



OVER 70'S

WORLD CUP TOURNAMENT INFORMATION PACK



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WELCOME MESSAGE,

On behalf of International Masters Cricket (IMC), it is my honour to welcome our Eight National teams, their officials and all of their enthusiastic supporters to our Second IMC 070s World Cup in beautiful Christchurch, New Zealand.

After our highly successful Inaugural IMC 070s World Cup in England in July 2024 where England won this prestigious Crown on its home soil, it is now time to place the “Ye Old Mug” up for grabs again.

In this regard we are truly indebted to Jeremy Wilson, Phil Harris and their relentless enthusiastic New Zealand Committee along with IMC 070s AGC Chairman Murray Harrison, who have made this eagerly awaited tournament eventuate. The IMC 070s World Cup is the natural progression to expand our game for our “evergreen players” amongst our 15 IMC member countries after many years of International 070s cricket mainly involving England and Australia in their famous “Grey Ashes” series. The tournament setting of the famous Christchurch Cathedral, its rolling green fields and legendary New Zealand hospitality will indelibly create memories for everyone.

The IMC greatly appreciates the support of our IMC Umpire’s Panel led by Chairman Peter Tate, our Sponsors, Government Authorities, Clubs and Volunteers for this historic event.

We know the game will be played in the finest spirit with the utmost respect for everyone involved.

So have fun, enjoy it and good luck.

Stirling Hamman

IMC Chairman



It's a huge thrill to host an Over 70s Cricket World Cup in Christchurch New Zealand. It's a huge thrill to still be playing Cricket in our 70s!

Welcome players, umpires, scorers and partners to Christchurch. We are meeting to play cricket, catch up with mates from around the world and enjoy the opportunity to have some excellent cricket.

We have a big job to try and match the tournament in England, but I'm confident our hardworking committee will provide an unforgettable experience.

Have fun, enjoy our lovely country, forget about all the global issues and we look forward to 3 wonderful weeks.

Jeremy Wilson

VCNZ Chairman



OVER 70'S CRICKET WORLD CUP IN NEW ZEALAND FEBRUARY/MARCH 2026

Schedule of Events:

Tuesday 17/02/2026 – 9.00am Captains Umpires Managers Meeting

- Richmond Club, 75 London St, Richmond 8013.

Tuesday 17/02/2026 – 12.00PM Opening Function Meet & Greet

- Mona Vale Homestead Christchurch
40 Mona Vale Avenue, Riccarton, Christchurch 8011. or Garden walk off Fendalton Rd.
- Garden setting on Iris lawn, food bowl & roam lunch (drinks own cost)
Live background music, Official welcome & tournament opening.

Wednesday 18/02/2026 – 10.00am Game 1

Thursday 19/02/2026 – Rest Day

Friday 20/02/2026 – 10.00am Game 2

Saturday 21/02/2026 – Rest Day

Sunday 22/02/2026 – 10.00am Game 3

Monday 23/02/2026 – Rest Day

Tuesday 24/02/2026 – 10.00am Game 4

Tuesday 24/02/2026 – 7.00pm Irish Bog Night

- Music, jamming session, Players & partners join in sing along & have fun relaxing evening.

Venue: The Bog, 80 Victoria St, Christchurch, opposite the Casino
Own cost food & drinks, the entertainment is free.

Wednesday 25/02/2026 – Rest Day

Thursday 26/02/2026 – 10.00am Game 5

Friday 27/02/2026 – Rest Day

Friday 27/02/2026 – 7.00pm Richmond Club Entertainment, Liz Braggins & John Wright MBE Music night. We will request team bookings late January.

- Cost at \$55.00 per head with meal included – drinks own cost.
John is Ex NZ Cricketer, Derbyshire head coach, Coach of India & NZ, also Mumbai Indians. John is a published author & a musician, check him out on Spotify.

Saturday 28/02/2026 – Rest Day

Sunday 01/03/2026 – Game 6

Sunday 01/03/2026 – 7.00pm International Quiz Night – Richmond Club

Charity evening for Cricket without Boundaries, Cost \$55.00 for Meal & Quiz Entry Fee, run by Colin Walters. We will request team bookings late January.

Monday 02/03/2026 – Rest Day

Tuesday 03/03/2026 – Game 7 – Final qualifying game.

Wednesday 04/03/2026 – Rest Day

Thursday 05/03/2026 – Grand Final at Hagley Oval Test Venue

Thursday 05/03/2026 – 7.00pm Final Presentation Dinner

- **At Russley Golf Club, 428 Memorial Ave, Burnside, Christchurch 8053.**
Meal includes: Pre dinner nibbles, Main Buffet & Dessert.
International Teams of 3 Putting Competition will be held with the winning team crowned World Over 70's Putting Champions.

Final Presentation & Farewells.



IMC Over 70's Cricket World Cup Draw

18th February 2026 to 5th March 2026

All games start at 10.00am

Scheduled for

Day 1 - Wednesday 18th February 2026

Venue

Live Streaming

Sri Lanka vs Canada

Burnside Park 1 - BWCU CC

Y

Australia vs India

Burwood Park 1 - East Chch Shirley CC

England vs USA

Sydenham Park 1 - Sydenham CC

Y

ROW vs NZ

Mandeville Park 1 - Ohoka CC

Y

Day 2 - Friday 20th February 2026

India vs England

St Bede's College

Y

Australia vs USA

Christchurch Boys' High School

Y

Canada vs ROW

Edgar MacIntosh Park 1 - Merivale Pap CC

NZ vs Sri Lanka

Christs College

Y

Day 3 - Sunday 22nd February 2026

Teams:

Australia Canada vs England Ashburton Domain - Mid Canterbury Cricket

Canada NZ vs Australia St Andrew's College

England USA vs ROW Darfield Cricket Oval - Darfield CC

India Sri Lanka vs India Sefton Domain 1- Sefton CC

New Zealand (NZ)

Rest of World (ROW) Day 4 - Tuesday 24th February 2026

Sri Lanka

USA England vs Australia Bert Sutcliffe Oval - Lincoln

NZ vs USA Main Power Oval - Rangiora

Canada vs India Burnside Park 1 - BWCU CC

ROW vs Sri Lanka Mandeville Park 1- Ohoka CC

Day 5 - Thursday 26th February 2026

England vs Sri Lanka Main Power Oval - Rangiora

Australia vs ROW Burnside Park 1 - BWCU CC

Y

India vs NZ Bert Sutcliffe Oval - Lincoln

Y

USA vs Canada Burwood Park 1 - East Chch Shirley CC

Day 6 - Sunday 1st March 2026

NZ vs England Ashburton Domain - Mid Canterbury Cricket

Y

Australia vs Canada Mandeville Park 1- Ohoka CC

Y

ROW vs India St Leonards Park - Sumner CC

USA vs Sri Lanka Darfield Cricket Oval - Darfield CC

Y

Day 7 - Tuesday 3rd March 2026

Canada vs NZ St Leonards Park - Sumner CC

England vs ROW Edgar MacIntosh Park 1 - Merivale Pap CC

Y

Sri Lanka vs Australia Sydenham Park 1 - Sydenham CC

Y

India vs USA Rhodes Domain 1 - Tai Tapu CC

Y

Day 8 - Thursday 5th March 2026 (Final)

Team Qualified 1st v Team Qualified 2nd Hagley Oval - Hagley Park

Y



Venue/Ground Information – with Google Maps address

Burnside Park – Host BWCU CC, situated close to the airport, if you are having a bad day and want to head home it is nice and handy to grab the next flight out.

336 Avonhead Road, Burnside, Christchurch 8041 (Entrance next to the Bowls Club)

Manderville Sports Club – Host Ohoka CC, a 30-40 minute drive north of central city, to the rural town of Manderville. Great facilities and pitches in an area known for its lifestyle blocks.

431 Mandeville Road, Canterbury 7692. (Turn left off Tram Rd at NPD petrol station)

Rhodes Park Reserve – Host Tai Tapu CC, 30 minute drive from central city, great facilities and a country pub next door to the ground.

Rhodes Park Reserve, Old Tai Tapu Road 7672.

St Leonards Square – Host Sumner CC, down by the sea 20 minute drive from central city. Beachside haven known for its cafes and water temperature of 11 degrees for those keen for a swim. Home ground for Razor Robertson the current All Black coach.

St Leonards Square, Sumner, Christchurch 8081.



Darfield Reserve – Host Darfield CC, a 40 minute drive from central city, a rural town with large dairy factory nearby. Home of Zac Folkes who made his Test debut in August with a match haul of 9 wickets.

Darfield Reserve, 92 North Terrace, Darfield 7510.

Burwood Park – Host East Christchurch Shirley CC, just 15 minutes drive from central city this proud Club was in the most severely hit area of the Christchurch earthquakes, but was lucky to survive almost without any serious damage. Also the home club of Test cricketers Nathan Astle, Craig McMillan and Michael Owens.

Burwood Park, 75 New Brighton Rd, Shirley, Christchurch 8061.

Sydenham Park – Host Sydenham CC, Another prominent club just 5 minutes drive from the central city and a couple of kilometers away from the Port Hills. Sydenham is a thriving community with plenty of shops, bars & cafes within easy walking distance of the ground. NZ Test Captain Stephen Fleming played for this club before he moved to Wellington.

