done by sweeping or by use of a blower, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

**Note:** Sweeping of the pitch may only occur up to the five-foot marks at either end, in a direction away from the main body of the pitch. Blowers may be used on the entire length of the pitch.

#### 9.3 Law 9.3 – Mowing

Law 9.3 shall apply subject to the following:

If necessary, debris may be removed from the pitch before mowing, see 9.2.2.

#### 9.4 Watering the Outfield

The watering of the outfield will be permitted during the match subject to the following:

9.4.1 Such watering shall only be possible if the "watering plan" is requested by the Turf Manager and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.

- 9.4.2 The consent of the captains is not required but the umpires shall advise both captains before the start of the match on what has been agreed.
- 9.4.3 The watering shall occur as soon as possible after the conclusion of the day's play.
- 9.4.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.
- 9.4.5 The square and bowlers' run-ups will be adequately covered prior to any watering taking place.
- 9.4.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and Turf Manager, but with the umpires retaining ultimate discretion over whether to approve any watering.

#### 9.5 Protection and preparation of adjacent pitches/outer during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

- 9.5.1 Such measures will only be possible if requested by the Turf Manager and approved by the umpires before the start of the match.
- 9.5.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- 9.5.3 The preparation work shall be carried out under the supervision of the umpires.
- 9.5.4 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.
- 9.5.5 The consent of the captains is not required but the umpires shall advise both captains before the start of the match on what has been agreed.
- 9.5.6 Players - under no circumstances are fielders allowed to use spikes to scar the turf to mark their fielding position. Bowlers will be provided with green or blue paint to mark their run up, or use the bowler's marker as provided.

#### 9.6 Logos on the ground

Only NZC has the right to apply on-ground logos.

### **10. LAW 10 - COVERING THE PITCH**

Law 10 shall apply subject to the following:

#### 10.1 Laws 10.2 During the Match and 10.3 Removal of Covers

The following will apply in place of Laws 10.2 and 10.3:

- 10.1.1 In all matches, the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or, providing the weather is fine, within a period of two hours thereafter.
- 10.1.2 The covers must adequately protect the pitch and also the pitch surrounds, 5 metres either side of the pitch and any worn or soft areas in the outfield, as well as the bowlers' run-ups to a distance of at least 10 x 10 meters.

- 10.1.3 All covers (including “hessian” or “scrim” covers used to protect the pitch against the sun) shall be removed not later than 2.5 hours before the scheduled start of play, provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

## **11. LAW 11 – INTERVALS**

Law 11 shall apply subject to the following:

### **11.1 Pre Match meeting**

A meeting between the match referee, umpires, captains, coaches, turf managers and team physios will be held on the first morning of the match to discuss any local ground and facility issues along with any conditions for play that need clarification.

### **11.2 The sessions**

Match sessions shall be as follows:

- Commencement of play until lunch
- Lunch until tea
- Tea until close of play

### **11.3 Time for lunch interval**

Lunch interval shall be taken between 12.50pm – 1.30pm except when daylight saving hours conclude, when the time for lunch interval will be amended to 12.20pm – 1.00pm.

### **11.4 Time for tea interval**

Tea interval shall be taken between 3.40pm-4.00pm (except when daylight saving hours conclude when the time for tea interval will be amended to 3.10pm – 3.30pm).

The lunch and tea intervals may be changed, with the agreement of both captains or at the direction of the umpires. Also refer Plunket Shield Playing Condition 12.

### **11.5 Interval for drinks**

Drinks breaks will not be scheduled except under conditions of extreme heat or cold the umpires (after consultation with the Match Referee) may permit an interval for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket playing attire (and bibs).

### **11.6 Extension of Interval Between Innings**

Teams may by mutual agreement extend the interval between innings to 15 minutes if the distance between the match pitch and dressing rooms causes delays. The additional time utilised for such interval is to be made up at the conclusion of the day’s play during the permitted overtime.

## **12. LAW 12 - START OF PLAY; CESSATION OF PLAY**

Law 12 shall apply subject to the following:

### **12.1 Duration**

Matches shall be of four days’ duration.

12.2 Times for start and cessation of play

12.2.1 The scheduled hours of play shall be 10.30am – 6.00pm except when daylight saving hours conclude, in which case the scheduled hours of play will be amended to 10.00am – 5.30pm.

12.2.2 The standard hours of play shall be adhered to as closely as possible, but such hours may be varied by the mutual consent of the two competing teams and the approval of NZC, in which case the host team shall notify the match umpires, press, television, radio, sponsors and all concerned immediately any such variation has been agreed to.

12.2.3 Notwithstanding any variation to the standard hours of play but subject to Laws 12.6 and 12.7 and to Plunket Shield Playing Condition 12.8.

(a) The total hours of play of a match, including extra time as in Plunket Shield Playing Condition 12.5 or time made up under Plunket Shield Playing Condition 12.6, shall not exceed 26 hours; and

(b) Subject further to 12.2.1, the scheduled hours of play are to be confined to the period 10.30am to 6.30pm, except on day 4 as per Plunket Shield Playing Condition 12.6.2.

12.3 Law 12.6 Last hour of match – number of overs

For the purposes of these Plunket Shield Playing Conditions the words “20 overs” as used in Laws 12.6 and 12.7 shall be deemed to read as “15 overs”.

