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Open Grade Wednesday Night 18 Over competition

(updated 2026)

1 The Competition

a. These playing conditions should be read in conjunction with: NZC Playing Conditions / Laws of Cricket
b. This competition stands alone and is open to players from all clubs & schools;
c. Matches start at 5.30pm
d. Matches are 18 overs per side
e. A minimum of 9 players per side
f. Teams may play up to 11 aside and extend the match to 19 overs for 10 aside and 20 overs each for 11 aside on agreement of the captains.
g. Teams may also nominate an extra designated batsman, or designated bowler, **but must notify umpires and opposing captain the name of the player prior to play commencing.**
h. Note if both teams have 10 players you play 10 aside, NOT TWO Impact Players

2 The Draw

a. The board shall determine the draw and scheduling of matches.
b. The board may re-schedule any match or competitions whenever necessary.
c. The draw will be available on PlayHQ and this will be the official points table.

3 Nomination and Toss

a. The captains shall toss for innings no later than 10 minutes before the start of the match.
b. The winning captain shall immediately advise the other captain of his decision to bat or to bowl. This decision cannot be changed.

4 The Ball

a. Each team shall provide their own white 156gm two piece ball in reasonable condition for the match. The 'Official' ball for this grade is a Kookaburra Red King White 156gm Piece to be used. If teams have another ball from old stock they wish to use they must supply the opposition with a ball the same with similar qualities else use the official ball.

5 Playing Conditions

a. Each team shall have available 18 overs. In an uninterrupted match the last over should start within 65 minutes of the start of the innings.
b. A change of innings of 10 minutes shall apply; No drinks breaks are permitted. On exceptionally hot days, one five minute drinks break after 10 overs may be taken.
c. If Team 1 (the team batting first) are All-out before the completion of their allocated overs, Team 2 (the team batting second) may still use their full allocation.

d. No bowler may bowl more than 4 overs.
e. If an innings is reduced due to unreasonable or dangerous conditions, the number of overs shall be proportionally reduced. No bowler shall bowl more than $^1/_5$ of the allocated overs, unless that limit is exceeded before an interruption.
f. One over may be added to a minimum number of bowlers if the overs are not exactly divisible by 5.
g. An incoming batsman must be at the crease and ready to play within 90 seconds of a dismissal.
   - No Free Hits in this grade

6 Interruptions & Delays

a. A match must comprise a minimum of 5 overs to each team; otherwise it is a No-result.
b. If the total number of overs in a match are reduced, each team shall have available the same number of overs. Overs lost shall be calculated at 3¾ minutes per over.

7 Fielding Restrictions – Power Play Overs

a. For the duration of each innings, no more **than five players may field on the On-side**
b. During the first 6 overs (Power Play overs) of each innings, **no more than 2 fielders are permitted outside the fielding circle** (imaginary 30m circle – so best guess)
c. For the remaining overs of each inning, at the instant of delivery, **only 5 fielders are permitted outside the circle.** These shall be reduced pro-rata if an innings is shortened, as follows:

Innings reduced to:		**Power Plays**
	17 overs	5 overs
	16 – 14 overs	4 overs
	13 – 10 overs	3 overs
	9 – 7 overs	2 overs
	6 – 5 overs	1 over

d. **MANKADDING** is **NOT ALLOWED** in Open Grade. Note this does not give the batter the rights to steal ground during bowler delivery.

Weather Affected matches

Teams should download the Duckworth Lewis app **(DLC by Tarams Inc)** on their phones to determine runs required in matches where the amount of overs faced changes. **Alternatively they can use the built in PlayHQ option if live scoring.**

8 The Result

a. The winner of any match shall be determined by runs scored; no account shall be taken of any wickets lost.
b. If any match is a No-result or a Tie, the Result shall be determined by having a "Super Over".
c. All matches must be fully scored on the PlayHQ system. (Not a basic scorecard, a Full Scorecard). If not scored live a full scorecard can be added after the match via PlayHQ.
d. All results must be submitted by the winning team (both teams can still submit) by midday on the Saturday following the match. If no result is received by that time, the winning team will forfeit their points.

9 The Final

a. This season after the first round teams will be split into a top 5 and bottom four competition. Teams will then play a round-robin of matches in that grade to determine the four semi-finalists in each section.
b. Points for the final rounds will be carried over from the first rounds before the split.

Semi finals will then be played in each section as follows;

- 1 v 4
- 2 v 3

The final of each section will be between the winners of the associated semifinals.

c. If two or more teams are **Tied** at the end of the competition, the eligibility to play in the semi-finals shall be decided by the outcome of the respective matches between the tied teams.
d. If not applicable the finalists shall be decided on the total runs scored throughout the competition, divided by their number of innings played.
    - If two or teams are still equal on points, the team with the best Net Run Rate shall apply.
e. The semi-finals will be played at the home ground of the highest qualifier or if unavailable, elsewhere as determined by the Board.
f. The Final shall be played at the Ashburton Oval of if unavailable at the home ground of the highest qualifier or if unavailable, elsewhere as determined by the Board.