Sydenham Park, Sydenham, Christchurch 8023.

St Bede's College, the first of the 4 Foundation Colleges/High Schools that will be hosting a 70's World Cup Game. All of these schools have a very proud history in Christchurch and cricket is a huge focus for all of them in the summer season, not surprisingly then Rugby is also their main winter sport. Matt Henry is a notable NZ player who attended this college.

210 Main North Road, Christchurch 8051.



Christchurch Boys' High School, the 2nd of our 4 college/school games and possibly the most successful of the four, in producing Test Cricketers and All Blacks, the others may not agree. The Hadlee family, Tom Latham (current NZ Test Captain) & umpire Peter Williams all attended this school.

Straven Road, Fendalton, Christchurch 8041. (Parking on Weka St & walk to the ground)

Christ's College, 3rd of our 4, this College probably has the biggest rivalry with Christchurch Boys' HS. Their sports grounds are not on the school site but in the Hagley Park grounds, next to Hagley Oval Test venue. Please note there is paid parking outside the grounds but no drive on access to the grounds. John Wright was an old boy of Christ's College.

Chris's College Cricket Grounds, 79 Riccarton Avenue, Christchurch 8011.

St Andrew's College, our 4th college and possibly the favourite for Veterans Cricketers in Christchurch as their sports master extraordinaire Mike Johnston (Scrump) will be representing NZ in this tournament. St Andrew's College have been a huge supporter for our local veterans' players. Current notables from this college are Zac Foulkes & Henry Nichols.

347 Papanui RD, Strowan, Christchurch 8052.

Ashburton Domain – Host Mid Canterbury Cricket, this picturesque ex first class ground 1&1/2hours drive south of Christchurch is located in the rural township of Ashburton. A chance to experience some friendly country hospitality in this idyllic setting.

Ashburton Domain, Ashburton 7700. (Playing on Ashburton Oval, enter off Park Lane)



Sefton Domain – Host Sefton CC, another country ground 50 minutes drive north of the city. This club plays in the Canterbury Country competition that has supplied many Canterbury and NZ Test cricketers. Again expect great country hospitality at Sefton.

Sefton Domain, 46 Pembertons Road, Sefton 7477. (Turn off at Anglers Arms Tavern)

Bert Sutcliffe Oval – Lincoln, 1 of 2 First Class cricket grounds that are hosting Over 70's World Cup games in February, previously this was the home of New Zealand Cricket so a superior facility for sure. The venue has hosted Under 19 World Cup games as well NZ A and other first class games since it was founded. NZ Womens won its first World Cup at this Oval. Drive time from Christchurch is 45 minutes.

Bert Sutcliffe Oval, Lincoln 7608

Main Power Oval – Rangiora, The 2nd First Class ground hosting games, Rangiora is 40 minutes drive north of the City. The home of Canterbury Country Cricket, Mainpower Oval is superb facility that also regularly hosts first class games.

Main Power Oval, 291-319 Coldstream Road, Rangiora 7473.

Edgar MacIntosh Park – Host Merivale Papauni CC, a short 10-15 minute drive north of the central city will have you at this ground, next the bowls club on a quite street an excellent venue of the Merivale Pap CC a strong vibrant Christchurch cricket club.

Edgar MacIntosh Park, 205 Condell Avenue, Papanui, Christchurch 8053.



Hagley Oval – Hagley Park, the prestigious and premier World Cricket Venue in Christchurch and the most fitting venue to host a World Cup final. Wouldn't all teams love to be there on Thursday the 5th of March to play in the final.

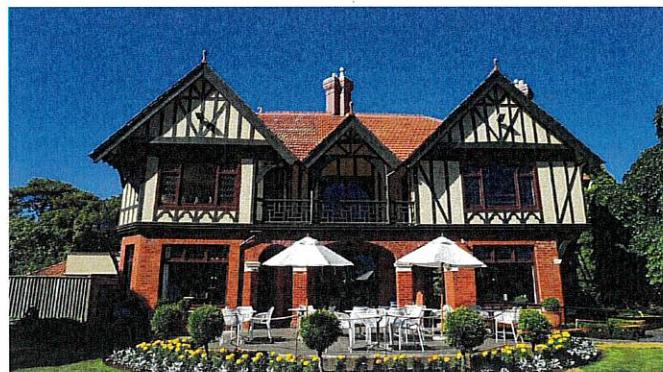
There can only be 2 teams that will play that game, but I understand there is ample seating for many spectators, with full facilities to enjoy the day.

Hagley Oval, 57 Riccarton Avenue, Christchurch Central 8011.

IMC 070s Cricket World Cup

OPENING FUNCTION

Tuesday, 17 February 2026



MONA VALE

An Historic, Edwardian Style Homestead & Grounds Established 1899

Mona Vale Garden Park, 40 Mona Vale Avenue

Bus and car parking off Mona Vale Avenue, Pedestrian entrance off Fendalton Road

12.00pm	Guests Arrive	Table & Served Food Provided, background music
12.25pm	Maori Welcome	
12.30pm	Official Welcome	Speakers: Jeremy Wilson, Stirling Hamman & Murray Harrison Organising Committee introduced First Ball Bowled Tournament Declared Open
02.00pm	Conclusion	

IMC O70s Cricket World Cup

CLOSING FUNCTION

Thursday, 05 March 2026



FAIRWAY LOUNGE
RUSSLEY GOLF CLUB & FUNCTION CENTRE
428 Memorial Avenue, Burnside, Christchurch

Plenty of bus and car parking off Memorial Avenue

6.30pm	Guests Arrive	Nibbles, free glass of wine (first 100 to arrive) Cash Bar open
6.40pm	Golf Putting Comp	8 teams of 3, plus 2 sponsor & 2 volunteer teams <i>Run by Bryan Andrew ex NZ cricketer & Radio NZ commentator</i>
7.00pm	Buffet Main Course	
8.00pm	Formalities	MC - Malcolm Ellis
	Awards	Top Run Scorer (<i>Jeremy Wilson Chair NZ VC</i>) Top Wicket Taker (<i>Jeremy Wilson</i>) Spirit of Cricket Trophy (<i>Peter Williams</i>) Tournament Winner (<i>Murray Harrison Chair IMC O70s</i>) Acknowledgements, thanks (<i>Stirling Hamman Chair IMC</i>) Closing (<i>Stirling Hamman</i>)
9.00pm	Dessert	
10.00pm	Conclusion	



IMC Over 70's World Cup - Physio Support

Tournament dates: Wednesday 18th February – 5th March 2026

List of Physio sites and contact details:

Habit Health Forte – 03 595 1272 (Lauren) forte@habit.health

Habit Health Byron street – 03 595 1272 (Lauren) forte@habit.health

Habit Health Rangiora – 03 5951272 (Lauren) forte@habit.health

Physio South City Fitness (Moorehouse Ave) - 03 3779339 (Chantelle or Millie)
- cityfitness@physiosouth.co.nz

Physio South Kaiapoi – 03 327 9966 (Cath or Indy) (kaiapoi@physiosouth.co.nz)

Or Pete - 027 222 6911

For any urgent physio queries contact Candice Peters 021 519 573.



MEDIA ANNOUNCEMENT

"CHRISTCHURCH CASINO PARTNERED WITH VETERANS CRICKET NZ WILL PROVIDE THE ULTIMATE 'CLUBHOUSE' FOR THE IMC OVER 70'S WORLD CUP CRICKET TOURNAMENT!"

It is with great pleasure that we can announce that the prestigious Christchurch Casino has partnered with us as the Major Sponsor for the highly anticipated Christchurch Casino IMC Over 70's World Cup cricket tournament. The tournament, set to take place in Christchurch from February 17th to March 5th 2026, will be hosted by the Veterans Cricket NZ in conjunction with Canterbury Veterans CC.

As a special gesture, **every registered player, official & partner will receive a Debit Card loaded with \$100NZD** to enjoy the Casino's delectable food, refreshing beverages and thrilling entertainment options throughout the tournament.

Situated in the heart of the accommodation precinct, the Christchurch Casino serves as the ideal 'Clubhouse' for the tournament given its central location in Christchurch. Players, officials and supporters alike can enjoy the convenience and vibrant atmosphere offered by this premier establishment.

Lance Ryan our local Chairman of Canterbury Veterans CC expresses his heartfelt appreciation for the Christchurch Casino and their continued support of Veterans Cricket and is very excited to welcome all the Overseas players, officials and supporters to Christchurch.

To receive the support from the Christchurch Casino will just add to the experience for all involved both on and off the field. What a location for the 70's World Cup to have as their 'Clubhouse' for the duration of the event! We can't thank Brett and his team enough for being part of the Championships and supporting Veterans cricket in such a way.

Brett Anderson, CEO of Christchurch Casino, reiterated his support in stating, "Christchurch Casino is pleased to be part of what is shaping up to be an outstanding event for both cricket and Christchurch. Being able to be involved in the IMC Over 70's World Cup tournament is a continuation of our support for sports and events in Christchurch. I wish to thank IMC and Lance Ryan for making this possible, and like many I will be looking forward to February 2026."





Christchurch Casino.