12.4 Early Finish

On the last day, by mutual agreement of the captains and provided there is no possibility of a result, then:

(a) play may cease at any time after the commencement of the tea interval with the consent of the CEO of the Major Association or their nominee, in whose center the match is played; or

(b) play may cease up to 60 minutes earlier than the scheduled time for cessation of play without the consent described in (a) being required.

For the purpose of this Condition, any variation to the standard time for cessation of play as a result of the implementation of Plunket Shield Playing Conditions 12.5 and 12.6 shall be deemed to be the scheduled time for cessation.

12.5 Extra Time

12.5.1 If, in the opinion of both captains, 30 minutes extra time (or minimum 8 overs) at the end of any day's play prior to the last day would bring about a definite result on that day, then the umpires shall order the same. If however, the captains disagree, the decision shall be left to the umpires. Subject to any decisions under Laws 2.7, 2.8 and/or Plunket Shield Playing Condition 2.2, the whole 30 minutes should be played out as part of the total time, even though the possibility of a result in a match may have disappeared before the 30 minutes has expired.

12.5.2 The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved, no extra time shall be allowed. If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under.

For the avoidance of doubt, this Plunket Shield Playing Condition shall not apply when Law 11.7 is applied i.e. the total extra time remains at 30 minutes.

## 12.6 Making up Lost Time

### 12.6.1 Days 1-3:

Subject to weather and light, in the event of the match being suspended for any reason other than normal intervals, the scheduled playing time on that day shall be extended by the amount of time lost, up to a maximum of 30 minutes. In such event, the overs to be completed during the day shall be recalculated in accordance with the process set out in Plunket Shield Playing Condition 12.8.2 below. There shall be an additional permitted overtime of up to 30 minutes in the event the required overs have not been completed by the rescheduled close of play.

#### **Example:**

If the start of play on day 1 is delayed because of dew and play starts at 11.30 (meaning one hour/15 overs are lost), the scheduled close of play will be extended by 30 minutes to 6:30pm. The overs to be bowled during the day will be recalculated in accordance with the process set out in Plunket Shield Playing Condition 12.8.2 below. If, due to a slow over rate the overs to be bowled during the day have not been completed by 6.30pm, play can continue for a maximum of 30 minutes permitted overtime in order to complete these overs.

### 12.6.2 On the Last Day only:

Subject to weather and light, other than in the final hour of the match, in the event of the match being suspended for any reason other than normal intervals, the scheduled playing time shall be extended by the amount of time lost, up to a maximum of 30 minutes.

In such event, the overs to be completed during the day up until the final hour of the match shall be recalculated in accordance with the process set out in Plunket Shield Playing Condition 12.8.2 below, except that the target shall be 81 overs rather than 96.

There shall be an additional permitted overtime of unlimited duration in the event the required overs have not been completed by the rescheduled commencement of the final hour, in which case the last hour of the match shall be the hour immediately following the completion of these overs. No time is made up in respect of any interruptions that commence after the start of the last hour.

## 12.7 Time Lost Due to Disturbances

Where possible, time lost due to circumstances other than acts of God, e.g. mischief, crowd disturbance, shall be made up on the day during the 30 minutes permitted overtime.

## 12.8 Minimum overs in a day

### 12.8.1 Play shall continue on each day until the completion of a minimum target of 96 overs (or a minimum of 15 overs/hour or 4 minutes/over) or the completion of scheduled or rescheduled cessation time, whichever is the later, but provided that play shall not continue for more than an additional 30 minutes beyond the scheduled or rescheduled close of play ("permitted overtime").

For the sake of clarity, if any of the minimum target number of overs has not been bowled at the completion of the permitted overtime, play shall cease on completion of the over in progress, or the fall of a wicket during that over. The overs not bowled shall not be made up on any subsequent day.

- 12.8.2 If play is suspended, or there is a change of innings, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greater number of overs:

**Either** one over for each full 4 minutes playing time remaining from the commencement of play to the scheduled time for the close of play;

**Or**, the minimum number of overs agreed for the day, less the number of overs already bowled and less all allowances for the suspension of play per 12.8.4 below.

For the avoidance of doubt there shall be a reduction of 2 overs to the minimum number of overs for a change of innings, except where this occurs at the lunch or tea intervals, or at a weather interruption.

- 12.8.3 On the last day, a minimum of 81 overs shall be bowled during playing time, other than the last hour of the match. If any of such minimum overs (or in the event of a recalculation of minimum overs following a suspension in play, the recalculated minimum overs) have not been bowled when one hour of scheduled playing time remains, the last hour of the match for the purposes of Law 12.6 and Law 12.7 (as amended for the purposes of these Plunket Shield Playing Conditions by Plunket Shield Playing Condition 12.6 hereof) shall commence immediately from the time when such overs have been completed.

- 12.8.4 Subject to Plunket Shield Playing Condition 12.8.2 hereof, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 30 minutes on any day (including, for the avoidance of doubt, the final day), the minimum number of overs shall be reduced by one over for each full 4 minutes of the aggregate playing time lost.

- 12.8.5 The umpires are the sole arbiters of whether such interruption of play is allowable and of the length of such interruptions and shall inform both captains of adjustments made to the minimum over requirements. They must take steps under Law 41.10 (batter wasting time) should batsmen deliberately waste time.