30 Victoria Street

Open from midday, seven days a week



32 Gaming Tables



450+ Gaming Machines



3 Restaurant & Bars

**R20
VENUE**



VETERANS
CRICKET
NEW ZEALAND



CHRISTCHURCH
CASINO

INTERNATIONAL
I M C
MASTERS CRICKET



Christchurch Casino.

HAPPY HOUR

5-7pm every day

\$8 tap beer*, house wines and house spirits

COCKTAIL HOUR

7pm - 9pm every day

\$12.50 cocktails*

*Some exclusions apply

R20
VENUE




CHRISTCHURCH
CASINO

INTERNATIONAL
I M C
MASTERS CRICKET

THE
BOROUGH

RICHMOND
EST 1888 CLUB

Welcoming IMC Over 70's Cricket World Cup





**With everything under one roof,
we're the place the local's go.**

**The Richmond Club's deep-rooted
connection to the local area spans 130
years, which continues with The Borough**

THE
TAPROOM
SINCE 1888


THE CRITIC
SPORTS BAR

THE CUSTODIAN
CAFE

the
junction
functions
& events

Join us for 3 weeks full of fun!

When the event kicks off, you'll receive your Richmond membership card, giving you all the perks of being a club member.

Enjoy a complimentary
**Beverage
on us!**

Here's the best part...
Your first cold one's on us.
We've pre-loaded your card
with one FREE beverage.
Simply swipe at the bar to redeem!

THE TAPROOM

SINCE • 1888

We've been pouring cold beer
and sharing yarns since 1888

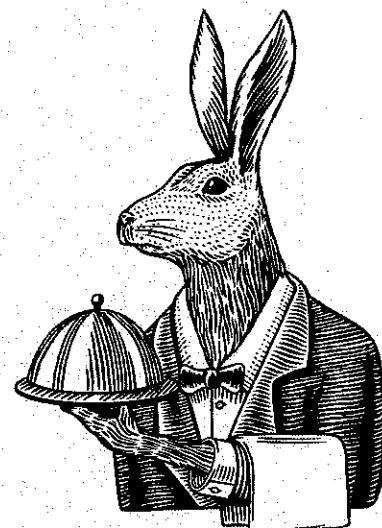
Whether it's drinks with mates,
or dinner with the fam -
The Taproom is your perfect place to
grab a bite to eat, socialise and unwind.

Menus
[Click Here](#)

Monday's
Chicken Parmigiana
\$21.5

TUESDAY
BURGER NIGHT

\$15



Live Music

Ready to let your hair down?
Enjoy our live music on a
Friday and Saturday evening
or catch some sweet tunes
on a Sunday afternoon in the
sunshine!

Weekly Raffles

\$2 Per Ticket
Thursday & Friday from 4:40pm
Saturday 4:00pm



THE CRITIC

SPORTS BAR

Catch all the action **LIVE**,
7 days a week on our big screen!

MENU
CLICK HERE

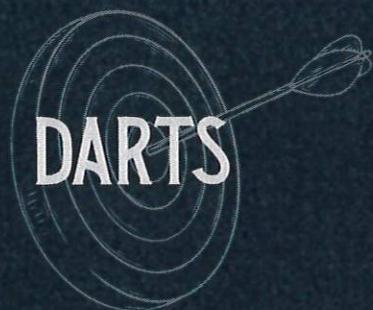
OPENING HOURS
12PM – 10PM

Remember to swipe your
Membership cards to
receive discounts!



Relax with a friendly game of pool in
The Critic, featuring 10 tables and a
dedicated Snooker room.

You'll find dart boards throughout The Critic –
perfect for a casual game with friends or a bit
of friendly competition.



TAB

Our new TAB room in The Critic sports
bar has both self-service and manned
terminals, open 7 days – the perfect
spot to catch all the big races!

THE CUSTODIAN CAFE

**Here for your
daily caffeine fix.**

**Serving Allpress coffee, cheeky
bites & all day breakfast.**

Menus

[Click Here](#)

Opening Hours

Mon-Fri
7:30am-3pm

Sat/Sun
8am-3pm

Breakfast Hours

Mon-Fri
8am-2pm

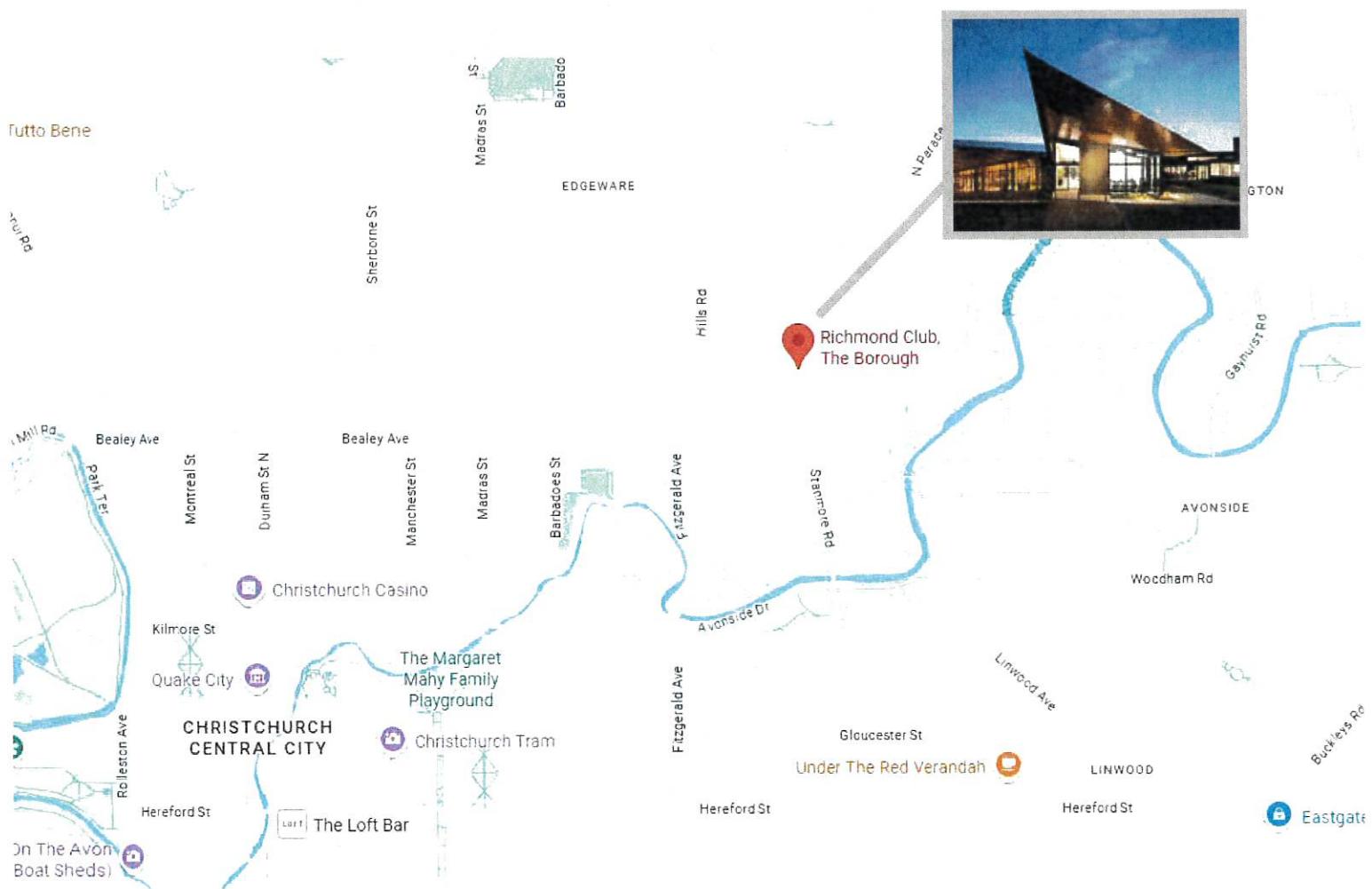
Sat/Sun
8am-2pm



Your home away from home.

Main Office:
03 389 5778
info@richmondclub.nz

75 London Street
Richmond
Christchurch 8013





Gaming Room

Enjoy the Taproom's gaming room with 18 machines, open seven days a week!