- 12.8.6 No reductions of the minimum number of overs should be allowed for drink intervals or player injuries where they occur after the scheduled cessation of time or, on the last day, within the last hour of the match.

- 12.8.7 Except on the final day, if, as a result of ground, weather or light conditions causing a suspension of play, the players are already off the field at the scheduled or rescheduled cessation time or go off the field at any time thereafter, stumps shall be drawn.

- 12.8.8 The scoreboard shall show the minimum number of overs remaining to be bowled in the day and the total number of overs bowled with the ball currently in use.

- 12.8.9 If an innings ends during the course of an over, such part over shall count as a full over so far as the minimum number of overs to be bowled in a day is concerned.

- 12.8.10 Should play be suspended for the day in the middle of an over, that over must be completed the next day in addition to the minimum overs to be bowled that day.

- 12.8.11 Except as provided in Plunket Shield Playing Condition 12.5.1, there shall be no further play on any day, other than on the last day, if a wicket falls or a batter retires or if the players have occasion to leave the field during the last minimum over within three minutes of the scheduled cessation time or thereafter. This shall also apply to the additional permitted overtime required in order to complete the minimum over requirement for the

day. If an over is interrupted in these circumstances, stumps shall be drawn for the day and the over shall be completed on the resumption of play.

12.8.12 An over completed on resumption of a new day's play shall be disregarded in calculating the minimum overs for that day.

12.8.13 Fractions are to be ignored in all calculations regarding the number of overs.

## 12.9 Over Rate penalties

12.9.1 The minimum over rate to be achieved by the fielding teams throughout the match will be 15 overs per hour (rounded to a minimum of 96 overs in a six and a half hour day) subject to the following deductions:

- (a) Actual time where treatment by authorised medical personnel is required on the ground and also for a player leaving the field due to serious injury;
- (b) For interruptions caused by unfit pitch, ground, weather or light conditions or other unforeseen delays beyond the control of the fielding team;
- (c) Actual time taken to a maximum of 4 minutes for a drinks break taken in any session (if permitted by the umpires pursuant to Plunket Shield Playing Condition 11.5);
- (d) 2 minutes for each wicket taken. (For the avoidance of doubt, no allowance shall be given for the final wicket in an innings, or for a wicket that falls immediately prior to any **interval or interruption**);
- (e) Actual time lost as a result of time wasting by the batting team. In the event of any allowance being granted to the fielding team under this Plunket Shield Playing Condition 12.9.1(e) (time wasting by batting team) then such time shall be deducted from the allowance granted to such batting team in the determination of its over rate.

12.9.2 Umpires, in consultation with the Match Referee and the official scorers are required to verify all times for allowances and stoppages at the end of each day's play, and at the completion of the match. For calculation purposes:

- (a) The last hour of a match shall be excluded;
- (b) A maximum of 20 overs in any hour shall apply;
- (c) An innings with a duration of fewer than three hours (after adjustment for allowances) shall be excluded, unless inclusion would be beneficial to the fielding side.

**12.9.3 Over rates will be calculated at the end of the match. If the fielding team has failed to meet the minimum over rate (Plunket Shield Playing Condition 12.9) the team will be subject to competition points deduction.**

**NZC also reserves the right (depending on the seriousness and context of the breach), to bring a charge against any member of the fielding team under the NZC Code of Conduct.**

**12.9.4** Points deduction for a failure to meet the minimum over rate of 15 overs per hours, will be calculated on the following:

For the first full over a team is short of the required minimum over rate, a team will be penalised 1 competition point. For every subsequent full over, a team will be penalised 2 competition points.

For example, if a team bowls:

- (a) Less than 14 but more than 13 overs per hour - the team will be penalised by the deduction of 1 competition points;
- (b) Less than 13 but more than 12 overs per hour - the team will be penalised by the deduction of 3 competition points;
- (c) Less than 12 but more than 11 overs per hour – the team will be penalised by the deduction of 5 competition points.

For clarity, fractions are to be ignored in all calculations regarding the number of overs.

Notwithstanding the foregoing, no penalties will be applied under this Plunket Shield Playing Condition 12.9.3 & 12.9.4 against any team if the match is completed within a combined total of 288 overs (the equivalent of three full days play).

Teams can lodge an appeal, if a penalty is applied in accordance with Plunket Shield Playing Condition 12.9.4. Teams must submit the appeal in writing to NZC's GM Cricket Operations, within 48 hours of the completion of the match. NZC will consider the appeal and notify the team of their ruling within seven (7) days of receipt of the appeal.

Over-rate penalties pursuant to clause 12.9 shall be applied in addition to the relevant provisions under the NZC Code of Conduct.

### **13. LAW 13 – INNINGS**

Law 13 shall apply subject to the following:

#### **13.1 Law 13.4 – The Toss**

The following shall apply in place of Law 13.4:

The captains shall toss a coin for the choice of innings, on the field of play in the presence of the Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. The Match Referee shall oversee the exchange of team lists (minimum 6 copies).

### **14. LAW 14 - THE FOLLOW-ON**

Law 14 shall apply.

### **15. LAW 15 - DECLARATION AND FORFEITURE**

Law 15 shall apply, subject to the following

#### **15.1 No forfeiture of the final innings**

**Teams are no longer permitted to forfeit their final innings of the match.**

#### **15.2 No Collusion**

Law 15 provides an option to the captain of the batting team only, and it is not the intention that any declaration or forfeiture should become the subject of an agreement between teams, officials, captains or players.

If the umpires have grounds for thinking that any such agreement has taken place, they shall immediately report accordingly to NZC. If NZC decides to carry out an investigation, it will conduct such enquiries as it sees fit, and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams involved.

### 15.3 Penalties for Collusion

If NZC finds that teams, officials, captains or players have colluded unfairly to contrive the outcome of a match, to the detriment of any other team in the competition, it may in its absolute discretion do one or more of the following:

- (a) fine a team, captain or player
- (b) suspend a captain from playing in any match or matches
- (c) disallow any points earned by a team in respect of the match
- (d) amend any points earned by a team in the match; or take any other action as is deemed appropriate, including action under the NZC Code of Conduct.

For the purpose of this Plunket Shield Playing Condition, “colluded unfairly to contrive the outcome of a match,” means an agreement designed to contrive the outcome of a match in favour of a particular team, or to achieve a result that is unfair to any of the other teams in the same competition.

### 15.4 Aggressive Declarations

The operation of this Plunket Shield Playing Condition is not intended to prevent competing captains from making aggressive declarations with a view to giving either team the chance of achieving an outright win.

### 15.5 Authorisation

Only the Chief Executive of NZC or the Chairman of the Board of NZC or their nominee is authorised to comment in relation to any matter relating to the parties involved or the process under this Plunket Shield Playing Condition 15.

This authorisation includes, but is not limited to any report, investigation, review, decision, application for leave to appeal or an appeal and any other information regarding an application pursuant to this Condition 15. In the absence of special reasons publicity will be given by NZC in respect of the disciplinary process in each case. A breach of this provision may be treated by NZC as a breach of the NZC Code of Conduct.

## 16. **LAW 16 – THE RESULT**

Law 16 shall apply.

## 17. **LAW 17 – THE OVER**

Law 17 shall apply.

## 18. **LAW 18 – SCORING RUNS**

Law 18 shall apply.

## **19. LAW 19 – BOUNDARIES**

Law 19 shall apply subject to the following:

### **19.1 Law 19.1 Determining the boundary of the field of play**

Law 19.1 shall apply and in addition:

The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.

In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 meters) from the centre of the pitch to be used.

Any ground which has been approved by NZC prior to 1st October 2007 or which is currently under construction as of this date, which is unable to conform to these new minimum dimensions, shall be exempt. In such cases, the regulations in force immediately prior to the adoption of these regulations shall apply.

### **19.2 Law 19.2 Identifying and marking the boundary**

Law 19.2 shall apply and in addition:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by NZC from time to time. Where appropriate the rope should be a required minimum distance (3 yards / 2.74 metres) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

## **20. LAW 20 – DEAD BALL**

Law 20 shall apply.

## **21. LAW 21 – “NO BALL”**

Law 21 shall apply.

## **22. LAW 22 “WIDE BALL”**

Law 22 shall apply subject to the following:

### **22.1 Law 22.1 Judging a Wide**

Law 21.1 will apply with the addition of the following:

If in the umpire’s opinion, the bowler is attempting to utilise the rough outside a batter’s leg stump, or is bowling down the leg side as a negative tactic, the umpire will call and signal “wide ball”, unless the ball passes sufficiently within reach of the striker for the player to be able to hit it with their bat by means of a normal cricket stroke.

## **23. LAW 23 – BYE AND LEG BYE**

Law 23 shall apply.

**24. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES**

Law 24 shall apply (excluding Laws 24.2.8 and 24.2.9) subject to the following:

24.1 Law 24.1. shall apply and in addition:

Squad members of either team who are not in the playing 11 and not involved in play (e.g. as a substitute fielder) shall be required to wear a team training bib whilst on the playing area or the area between the boundary and the perimeter fencing.

24.2 The restrictions set out in Law 24.2 shall only apply once the player has been absent from the field for longer than 8 minutes.

24.3 Law 24.2.3 shall be replaced by the following:

A player's unserved penalty time shall be limited to a maximum of 120 minutes.

**25. LAW 25 BATTER'S INNINGS; RUNNERS**

Law 25.5 shall not apply. A runner for a batter is not permitted.

**26. LAW 26 – PRACTICE ON THE FIELD**

Law 26 shall apply, subject to the following:

26.1 Law 26.1 Practice on the pitch or the rest of the square

The following shall replace Law 26.1:

26.1.1 The use of the square for practice on any day of a match will be restricted to any specified practice areas on the square set aside and allocated by the Turf manager for that purpose at the turf managers discretion.

26.1.2 Bowling practice on the bowling strips referred to in 26.1.1 above shall also be permitted during the interval (and change of innings) unless the umpires consider that in the prevailing conditions of ground and weather it will be detrimental to the surface of the square.

**Note** – there shall be no practice of any kind, at any time, on any day of the match, on the pitch.

26.2 Law 26.2 Practice on the outfield

Law 26.2.2 shall be replaced by the following:

Between the call of "Play" and the call of "Time" there shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the Law.

**27. LAW 27 - THE WICKET-KEEPER**

Law 27 shall apply.

**28. LAW 28 - THE FIELDER**

Law 28 shall apply, subject to the following.