Courtesy Vans

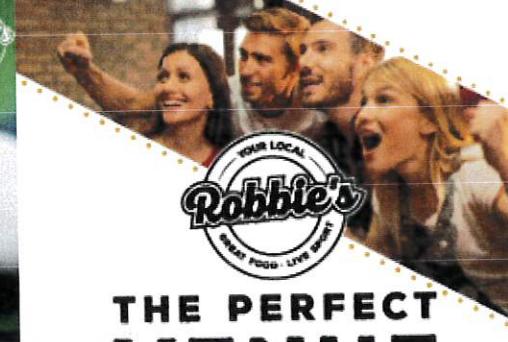
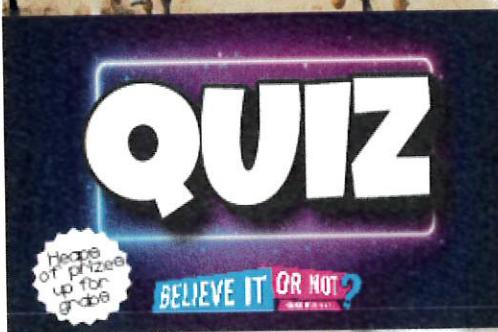
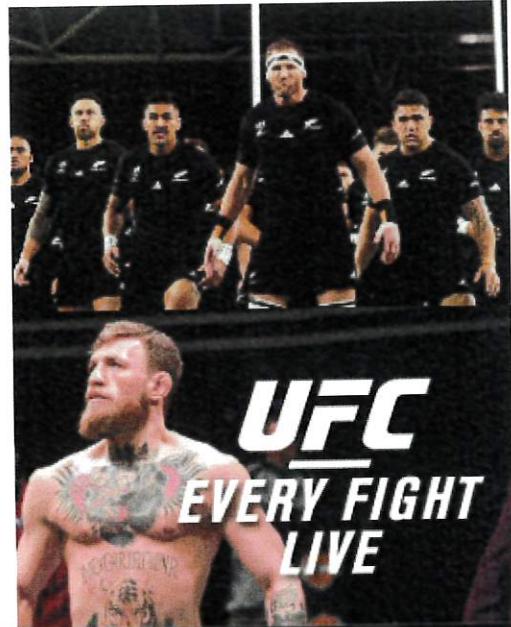
Courtesy vans will be available. Full details, including times and routes, will be confirmed closer to the event.

BACK TO
BACK TO
BACK

WINNERS
PEOPLE'S CHOICE AWARD

Voted by New Zealanders

2023-2024-2025



*All the sports
you love, in one
great place*

Riccarton
📍 87 Riccarton Road
📞 (03) 343 0567



World Cup Organisers & Key Contacts

Role	Name	Mobile / Email
World Cup Chairman	Lance Ryan	+64 21 246 0354 lance.ryan@theryans.co.nz
World Cup Vice Chairman	Trevor Thornton	+64 21 345 510 trevor Thornton.nz@gmail.com
World Cup Administrator	Phil Harris	+64 27 704 9243 crazyharryh@gmail.com
World Cup Umpire Administrator	Dave Stutherford	+64 21 041 1469 davidstutherford@xtra.co.nz
World Cup Scorer Administrator	David Perry	+64 21 2793 591 david.perry42@gmail.com
World Cup Live Streaming Contact	Pete Mayell	+64 21 2263 007 pete.mayell@nvplay.com
World Cup Match Referee	Lee Robinson	Lee.Robinson@srb law.co.nz



CRICKET
AUSTRALIA
MASTERS

Australia

Doug Trigg - (Capt.)

Leigh Hardham - (V.C.)

Rex Bennett

Roger Boyd

Gary Budden

Chris Carr

Ian Davis

Murray Harrison

Rob Henry

Wasantha Hettiarachchi

Glenn Richardson

Mike Riley

Don Skinner

Ray Smith

Ian Southall

Greg Stagg

Asoka Wijeratne

Ian Gibson - Manager

Heather Farley - Manager

Garry Zealand - Sports Trainer



Canada

Syed Kirmani - (Capt.)
Deonarine Persaud - (V.C.)
Vipul Arasaratnam
Christopher Emery
Dhaniram George
Hilary Gomes
Zepton Greaves
Ediriweera Jayawardana
Rafael Johnson
Ronald Khan
Richard Moore
Bertram Narain
Vinodkumar Patel
Krishna Ramnarace
Eugene Soanes
Ashly Tissera
Naresh Jain - Manager
Vindya Venke



England

John Evans (Capt.)
Nicholas Andrews
Martin Burgess
Neil Calvert
Terry Edwards
Christopher Evans
Peter Hayes
Andrew Mackle
Stuart Nye
James Phillips
David Robinson
Steven Sheppard
Christopher Swadkin
Christopher Tarrant
David Tee
Derek Towe
Marcus Young
Chris Lowe - Manager
Charles Bury - Assistant Manager
Mike Walton - Scorer



India

Keith Alexander (Capt.)
Chandrapal Sethi (V.C.)
Kamlesh Amin
Francis Braganza
Udhayagiri Gounder
Raman Iyer
Sivarama Jandhyala
Amarjit Lall
Hemachandran Nair
Andrew Pinho
Turan Shah
Inderraj Singh
Jaspal Singh
Narinder Singh
Anand Nair - Manager
Chandrashekaran P - Coach
Nisarga Atak - Admin. Support
Gautam Shiyad - Photographer Support



New Zealand

Bob Masefield (Capt.)
Roger Stachurski (V.C.)
John Cushen
Morris Dawson
John Durning
Chris East
Paul Facoory
Bevin Guthrie
Mike Johnson
Cliff King
Peter Nixon
Simon Payton
Tony Penny
Gary Rudolph
Julian van Dyk
Evan Watkin
Jeremy Wilson
Lindsay Hewitson - Manager
Hamish Cochran - Assistant Manager
Steve Whitfield - Selector
Ann McLeod - Scorer



ROW

Jerry Smith (Capt.)
Waqar Ahmed
Arthur Cook
Graham Coull
Prakash Ganatra
Raj Ganatra
Gavin George
Danny Griffith
Jamil Gul
Andy Gurdial
Kevin Hall
Tariq Iqbal
Ian Law
Rick Reid
Brian Shipley
Clancey Johnston
Colin Walters - Manager
Steve Cunningham - Coach
Alan Rogers - Scorer



Sri Lanka

Cuthbert Berenger (Capt.)
Indran Thavendra (V.C.)
Deepal Ahangama
Kovinthapillai Amirthalingam
Gamini Debahapuwa
Tony Goonewardena
Sunitha Gunathilleke
Dixon Gunawardena
Suresh Navaratnam
Jude Perera
Kris Perera
John Premachandran
Macky Rajakone
Vijay Sivalingam
Somasunderam Sivaramakrishnan
Fazly Wahab
Asok Wickremaratne
Prasanna Kariyawasam - Manager
Nadarajah Gowripalan - Bowling Coach
Sivasambu Kanagasunderam - Team Assistant



USA

Dashrath Sankhe (Dash) - Capt.)
Balakanthan Thirumalai (BK) - (V.C.)
Zia Ahmad
Pravin Amin
Jimmy Anklesaria
Gilbert Bartholomew
Kelston Bowman
Auldie Brown
Gregory Caracciolo
Benjamin Emmanuel (Benji)
Virganand Gossai
David Josephs
Keith Lawrence
Jayesh Patel
Abdool Shaheed Shakur
Satyavan Sharma
Sankar Jayaram (Jay) - Manager
Dinesh Patel - Manager



Tournament Umpires

Peter Tate
David Stuthridge
Kantharatnam Shanthikumar
Rohan Weatherspoon
Azad Hosein
Sriyan Hewawasam
Saravana Venkatesan
David Paterson
David Reid
Dallas McIlraith
Matthew Hill
Brent Littmoden
Anvesh Achanta

Tournament Scorers

Raewyn Inder
Jeff Stuart
Michael Walding
Alex Mackay
Jaden Doherty
Kirsty Lees
Gail McGowan
Sam Stalker
Ally Clover

Tournament Match Referees

Lee Robinson
Peter Tate



Scorers

Ally Clover	ally.clover@yahoo.co.nz	
Jaden Doherty	jadenjonesdoherty@gmail.com	(027) 974 7601
Raewyn Inder	rrinder1974@gmail.com	(027) 499 8789
Kirsty Lees	kirsty.Ugs@gmail.com	(027) 8969669
Alex Mackay	alexmackay2914@gmail.com	(027) 202 5449
Gail McGowan	gmcgowan12@gmail.com	(027) 725 1313
Sam Stalker	samstalker05@gmail.com	(027) 436 2106
Jeffrey Stuart	Jeffrey.stuart@hotmail.com	(027) 310 1703
Michael Walding	michaelwalding@outlook.com	(027) 826 1868

Key Contacts

Organising Committee

Lance Ryan (Chair)	lance.ryan@theryans.co.nz	(021) 246 0354
Phil Harris	crazyharryh@gmail.com	(027) 704 9243
Trevor Thornton	trevor Thornton@outlook.com	(021) 345 510

Others

Dave Stuthridge (Umpires)	davidstuthridge@xtra.co.nz	(021) 041 1469
David Perry (Scorers)	david.perry42@gmail.com	(021) 279 3591
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OFFICIAL TOURNAMENT PLAYING CONDITIONS INTERNATIONAL MASTERS CRICKET COMPETITIONS

**AMENDED AS APPROPRIATE TO REFLECT THE AGREED PLAYING CONDITIONS FOR THE
OVER 70S WORLD CUP IN NEW ZEALAND FEBRUARY/MARCH 2026**

Updated 16th February 2026

PREFACE

- (1) **INTERNATIONAL MASTERS CRICKET (IMC)** is the governing body of Over 40s, Over 50s, Over 60s and Over 70s International Cricket. The member countries of the **IMC** are listed in Appendix C (i) hereto together with any future countries admitted as members from time to time.
- (2) **IMC** has a **Ruling Committee (IMCC)** which for the welfare and in the best interests of **IMC**, has the power and duty to administer and regulate the activities of the member countries including International Masters Cricket tournaments between the members and World Cricket Cups from time to time around the world.
- (3) If the **IMCC** or any member country desire to organise and conduct an International tournament between members then they are required to first apply in writing and obtain the approval from the **IMCC** which shall grant its approval upon any reasonable conditions it thinks fit to ensure the proper, orderly and equitable conduct of the tournament.
- (4) For the proper, orderly and equitable conduct of all tournaments and for the welfare and in the best interests of **IMC**, the **IMCC** requires all such International games to be played under the playing conditions set out herein. In the event that a member country desires to change, vary, amend or add any tournament playing condition, then in advance of the tournament, it **shall** apply in writing setting out its reasons and obtain written consent from the **IMCC** to the variation. Failure to do so shall mean the variation shall be inoperative for the tournament and these playing conditions shall prevail. These requirements will ensure that all International game results and individual statistics will be granted proper **IMC** comparative status.