28.1 Law 28.1 Protective Equipment

Law 28.1 shall apply and in addition:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

**29. LAW 29 - THE WICKET IS DOWN**

Law 29 shall apply.

**30. LAW 30 BATTER OUT OF THEIR GROUND**

Law 30 shall apply.

**31. LAW 31 – APPEALS**

Law 31 shall apply.

**32. LAW 32 – BOWLED**

Law 32 shall apply.

**33. LAW 33 – CAUGHT**

Law 33 shall apply.

**34. LAW 34 – HIT THE BALL TWICE**

Law 34 shall apply.

**35. LAW 35 – HIT WICKET**

Law 35 shall apply.

**36. LAW 36 – LEG BEFORE WICKET**

Law 36 shall apply.

**37. LAW 37 – OBSTRUCTING THE FIELD**

Law 37 shall apply.

37.1 Law 37.1 Out Obstructing the Field

Law 37.1.1 shall apply and in addition:

For the avoidance of doubt, if an umpire feels that a batter, in running between the wickets, has significantly changed their direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batter should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batter crossing the pitch, Law 41.14 shall also apply.

**38. LAW 38 – RUN OUT**

Law 38 shall apply.

**39. LAW 39 – STUMPED**

Law 39 shall apply.

**40. LAW 40 – TIMED OUT**

Law 40 shall apply.

**41. LAW 41 - UNFAIR PLAY**

Law 41 shall apply, subject to the following.

**41.1 Law 41.3 – The match ball -changing its condition**

Law 41.3.2.1, 41.3.4 and 41.3.5 shall be replaced by the following:

A fielder may however:

- 41.3.2.1 Polish the ball on their clothing provided no artificial substance is used, that the only natural substance that is used is sweat, and that such polishing wastes no time.

If the umpires believe that saliva has been applied to the ball, the umpires shall:

- (a) If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.
- (b) If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
- (c) If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

Use of saliva in breach of clause 41.3.2.1 above shall not, in and of itself, be considered an offence under the NZC Code of Conduct.

If the umpires together agree that the deterioration of the ball is greater or inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

If it is possible to identify the player(s) responsible:

- (a) the ball shall be changed forthwith. The batter at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention; and

(b) the bowler's end umpire shall:

- i. Award 5 penalty runs to the batting team;
- ii. Inform the Captain of the fielding team of the reason for the action taken;
- iii. Inform the Captain of the batting team as soon as practicable of what has occurred;
- iv. Together with the other umpire, report the incident as is appropriate against the player(s) responsible for the conduct under the NZC Code of Conduct.

If it is not possible to identify the player(s) responsible:

(a) the ball shall be changed forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention; and

(b) the bowler's end umpire shall:

- i. issue the captain with a first and final warning; and
- ii. advise the captain that should there be any further incident by that team during the remainder of the match, steps (b)(i)-(iv) above will be adopted, with the captain deemed under (iv) to be the player responsible.

#### 41.2 Law 41.6 - Bowling of dangerous and unfair short pitched deliveries

Law 41.6 shall apply however Laws 41.6.2 and 41.6.3 shall be replaced by the following:

41.6.3 The following shall apply:

- (a) A bowler shall be limited to two fast short-pitched deliveries per over.
- (b) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes above head height of the batter, that prevents the player from being able to hit it with their bat by means of a normal cricket stroke shall be called a "wide".
- (e) For the avoidance of doubt any fast short-pitched delivery that is called a "wide" under this Plunket Shield Playing Condition shall also count as one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in paragraph (a) above, the umpire at the bowler's end shall signal "no ball" on each occasion. A differential signal shall be used to signify this fast short-pitched delivery. The umpire shall call and signal "no ball" and then tap the head with the other hand.
- (g) If a bowler delivers a third fast short-pitched ball in an over, not only must the umpire call "no ball" but when the ball is dead, he shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply throughout the innings.

- (h) If a bowler is “no balled” a second time in the innings for the same offence, the umpire shall advise the bowler this is their final warning. This warning shall also apply throughout the innings.

A third such offence in the same innings shall cause the umpire to invoke Law 41.6.4 i.e. the bowler shall be removed forthwith and cannot bowl again in that innings.

41.3 Law 41.7 - Bowling of dangerous and unfair non-pitching deliveries

Law 41.7.1 shall apply however If, in the opinion of the umpire, such a delivery is considered unlikely to inflict physical injury on the batter by its speed and direction, it shall not be considered dangerous, a “no ball” shall be called but no caution shall be issued to the bowler.

Law 41.7.2 shall only apply if a caution was issued in relation to the previous instance of such a delivery.

**42. LAW 42**

The NZC Code of Conduct shall apply in place of Law 42

**43. REPORTS**

Reports are required on the following:

- |           |  |
|-----------|--|
| Law 41.3  | The match ball – changing its condition                        |
| Law 41.4  | Deliberate attempt to distract striker                         |
| Law 41.5  | Deliberate distraction, deception or obstruction of batter     |
| Law 41.6  | Bowling of dangerous and unfair short pitched deliveries       |
| Law 41.7  | Bowling of dangerous and unfair non-pitching deliveries        |
| Law 41.8  | Bowling of deliberate front-foot “no ball”                     |
| Law 41.9  | Time wasting by the fielding side                              |
| Law 41.10 | Batter wasting time  |
| Law 41.12 | Fielder damaging the pitch                                     |
| Law 41.13 | Bowler running on the protected area after delivering the ball |
| Law 41.14 | Batter damaging the pitch                                      |
| Law 41.15 | Striker in protected area                                      |
| Law 41.16 | Batter stealing a run  |

Law 42 Player’s conduct. See NZC Code of Conduct for disciplinary procedures.