(5) The IMCC shall be the final arbiter of any dispute or conflict arising from or relating to any tournament and its decision shall be final with no further avenue of appeal in a Court of Law or otherwise. Provided that in the event of a member's tournament, the Tournament's Committee shall be the first course of appeal of any such dispute or conflict between the participating members who shall be the only parties to such a process.

(6) Further or in the alternative to clause 5 above, the IMCC and/or the Tournament Committee shall have jurisdiction to mediate and/or determine any matter relating to a player and/or a member country arising from a tournament which brings IMC into disrepute.

(7) Upon the conclusion of the tournament and within a reasonable time, the Tournament Committee shall notify the IMCC of all the tournament game results, player, official and match statistics and any other written information or analysis which the IMCC requires or directs.

1. COMPETITION / TOURNAMENT ADMINISTRATION

- i.** These Playing Conditions are formatted in a generic way such that they can be used for all future Over 70s International Tournaments or World Cups. Where there are Playing Conditions that are specific to one particular event or tournament then these are referenced at Appendix "C" at the rear section of this document with each individual event needing to create its own "Appendix C" clauses which must be submitted in writing for approval to the IMCC prior to the event being played (refer clause 4 of the Preface on Page 1).
- ii.** Each individual Tournament or World Cup will be managed by a committee of at least three (3) persons. The draws and the ground allocations for each individual tournament shall be managed by this committee.
- iii.** The number of countries to participate at each event or tournament shall vary based on the number of countries who are permitted to enter by the appropriate committee. The names of each country for any specific event or tournament shall be viewed at the rear of the Playing Conditions within Appendix "C".
- iv.** Each country in each individual tournament shall nominate a squad of no more than 17 players. The full name and date of birth of each selected player within the squad shall be submitted on one document to the host country tournament organising committee, and must be received no later than seven (7) days prior to the opening date of the tournament. Such submission shall be supported by a copy of a valid birth certificate or passport showing the player's name, date of birth and place of birth. In regards to supporting documentation, all other information listed on such documents may be redacted, provided the minimum requirement of name, date of birth and place of birth remains visible. Failure to provide such information in the timeframe set above will see the IMCC take any such action it deems fit as per Clause five (5) in the Preface of this document. Once a squad list has been submitted to the host country organising committee no changes or alterations shall occur without the prior approval of the IMCC.
- v.** Each individual event or tournament shall be played in accordance with the most recent version of the Laws of Cricket except that in the event of an inconsistency, the rules herein shall prevail. The most recent version of the Laws of Cricket for any specific event shall be nominated at Appendix "C".
- vi.** The Committee for each event or tournament shall determine disputes, complaints or other matters arising out of the running of this tournament. The committee also has absolute authority, if required, to amend the format of the tournament including playing days, hours and venues. Decisions made by the Committee are final. The names of those forming the Committee for any specific event or tournament shall be viewed at Appendix "C".
- vii.** The Committee will appoint a Tournament Referee to act on its behalf in respect of any matter it has jurisdiction over. In this regard the decision of the Tournament Referee will be final and not subject to any appeal. The name of the nominated Tournament Referee for any specific event shall be viewed at Appendix "C".

2. RESPONSIBILITIES

- i. The team named first on each match is the nominal "Home" team.
- ii. The Committee is responsible for the provision of morning tea, lunch and drinks at each match.
- iii. The Committee will arrange the appointment of two official umpires for all matches. The Committee, where applicable, may choose to outsource this role to the local Umpires Association that is based in the city of the tournament. Where the appointed umpire/s attend a match venue but no play occurs on the day, the umpires match payment remains payable. Where a shortage of available umpires exists resulting in only one official umpire being allocated to a fixture then that umpire shall be paid an amount that is one and a half (1.5) times the standard match fee. The amount of the standard Umpire match fee for any specific event or tournament shall be nominated at Appendix "C".
- iv. Each team must provide a scorebook for each match played. Match balls shall be pink in colour and will be provided by the Committee.
- v. Both Captains must agree on the scores at the conclusion of the innings of the team batting first and at the conclusion of the innings of the team batting second. Failing an agreement between the captains within 60 minutes of the conclusion of the game, the match result will be determined as an appeal within the provisions of the Playing Condition Section 4.1

3. FITNESS OF GROUND, WEATHER AND LIGHT FOR PLAY

- i. If both captains agree over the fitness of the ground, weather or light for play then the officially appointed umpires should allow play to proceed/continue. This shall NOT apply if a decision has to be made to suspend play due to the implementation of the lightning rule in Playing Condition 3.3 - this matter is solely for the umpires to decide upon.
- ii. If both captains disagree over the fitness of the ground, weather and light for play the officially appointed umpires shall be the final judge of the fitness of the ground, weather and light for play. However, where there have not been 20 overs completed in the second innings (i.e., a match has not yet been constituted), and where the Captains are in disagreement over the fitness of the ground, weather and light for play, the appointed umpires will not call off the match until at least 7.30pm or until agreement otherwise is reached by the Captains.
- iii. **Lightning -** Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later and shall not resume until 30 minutes after the last lightning flash for which thunder follows within 30 seconds. It is required that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the umpire shall report to the organising committee all such breaches as a code of conduct matter.
- iv. **Maximising Play -** At all times all participants will strive to maximise play. This definition is broadly summarised as follows -
 - (a) All players from both sides will assist in the removal or the laying of covers when directed by the umpire/s.
 - (b) Where the venue is deemed unfit for play but the game is not yet abandoned, all players will make best effort to attempt to improve the conditions to allow for play to commence or resume.

A refusal by any player to adhere to an instruction of an umpire in regards to any effort to maximise play as described above shall be deemed as dissent. Such dissent, at the discretion of the umpire, may be reported as a code of conduct breach to the Governing Body of the tournament in question.

4. APPEALS

- i. Any appeal in respect of a game may only be made by either of the two sides in that game, not by a third party. Any appeal to the Committee must be made in writing (via email). Any appeal to the Committee must be made by 8pm on the date the match was played or such other time as deemed appropriate by the Committee.
- ii. The Committee's powers include but are not limited to:
 - (a) award a match to one team or to both teams jointly;
 - (b) deduct such competition points from, or/and award such competition points to, either team in a match, as in their absolute discretion deem fit.

5. ELIGIBILITY OF PLAYERS, TEAM LISTS AND THE TOSS

- i) For Over 70s International Matches a player must be at least 70 years of age on or before 31st December of the year of the match in question to be deemed a qualified player.
- ii) Using the "Qualified Player" guideline above, any team that causes or permits an unqualified player to participate in a game shall lose its match points and the game shall be deemed to have been won by the other side.
- iii) Prior to the toss the captains shall provide a team sheet to the opposing captain and the umpires and no subsequent alteration may be made without the consent of the other captain. The umpires then take possession of both team sheets and hold them until the completion of the tournament. Over 70s International matches are played with 12 players and the team sheet shall clearly specify which of the 12 players in question will not be batting.
- iv) The pre-match presentations and national anthems shall commence no later than 30 minutes before the start of the game and then the toss shall take place in the presence of the umpires no less than 20 minutes before the start of play.
- v) The captain winning the toss shall immediately notify the opposing captain of his decision to bat or bowl. If a captain is unavailable at the time of the toss, a deputy shall act in his place and also toss for choice of innings. If the toss is late, causing the match to start late, then any time lost will be used against the extra time allowance as described in Playing Condition 6.5. Each captain must advise the umpires at the toss if they are playing with 12 players under the conditions laid out in Playing Condition 6.1
- vi) The refusal by a captain or his deputy to comply with Playing Condition 5.5 above may render the offending team liable to further action being considered by the Committee including the loss of points or a decision that the offending team may be deemed to have forfeited the match. The umpires must report to the Committee any scenario where play started late where the umpires believe the toss was deliberately delayed by either captain.

6. THE CONDUCT OF THE GAME

1. Number of Players per Match

Over 70s Teams play the match under a "Play 12, Bat 11" rule.

The following conditions apply –

- a. One of the 12 players is not permitted to bat. That same player shall also not be permitted to act as a runner for an injured striker.
- b. Any or all of the 12 players are permitted to bowl.

- c. Unless a fielder becomes legitimately ill or injured under the Substitute Fielder Laws of Cricket (Law 24), then an optional fielding rotation amongst the 12 nominated players is permissible at the completion of every 5th over. Provided that no one player amongst the 12 nominated players can be off the field for more than a total of 15 overs which will be reduced pro-rata in a reduced innings. If the umpires find a breach of this rule they shall lodge a Code of Conduct report against the captain of the offending team to the Committee for its determination in relation to the captain and/or the team. Umpires must be notified each time a fielding change takes place. Any player coming on to the field to perform a fielding rotation must be one of the 12 nominated players for that game, and if required, is allowed to bowl immediately.
- d. If a bowler is off the field receiving treatment for more than 10 overs in the entire innings, then such bowler must wait to bowl until they have been back on the field for at least the same amount of overs they were absent. For example, Player A leaves the field after 10 overs, and returns to the field after 25th over. Player A cannot bowl until the completion of the 40th over. Another example. Player B leaves the field after 10 overs and returns to the field at the end of the 30th over. There are insufficient overs remaining in the innings. Player B shall not bowl again that day.
- e. Any player who is off the field receiving treatment for more than 10 overs in the first innings, shall not be permitted to bat until 5 wickets have fallen in the second innings.
- f. If any player is off the field receiving treatment for only 10 overs or less total, then 6.1(e) and 6.1(f) above shall not apply.
- g. Players in each squad who are not part of the nominated 12 for each match are not permitted to participate in the match as a substitute fielder provided that in the event that a player from the nominated 12 be injured and not be able to take his place in the field, the replacement fielder must in the first instance be one of the 12 nominated players. A substitute fielder (from outside of the nominated 12) shall only be allowed to field, if 2 or more of the 12 nominated players become ill or injured and become unable to field. To clarify – the use of a 13th (or subsequent) player as a substitute fielder shall only be allowed if a team has injuries that reduces the originally nominated 12, to less than 11 players.
- h. Further to the above, the umpires have sole discretion to allow a substitute fielder for reasons other than illness or injury, also referred to as "wholly acceptable reasons" as per 24.1 in the Laws of Cricket.

2. Match Times / Scheduling

Play is scheduled from **10.00am to 5.30pm** with an interval break of 45 minutes. Each innings is limited to a maximum of 45 overs per side. When bowling, each team has 180 minutes to complete its quota of overs at the rate of 15 overs per hour (or one over every four minutes). Each team has to have had the opportunity to bat for a minimum of 20 overs to constitute a match.

3. The Change of Innings Interval shall be –

1. 45 minutes duration for any match scheduled for 30 to 45 overs.
2. 30 minutes duration for any match scheduled for 25 to 29 overs.
3. 20 minutes duration for any match scheduled for 20 to 24 overs.

If the first innings of the match goes over the scheduled time for it to be completed (eg, 180 minutes for the full 45 overs – or one over for every four minutes in a reduced over game) then the duration of the break is unaffected and the extra time that it took to complete the innings will be used against the extra time allowance as described in Playing Condition 6.5 below.

If the team batting in the first innings of the match is bowled out in **20 overs OR LESS**, then the scheduled duration of the innings break will not occur - instead, a 15 minute innings break takes place and the game will be played out to its completion with the supplied lunch to be consumed at the end of the match.

4. Drinks Breaks

On days played under normal weather conditions, two drinks breaks will occur which are scheduled at the end of 15 and 30 overs. For matches that are reduced to less than 45 overs a side the scheduling of the drinks breaks must be agreed upon between the umpires and the two captains prior to play. On extremely hot days additional drinks breaks should be scheduled as required (Refer to Extreme Heat Policy located at Playing Condition 10).

5. Extension of Play

The nominal scheduled finish time of 5.30pm can be extended by up to an additional 75 minutes (to 6.45pm) if time is lost in any of these scenarios:

- a. Late starts due to ground, fitness or weather-related issues.
- b. Time lost during the game due to play being suspended for rain, lightning, or the application of the excessive heat policy as detailed in Playing Condition 10.
- c. Time lost due to the first innings of the game going over its allotted time to complete the required number of overs.
- d. Time taken for any third or subsequent scheduled drinks breaks on hot days which are above and beyond the regulated two drinks breaks per session.
- e. Time lost for any other reason where the amount of lost time before play can resume exceeds five (5) minutes - eg; an extended delay due to player injury.

6. Bowling and Batting Restrictions

- a. **Bowling Restrictions** - In a full 45 over match no player shall bowl more than nine (9) overs. In a reduced over match no player shall bowl more than 20% of the total number of overs in that innings. A person who finishes an over for an injured bowler shall have that part over count as a full over for the purposes of this playing condition.
- b. **Batting Restrictions** - Many mature aged competitions require that a batter retire their innings upon reaching a maximum score. Such restrictions shall **NOT** apply in this tournament.

7. Fielding Restrictions

- a. **Definition of Fielding Restriction Area** - 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 semi-circles shall be 27.5m (30 yards). The ends of each semi-circle shall ideally be joined to the other by a straight line or series of dots.
- b. **Application of Restrictions** - 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. no more than five (5) fielders shall be permitted outside this fielding restriction area

Subject to there being no interruptions to play, the Powerplay Overs shall be:

- i. **Powerplay 1** - no more than three (3) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 15.
- ii. **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 16 to 30.
- iii. **Powerplay 3** – no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 31 to 45.

- c. **Restriction of Leg Side Fielders** - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.

d. Powerplay Fielding Restriction Infringement - In the event of an infringement of the above Playing Condition 6.7b or 6.7c, either umpire shall call and signal 'No ball' at the instant of delivery.

e. Powerplays in Reduced Over Games - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with Appendix "B" at the rear of this document. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

f. Failure to Bowl Minimum Number of Overs in set period – As per Playing Condition 2, in an uninterrupted match, the fielding team has 180 minutes to bowl 45 overs. If the fielding team fails to bowl the minimum number of overs by the scheduled or re-scheduled finishing time of the innings, Playing Condition 6.7(b) shall be varied, and from the start of the next over one less fielder shall be permitted outside the fielding restriction area than they would otherwise be entitled. This penalty shall remain in place for the remainder of the innings. Umpires shall consider allowances as per Playing Condition 6.7(g).

g. Allowances - For the purpose of timing the innings duration, the following allowances shall be considered:

- iv. Treatment of an injured player on the field, or a player leaving the field in the event of serious injury.
- v. Time taken to dry a wet ball.
- vi. Finding, retrieving or replacing a lost or wayward ball.
- vii. Extra drinks breaks taken in excessive heat conditions.
- viii. Actual time lost due to all other circumstances that are beyond the control of the fielding side, including batter wasting time.

h. Boundary size, the boundaries should be marked out at a maximum of 50m.

8. Loss of Scheduled Playing Time

a. Summary - If for any reason there has been a loss of scheduled playing time, the quota of overs is **UNAFFECTED** for the first 75 minutes of playing time lost. **Furthermore**, if the first innings of the match finishes ahead of schedule all unused time in that innings must be used on top of the 75 minutes before overs are reduced after loss of playing time.

Example - In a regular uninterrupted 45 over game the scheduled time for the first innings is 12 noon to 3.00pm - If the first innings concludes at 2:30pm then the "unused" 30 minutes must be added on to the 90 75 minutes of make-up time as described above in the event of an interruption to the game after the team batting first has concluded its innings. The goal of re-scheduling a match after any interruption shall be to schedule the right number of overs at the rate of one over for every four (4) minutes that remain so that the game's rescheduled finish time is 8:00pm (where all make up time is being utilised).

b. Once all available "make-up" time as described above has been exhausted, overs to be bowled are calculated as follows -

NOTE: Calculations required in (ii) and (iii) below that result in a part over shall see the number of overs remaining rounded up.

- i. **Lost Time Pre Match** - For matches that do not commence on time the number of overs per side and the match day scheduling is determined by the late start table which is located at Appendix "A" within these Playing Conditions.
- ii. **Lost Time During First Innings** - For any time lost during the innings of the team batting first, overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute time period of scheduled playing time LOST, provided that a MINIMUM of twenty (20) overs is achievable for each side.

- iii. **Lost Time After First Innings** - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by four with any fraction of an over to be rounded up, provided always that a MINIMUM of twenty (20) overs can be achieved in the time remaining by the team batting second.
- iv. **Umpires to recalculate overs** – In all the scenarios where time is lost the umpires need to re-calculate the number of overs and communicate these changes to both team captains.
- v. If less than twenty (20) overs are completed by any team, then the match shall be declared a draw provided that a result has not already been achieved. To clarify - if the team batting second uses less than twenty (20) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least twenty (20) overs, then this shall constitute a match.
- vi. Should the game not be able to commence by **4.00pm** then the match shall be abandoned as a DRAW.
- vii. If the team batting second cannot commence its innings by **5.25pm** then the match shall be abandoned as a DRAW.

c. DUCKWORTH-LEWIS-STERN METHOD

In all matches, the team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the "Duckworth-Lewis-Stern" Method of Re-calculating the Target Score in an Interrupted Match shall be applied. The application of the "Duckworth-Lewis" Method requires the following -

- (i) Each team is to have available at each match a laptop with the official ICC "Duckworth-Lewis" software loaded on it. The software once loaded on a laptop or compatible device does not require further internet connectivity to operate it. Duckworth Lewis smart phone apps are NOT ICC approved and are not to be used in this tournament.
- (ii) The software can be downloaded from the "Resources" section of the NSW (Australia) Premier Cricket website located at this link – www.premier.nsw.cricket.com.au
- (iii) A Duckworth Lewis calculation must be determined in the following two circumstances –
 - 1. At the change of innings of every match, even if there have been no interruptions. This calculation shall allow each team to determine a winner if the second innings is cut short due to weather related matters.
 - 2. Once a match has already commenced, and where an interruption causes a reduction in the number of overs for either innings. If there are multiple interruptions to play causing multiple over reductions a fresh Duckworth Lewis re-calculation is required upon the resumption of play on each occasion.
- (iv) On each occasion where a Duckworth Lewis target score table is produced it should be printed with a copy provided to each captain.
- (v) In the absence of a printer being available at the ground, and when a Duckworth Lewis calculation is required, a representative from each team (preferably the captain), in the presence of the umpires, will take a photo of the Duckworth Lewis target score table on a smart phone. The act of taking a photo on a smart phone acts as a replacement for a printed copy. Each team will therefore have a record of the Duckworth Lewis par score as the game proceeds.