**44. PARAMETERS OF PERMITTED ADVERTISING**

44.1 Trousers

Refer NZC Domestic Competitions Clothing Regulations.

44.2 Batting Gloves

Plunket Shield - More than 50% of the protective area of the glove must be white.

44.3 Shirts and Sweaters

Refer to the NZC Domestic Competitions Clothing Regulations.

44.4 Other Clothing – Skins (worn under playing shirt) and arm tubing

Plunket Shield - Plain white

44.5 Pads and Straps

Plunket Shield - Pads are to be plain white, no coloured piping is permitted above the ankle strap of the pad.

One manufacturer's logo or trademark (brand name) on the front of each pad placed in 1 of 3 positions: ankle, outside of knee roll or above knee roll – not exceeding 26cm<sup>2</sup>.

One manufacturer's identification inside top of pad – no size restriction, and one manufacturer's identification on one of the 3 pad straps – 4 in<sup>2</sup> (26cm<sup>2</sup>).

44.6 Shoes, boots & socks

Plunket Shield - Minimum of 70% white, inclusive of tongue and laces.

Any number and size of manufacturer's identification and design feature is permitted anywhere on the upper provided it does not exceed 30% of the total surface area of the shoe.

Any written name, initials or word used as a manufacturer's identification shall not exceed 2in<sup>2</sup> (13cm<sup>2</sup>).

One manufacturer's identification may be displayed on the sole with no size restriction.

Plunket Shield - Socks to be white or light grey with no logos, apart from manufacturer's logo.

44.7 Wicketkeeper's gloves and pads

Two manufacturer's identifications to be allowed on the back of each glove, 1 x 6 in<sup>2</sup> (38 cm<sup>2</sup>) and 1 x 2 in<sup>2</sup> (13cm<sup>2</sup>). No other logos on the front of the glove.

Plunket Shield - Pads shall be plain white with one manufacturer's identification in 1 of 2 positions on the front of the pad - 4 in<sup>2</sup> (26cm<sup>2</sup>).

One manufacturer's identification inside top of pad – no size restriction.

One manufacturer's identification on one of the pad straps – 4 in<sup>2</sup> (26cm<sup>2</sup>).

44.8 Thigh pads, shin pads & other protective equipment (excluding arm tubing)

No manufacturer's logos to show through clothing.

44.9 Headbands, wristlets

Headbands and wristlets to be plain white only (coloured headbands and wristlets allowed only when coloured clothing worn). No logos/advertising.

44.10 Arm-guards

Plain white only, including straps, or the same colour as the base colour of the playing shirt. No logo or sponsor's colours permitted.

44.11 Helmets (including ear pieces) caps & sunhats

Refer to the NZC Domestic Competitions Clothing Regulations. Colour shall be uniform to all members of the same team.

The wearing of helmets is governed by the NZC Helmet Regulations.

44.12 Bats

44.12.1 Front of the Bat:

Any number and size of manufacturer's logos may be carried but only within the top 9 inches (228mm) of the face of the bat, measured from the centre of the top of the face.

One set of player's initials permitted anywhere within the top 10 in (231mm) of the face of the bat – not more than 2cm in height.

44.12.2 Back of the Bat:

Any number and size of manufacturer's identification and logos may be carried on the back of the bat as long as they do not exceed 50% of the total surface area of the back of the bat.

Additionally, one player's bat logo may be carried on the back of the bat – being no greater than 10 square inches (64.5cm<sup>2</sup>) in size, with no single dimension smaller than 1 inch (25.4mm<sup>2</sup>). A player's bat logo in this instance means the logo of a sponsor of a player, provided that logo is not: (a) of, or confusingly similar to, or likely to be perceived as suggesting a connection with: (i) a competitor of a commercial partner of NZC or the player's Major Association; or (ii) a manufacturer and supplier of cricket equipment (other than the manufacturer of the particular bat); or (b) a logo associated with betting, gaming or gambling.

One set of player's initials permitted anywhere on the back of the bat – not more than 2cm in height.

No such logo can be used without the prior written consent of both NZC and the player's Major Association.

44.12.3 Edge of the Bat:

Any number of manufacturer's identifications or logos permitted on the edge of the bat, but only within the top 9 inches.

Breaches of this Plunket Shield Playing Condition will incur automatic penalties as outlined in the NZC Code of Conduct.

**45. PLAYER CONDUCT**

All players shall be bound by the NZC Code of Conduct.

**46. MATCH VENUES**

Dates or venues may not be altered without consultation with and reference to NZC.

**47. ELIGIBILITY**

Refer to NZC Eligibility Criteria.

**48. NEW ZEALAND SPORTS ANTI-DOPING RULES**

NZC has supported the establishment of a national policy by Drug Free Sport New Zealand (DFSNZ) in order to adopt and implement the provisions of the World Anti-Doping Code and to give effect to the functions of DFSNZ.