9. Substitute Fielders and Runners

- a. Once play has commenced, if at any time the fielding side is reduced to less than eleven (11) players due to a fielder having to leave the ground ill or injured, a substitute fielder shall be allowed. If the fielding team

does not have a substitute fielder, the opposition team are encouraged to invoke "best practise" and offer a substitute fielder from within their own ranks. If necessary, the appointed umpires should remind the opposing captain of this playing condition

b. **Runners** - The restriction that currently exists at other varying levels of cricket that sees an injured player unable to bat with a runner does NOT apply in this tournament. Where a runner is used, that person can only be part of the nominated 12, cannot be the player in the 12 that will not bat, and must be somebody that has already been dismissed. In the event of an opening batter needing a runner from the start of the innings the runner must be somebody who will bat lower than number seven in the order, and the runner must be immediately replaced by the first dismissed batter if the first wicket to fall is the non-injured batter.

c. **Non-Appointed (Player) Umpires Standing at Square Leg (striker's end)** - If there is only one official umpire available at any time then the role of striker's end umpire will be filled by a player from the batting side. If in the opinion of the officially appointed umpire, a decision is made by the striker's end umpire (who was not appointed to the match) is so undeniably incorrect, then the officially appointed umpire will call and signal "Dead Ball". The two umpires will then consult with each other. The appointed umpire shall supply additional feedback in relation to his observation of the issue at hand, and will also supply relevant feedback in relation to certain Laws of the Game or Playing Conditions that the striker's end umpire may not have known about. The overall goal of the consultation is to ensure that the correct decision is then finally arrived at. If after consultation the striker's end umpire does not wish to change the decision, then that decision shall stand. The appointed umpire is encouraged to request an immediate replacement (player) striker's end umpire if the continuing presence of that player has potential to cause conflict or ill feeling between the two sides. In the event of a player having to perform the role of striker's end umpire, such a person shall not be allowed to call or signal No Ball for high full tosses or short pitched deliveries. This remains solely within the jurisdiction of the umpire at the non-striker's end.

10. Completion of a Match

A team batting second shall not bat on, after it has passed the total of the team batting first.

11. Code of Conduct

a. Players will conduct themselves in a manner that upholds the values of the game as per the "Spirit of Cricket" guidelines contained within the Laws of the Game. Umpires will report to the Committee any breaches of these values and any such reported player will be dealt with at the discretion of the Committee which may contain any form of penalty that the Committee may deem appropriate. There is no right of appeal to any penalty imposed on a player by the Committee.

b. In the 2017 code of the Laws of Cricket, Law 42 gives umpires the power to "sin bin" or send a player off for serious misconduct issues. This Law shall not apply in this tournament.

7. WIDES & NO BALLS

(1) WIDES

Wides shall be called in the same way as limited-over matches in international cricket.

a) A delivery passing the striker on the off side, outside the Off Side Wide Guideline (75cm from the outside of off stump) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

c) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

- i) the ball passes between the striker and the stumps.
- ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii) the striker is attempting to play or has aborted an attempted switch hit or reverse sweep. In this scenario, a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be considered a wide.

(2) NO BALLS

The Laws of Cricket shall apply except for the following circumstances –

- a) **High Bouncers (1)** - A bowler may deliver no more than one bouncer per over. This is defined as a delivery which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease. Once a bowler delivers their one allowable bouncer per over the umpire at the non-striker's end shall inform the bowler and the batter on strike that the limit has been reached. Any further bouncers in the same over shall be called "No Ball" and the bowler issued with a first warning which carries through for the rest of the innings. A second such breach will be called "No Ball" and a second and final warning issued to the bowler. Any further such breach will be called "No Ball" and the bowler shall be removed from the attack for the rest of the innings.
- b) **High Bouncers (2)** - Any bouncer that passes clearly over the head of the striker standing upright at the popping crease shall in the first instance be called a Wide. It shall count as the first and only allowable bouncer in the over. Further bouncers over the head in the same over shall be called "No Ball" and be dealt with in the same way as a second and subsequent bouncer in an over as per protocol in Playing Condition 7.2(a) above.
- c) **High Full Tosses (1)** - Any delivery, of any speed, that is full pitch above the waist of the striker standing upright at the popping crease shall be called "No Ball" by the non-striker's end umpire only.
- d) **High Full Tosses (2)** - A warning process is in place that is only applicable to a waist high full pitch delivery that in the opinion of the umpire was **dangerous** and had potential to cause injury to the striker. Where the umpire believes that such a high pitch delivery was dangerous and could cause injury, an official warning will be issued after the call of "No Ball". If another such delivery is bowled in the innings by the same bowler, the umpire will issue a second and final warning after the ball is called "No Ball". Another breach in the innings by the same bowler will be called and signalled "No Ball" and then when the ball is dead the bowler will be removed from the attack for the rest of the innings.

As a guide, an official warning should only be given against a bowler if the umpire answers YES to each of these questions -

- Was the delivery full pitch above the waist of the striker standing upright at the popping crease.
- Was the delivery directed at the body of the striker.
- Whether or not the ball is struck by the striker, if the delivery had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria, umpires are required to take into the account the speed at which the ball was delivered.

e) **Leg Side Restrictions** - Refer to Playing Condition 6.7c and 6.7d which will see a "No Ball" called by either umpire if more than five (5) players are fielding on the leg side of the wicket at the moment of delivery.

f) **Free Hit Following a No Ball** – After any form of No Ball delivery the free hit protocol shall take place for the next delivery. Each subsequent delivery will also be a free hit if the delivered ball is not fair (i.e. another No Ball or a Wide Ball).

8. PLAYER WELFARE AND SAFETY

1. **Safety Protocols for Batters** – Batters are not compulsorily required to wear helmets, although the practice is highly recommended. Batters choosing not to wear a helmet are at an increased risk of injury.
2. **Safety Protocols for Fielders** – All fielders positioned on either side and in front of the wicket, within three (3) metres of the striker must wear a helmet.
3. **Safety Protocols for Wicket-keepers** – Wicket-keepers positioned up at the stumps must wear a helmet.

However where wicket keepers standing up to the stumps wish not to wear a helmet they can submit a request for a waiver to the Tournament Committee acknowledging they accept responsibility for their own safety.

9. POINT SCORING / LADDER POSITIONS

1. The number of competition points that can be earned are as follows -
 - (a) **Winning Team (including a win by Forfeit)** - 2 points.
 - (b) **Losing Team (including a loss by Forfeit)** - 0 points.
 - (c) **Tied Result** - 1 point each (a tie is defined where the innings totals of each team are equal irrespective of wickets lost by the team batting second).
 - (d) **Draw or No Result** - 1 point each (includes matches where weather or ground fitness either prevented play starting or prevented a result).
 - (e) If the result of any match is awarded to a team by the umpires under the provision of Law 16.3 then the result of this match shall be deemed as a forfeit.
 - (f) If a team is unable to field a side on any scheduled match day due to Covid or a related illness then the result of that match shall be deemed a draw.
2. **Ladder Positions** – Where a finals series is to be conducted after the playing of preliminary rounds, and where two or more teams have finished on an equal number of points, final ladder positions shall be determined using the Net Run Rate (NRR) Method which is measured across all Preliminary Round matches. The formula for the NRR method is -

- * Total runs scored divided by total overs faced = "A"
- * Total runs conceded divided by total overs bowled = "B"
- * The NRR is "A" minus "B"

The team that has the highest NRR calculation shall be deemed superior.

Where a team has been bowled out before the completion of its maximum number of overs then for the purposes of NRR that team shall be deemed to have batted its full quota of overs, rather than the number of overs actually batted.

10. SCHEDULED PLAYING DATES/TOURNAMENT FORMAT

(1) Playing Dates Schedule

Refer to Appendix "C"

(2) Tournament Format

Refer to Appendix "C"

(3) Final Series

Following the completion of preliminary round matches where teams progress to a final series the following protocols shall apply.

(a) The winner of a final series match (other than the Grand Final) shall progress to the next round of the final series. If due to a washout or for any other reason no result is obtained, the team that progresses to the next final series match is the team that was ranked from the preliminary rounds in the highest ladder position.

(b) The winner of a Grand Final is deemed to have won the Tournament. If due to a washout or for any other reason no result is obtained, Joint Winners shall be declared.

(4) Tied Result in a Final Series Match

If any final series match ends with the scores tied (including a Duckworth Lewis Tied result) a winner will be determined by the "super over" method. The application of this process shall be:

(a) Subject to the fitness of ground, weather, and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch.