NZC has agreed to the Anti-Doping Rules so that the Rules apply to its members and all participants as governing the conditions under which cricket is played in New Zealand. NZC has an obligation to inform all participants about the Rules and the Prohibited List (as contained in the Rules) and particularly to educate all participants.

NZC establishes that there is no place for the improper use of drugs and doping practices in cricket and believes it is against the ethics of the game, not to mention the potentially harmful effects it can have on athletes' health. Cricketers should be under no illusions about the serious implications of violating the Anti-Doping Rules. It is absolutely imperative that the Anti-Doping Rules are read and understood, that there is an awareness of the Anti-Doping Rule violations included in the Rules and that the athlete is responsible for any medications or substances used.

**49. ANTI-CORRUPTION CODE – BETTING ON MATCHES**

Refer to the NZC Anti-Corruption Code for Participants.

**50. REPLACEMENT OF PLAYERS**

Notwithstanding Law 1.2:

50.1 Where, either before, or after the players in a match have been nominated, any player who is selected by NZC to play in an International match, or is selected in any other match which in the "Player Priorities for Selection" herein has a higher priority than First-class matches, and in order to participate in such International or other match the player is required to absent themselves from the First-class match before it is completed, that player's team shall be entitled to substitute another player 'on a like for like basis for the rest of such match and such replacement player shall be entitled to fully participate in that match, provided:

50.1.1 As soon as practicable after a player's selection for an International match or other match with a higher priority as aforesaid is known, their captain must advise the opposing captain and umpires of the name of such player and of their replacement.

50.1.2 A replacement player shall not be entitled to bat in any innings in which the player he is replacing has already batted (i.e. their innings has concluded). Any player replaced under the provisions of this Plunket Shield Playing Condition shall be regarded as having been retired "not out" if he should be batting at the time when the player is required to leave the match, and their replacement shall be entitled to continue such innings.

50.1.3 In the event of the replacement player being unable to immediately continue the innings the provision of Law 25.4.2 will apply (unavoidable cause).

50.1.4 If a player being replaced has failed to complete an over in progress at the time when the player is required to leave the match, another player in their team shall complete the over.

- 50.1.5 A player who is replaced and their replacement may not bowl two consecutive overs.
- 50.1.6 There is no limit on the number of players who may be replaced in a team during a match under the provisions of this Plunket Shield Playing Condition.
- 50.1.7 If a player, after having been called up to join a New Zealand representative team after a match has started, is subsequently not required by the New Zealand representative team, then subject to the approval of the NZC Chief Executive or their nominee, the player may return to the 4-Day or 1-Day match and resume a full part in the match, taking over from the replacement player that replaced them earlier in the match. If the replacement player is batting at the time that the player returns to the 4-Day or 1-Day match, the replacement player shall complete their innings and the player shall take over thereafter. If the replacement player is bowling at the time that the player is available and ready to take the field of play, then the replacement player shall complete any unfinished over, and the player shall take the field thereafter.
- 50.1.8 If a player(s) is with a New Zealand representative team, but is omitted from the final playing XI, and if he is released by NZC to play in a 4-Day or 1-Day match after the nomination of the Major Association teams, then that player(s) may return to their Major Association's match and take the place of a nominated player who may or may not have already participated in the match. Each Major Association that has representation in the New Zealand representative team must, if it wishes that a specified New Zealand representative player(s) shall participate in the Major Association match if released by the New Zealand representative team, specify which player the New Zealand representative player shall replace. This shall be done at the nomination of teams by the captain to the Match Referee prior to the toss for innings. If no Major Association player has been specified, then under no circumstances shall the New Zealand representative player be allowed to participate in the Major Association match. For the avoidance of doubt, if a Major Association has more than one representative in the New Zealand representative team, then one player in the Major Association team must be nominated in respect of each New Zealand representative player and the Major Association player shall be considered as dedicated to that New Zealand representative player for the purpose of the replacement.
- 50.1.9 If the Major Association has specified a nominated player who is to be replaced by the New Zealand representative player, and the New Zealand representative player is indeed released by the New Zealand representative team to play in the 4-Day or 1-Day match, if it is reasonably expected that he is able to join the match before the start of the third scheduled day, then the player must make all reasonable efforts to take their place in the Major Association side at the earliest opportunity and the replacement must be effected. No replacement will be allowed if the New Zealand representative player is not available to take their place in the Major Association side until after the start of play on the third scheduled day. There is no option for the Major Association to refuse the New Zealand representative player if they have nominated a player to be replaced by the New Zealand representative player.
- 50.2 Overriding discretion of NZC
- Notwithstanding anything contained above, the NZC CEO or their nominee retains the overriding discretion to vary the above, should circumstances require in the best interests of NZC and the game of cricket.

## **51. CONCUSSION SUBSTITUTE**

The following shall apply in addition to Law 1:

- 51.1 If the relevant Major Association Team Physio formally notifies the Match Referee of the diagnosis of a player with suspected concussion (Concussed Player), then a Concussion Substitute may be activated to take the place of the Concussed Player for the remainder of the match in accordance with this Plunket Shield Playing Condition 50.

- 51.2 Formal notification in accordance with Plunket Shield Playing Condition 51.1:
- (a) must be made verbally by the relevant Major Association Team Physio to the Match Referee or the Match umpire/s to be relayed to the Match Referee (if made on the field of play);
  - (b) must be followed up in writing from the relevant Major Association Team Physio to the Match Referee as soon as practicable after making the verbal notification; and
  - (c) requires the relevant Major Association Team Physio to provide the Match Referee with a copy of the completed written SCAT 3 test for that incident as soon as practicable.
- 51.3 A Concussion Substitute:
- (a) cannot be activated without the formal notification of the diagnosis of the suspected concussion of the Concussed Player to the Match Referee; and
  - (b) can be activated in accordance with and subject to this Plunket Shield Playing Condition 51 at any time during the remainder of the match following the formal notification.
- 51.4 There is no obligation for a team to immediately or subsequently activate a Concussion Substitute following any formal notification/s made in accordance with Plunket Shield Playing Condition 51.1.
- 51.5 Following the notification at Plunket Shield Playing Condition 51.1, if the Concussed Player's team wishes to activate the Concussion Substitute, it must have its captain (or coach where the captain cannot practically do so) formally notify the Match Referee of its election to activate a Concussion Substitute for that Concussed Player.
- 51.6 The nominated 12<sup>th</sup> will be the Concussion Substitute therefore it might not be a like-for-like player substitution.
- 51.7 Once approved by the Match Referee the Concussion Substitute may immediately participate in the match concerned as a complete replacement player for the Concussed Player. To be clear, the Concussion Substitute can bat, bowl or field as though the player was a member of the starting XI.
- 51.8 If, at the time of activation, the Concussion Substitute is replacing a:
- (a) Concussed Player that has "retired not out" during their team's current batting innings, the Concussion Substitute may only bat in that innings (where possible) as though the player was a batter returning to their innings; or
  - (b) Concussed Player from the fielding team, the Concussion Substitute may enter play pursuant to Law 2.5 as though the player was a member of the fielding team returning to play.
- 51.9 Once replaced by a Concussion Substitute, a Concussed Player may take no further part in the match concerned.
- 51.10 The restrictions in Plunket Shield Playing Conditions 24.2 shall not apply if the player is a Concussion Substitute that has been activated in accordance with Plunket Shield Playing Condition 51 and who is initially entering the field of play in replacement of a Concussed Player.

51.11 If a team travels with 13 players, or if the home MA team has a squad of more than 12 players present at the match, those players cannot become a Concussion Substitute. It must be the nominated 12th man.

## **52. THE NZC PACE OF PLAY CODE**

Players shall comply with the NZC Pace of Play Code, as follows:

- (a) Teams to be ready to start play exactly on schedule at commencement of day's play/after lunch/tea breaks/end of innings etc.
- (b) Batters to cross on the field of play.
- (c) Batter to be ready when the bowler is at top of their mark.
- (d) Improve turnaround time at the end of each over – especially when the bowler starts a new spell.
- (e) Change of gloves/helmet etc., should only be taken between overs without causing any delay in play.
- (f) Absolutely no change of gloves/bat/helmet, unless the equipment is broken or damaged within 10 minutes of a scheduled break.
- (g) Drinks break, when allowed, to be no more than four minutes each.
- (h) Substitutes entering play should be done without any delay.
- (i) Fielders to be in position and ready to bowl when new a batter takes guard after the fall of wicket.
- (j) No drinks may be brought onto the field except at the fall of a wicket.
- (k) No unscheduled drinks to be taken within 10 minutes of a scheduled break or within 2 overs of a wicket falling.
- (l) Any delays in play caused by the batting team's failure to adhere to these provisions shall be deducted from the allowances granted to that team in the calculation of it's over rate.

The above, shall not detract from the right of the umpires to take action under Law 42 and to lay charges against the offending players under the NZC Code of Conduct for time wasting.

## **53. BOWLING LOADS**

53.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings.

53.2 Coaches shall apply the rules set out in this Plunket Shield Playing Condition 53 strictly and not attempt to avoid them by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit requires that fast bowlers aged under 19 or under 17 as at 1 September 2023 bowl no more than three days consecutively.

- 53.3 In the event of any dispute in relation to the requirements of this Plunket Shield Playing Condition 53, the matter should be referred to the GM of NZC High Performance, or their delegate, whose ruling will be final.
- 53.4 If a player is aged under 17 as at 01 September 2023, they will be restricted to a bowling load of six overs in any one spell, and a maximum of 16 overs per day.
- 53.5 If a player is aged under 19 as at 01 September 2023, they will be restricted to a bowling load of eight overs in any spell, and a maximum of 20 overs per day.
- 53.6 The following shall apply to players aged under 19 as at 01 September 2023:
- 53.6.1 At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled, from the same end.
- 53.6.2 In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
- 53.6.3 A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.
- 53.6.4 In the instance where an innings is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.
- 53.6.5 In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
- 53.6.6 Any part over completed will count as a full over only in so far as each bowlers limit is concerned.
- 53.7 A bowler aged 19 or over is not restricted in any bowling load.

#### **54. NZC DOUBTFUL BOWLING PROCEDURES**

NZC has established procedures to allow the legality of a bowler's action to be investigated scientifically away from a match situation.

The full procedures are available from NZC by emailing Catherine Campbell, GM Cricket Operations on – [catherine.campbell@nzc.nz](mailto:catherine.campbell@nzc.nz)