(b) The umpires shall stand at the same end as they stood during the match.

(c) In both innings of the Super Over, the fielding side shall choose which end to bowl from.

(d) Only players who were on the nominated team sheet for the main match may participate in the Super Over.

(e) Each team's over is played with the same fielding restrictions as apply for the last over in the match.

(f) The team batting second in the match shall bat first in the Super Over.

(g) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over. At the end of the first innings of the main match, the umpires will take possession of the match ball in case a Super Over needs to occur after the completion of the second innings.

(h) Each team shall bat for one over unless all out earlier. The number of players allowed to bat in the super over is limited to four. The Super Over ends if three wickets are lost in that over.

(i) In the event of both teams having the same score in the Super Over, the above process shall be repeated for as many Super Overs are required to establish a winner.

(j) If a Super Over is interrupted by rain or for any other issue, the umpires shall wait until a point in time where they jointly agree that no further play is possible. The winner is then determined as per clause (k) below.

(k) In the event that a Super Over is unable to be completed due to the fitness of ground, weather and light or for any other reason, the result shall be determined by a count back system as follows:

Count Back Item 1-

If during the tournament the two competing teams had previously played each other in the Preliminary Rounds, the winner of that preliminary match shall be declared the winner of the knock-

out match. A Tie or a No Result in the preliminary match will require the application of Count Back item 2 below.

Count Back Item 2-

The scores in each innings of the match proper shall be compared. The team that had the higher score at the end of 20 overs (being the minimum number of overs to constitute a match) shall be declared the winner. If equal at the 20 over mark, a comparison shall then be made at the end of 19 overs. If still equal, a further comparison shall occur for the scores at the end of 18 overs, and then going back one over at a time until a winner can be determined. The tournament committee will ensure all stakeholders are reminded of the importance of recording the score in the appropriate section of the scorebook at the end of each over in all final series matches.

11. EXCESSIVE HEAT POLICY

(1) PREAMBLE - The Competition Committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not place the health and well-being of participants at risk. Mature aged players and umpires are much more at risk to heat illness or heat stroke in temperatures that are considered extreme. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

(2) TEMPERATURE THRESHOLD - Air Temperature is the measurement that shall be used to apply this policy.

(3) NOMINATED SMARTPHONE APP - The official smart phone app to be used to regulate this policy shall be determined by the Committee that is hosting each individual event or tournament. The name of the nominated smart phone app for each event or tournament shall be advised within Appendix "C".

(4) ADDITIONAL DRINKS - The umpires shall schedule three drinks breaks per innings instead of two for any days play where the weather is forecasting a temperature of 32 degrees or more.

(5) CESSATION OF PLAY - Play shall cease immediately in the event that the nominated smart phone app listed in Appendix "C" at the location of the match, exceeds 36 degrees Celsius. Play shall resume if the temperature at that location drops to 36 degrees or less. Where play is suspended due to this policy the match shall not be abandoned until such a time where it becomes impossible for both teams to be able to receive the minimum 20 overs each to constitute a match.

(6) LOSS OF PLAYING TIME DUE TO EXCESSIVE HEAT - Playing Condition 6.5 "Extension of Play" applies to any situation where play is suspended under this heat policy. To clarify, only 90 minutes of extra time can be added onto a game where play is suspended due to any adverse weather conditions including excessive heat. Once 90 minutes of lost time has occurred under this policy then overs will start to be deducted from the game in the event that play can resume. The 90-minute threshold can be extended where additional time is recouped with the first innings of the match finishing ahead of schedule - Refer Playing Condition 6.8(a).

(7) ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY - The Competition Committee may in its absolute discretion determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is more than 36 degrees at a majority of all scheduled venues. Additionally, the Committee in its absolute discretion will then determine which of the following options to adopt -

- (a) Deem any abandoned day of play to be lost to the Tournament, or
- (b) To reschedule that lost days play to a future day if an appropriate opportunity exists, or
- (c) Come to any other decision deemed appropriate by the Committee.

12. COVID PROTOCOLS

With Covid restrictions eased in recent times, a number of protocols shall remain - these being:

(1) THE BALL - The Laws of Cricket have been updated to now officially ban the use of saliva on the ball (Refer Law 41.3). This provision shall be adhered to in all matches conducted under these Playing Conditions. The use of sweat on the ball is deemed permissible.

(2) SOCIAL DISTANCING - With Covid-19 still existing in the community it is a personal choice for each individual involved in the game as to whether they wish to continue practising the protocols surrounding social distancing. Where a player or umpire chooses not to shake hands because of social distancing issues then this decision shall be understood and respected by all.

IMCC reserves the right to introduce other protocols at any time in the best interest of players, officials and volunteers.

Appendix A, B and C follow.....

APPENDIX A - Late Start Table

The below table should be used in the event of a match starting late.

The table is only valid for a late start. Once play commences, if there is a weather-related delay the overs remaining should be manually recalculated as per Playing Condition 6.8.2(b) and 6.8.2(c)

Over Reductions for Late Starts

Table is based on a scheduled 10:15am Start in Daylight Saving Hours

For the Over 70s World Cup all times in this table should be recalculated assuming 10.00am start and 5.30pm finish as per Paragraph 6 sub section 2 above

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
10.15 - 1.15	45	2.00 - 5.00	180	45	0
10.30 - 1.30	45	2.15 - 5.15	180	45	0
10.45 - 1.45	45	2.30 - 5.30	180	45	0
11.00 - 2.00	45	2.45 - 5.45	180	45	0
11.15 - 2.15	45	3.00 - 6.00	180	45	0
11.30 - 2.30	45	3.15 - 6.15	180	45	0
11.45 - 2.45	45	3.30 - 6.30	180	45	0
12.00 - 2.52	45	3.37 - 6.30	172.5	44	15
12.15 - 3.00	45	3.45 - 6.30	165	42	30
12.25 - 3.05	45	3.50 - 6.30	160	40	40
12.35 - 3.10	45	3.55 - 6.30	155	39	50
12.45 - 3.15	45	4.00 - 6.30	150	38	60
12.55 - 3.20	45	4.05 - 6.30	145	37	70
1.05 - 3.25	45	4.10 - 6.30	140	35	80
1.15 - 3.30	45	4.15 - 6.30	135	34	90
1.25 - 3.35	45	4.20 - 6.30	130	33	100
1.35 - 3.40	45	4.25 - 6.30	125	32	110
1.45 - 3.45	45	4.30 - 6.30	120	30	120
2.00 - 4.00	30	4.30 - 6.30	120	30	120
2.10 - 4.05	30	4.35 - 6.30	115	29	130
2.20 - 4.10	30	4.40 - 6.30	110	28	140
2.30 - 4.15	30	4.45 - 6.30	105	27	150
2.40 - 4.20	30	4.50 - 6.30	100	25	160
2.50 - 4.30	20	4.50 - 6.30	100	25	160
3.00 - 4.35	20	4.55 - 6.30	95	24	170
3.10 - 4.40	20	5.00 - 6.30	90	23	180
3.20 - 4.45	20	5.05 - 6.30	85	22	190
3.30 - 4.50	20	5.10 - 6.30	80	20	200
3.31pm --->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				Updated 1/3/18

APPENDIX B - Power Plays

This table should be used in the event of a match being reduced to less than 45 overs

* Powerplay 1 requires no more than 3 players outside the fielding circle

* Powerplay 2 requires no more than 4 players outside the fielding circle

* Powerplay 3 requires no more than 5 players outside the fielding circle

Number of Overs	Powerplay 1	Powerplay 2	Powerplay 3
20	7	6	7
21	7	7	7
22	8	7	7
23	8	7	8
24	8	8	8
25	9	8	8
26	9	8	9
27	9	9	9
28	10	9	9
29	10	9	10
30	10	10	10
31	11	10	10
32	11	10	11
33	11	11	11
34	12	11	11
35	12	11	12
36	12	12	12
37	13	12	12
38	13	12	13
39	13	13	13
40	14	13	13
41	14	13	14
42	14	14	14
43	15	14	14
44	15	14	15
45	15	15	15

APPENDIX C - Tournament Specifics

Items listed in Appendix "C" are specific to the Over 70s World Cup and are cross referenced within the generic playing conditions listed above.

Each individual tournament is required to draft its own items in this section. Questions needing to be answered are listed in regular black font below and the answer to each tournament specific question shall be listed in red font below.

Appendix "C" requirements for each individual event or Tournament must be submitted for approval to the IMC Committee before they are circulated to stakeholders (refer clause 4 of this document's Preface located on page 1).

Tournament Name and Host City/Country

The IMC Over-70s Cricket World Cup, Christchurch, New Zealand

Dates (to and from) that the Tournament is being held

17th February to 5th March 2026

Any Team Selections / Squad Numbers Restrictions (if none, "N/A" should be listed here)

A maximum of 17 players are allowed in a squad

List the names of all teams/countries who are participating in this tournament

Australia, England, Canada, New Zealand, Sri Lanka, ROW, USA, India.

List which version of the Laws of Cricket the tournament will be played under

2017 Code - 3rd Edition 2022

The names of the Tournament Committee are -

Lance Ryan, Trevor Thornton, Phil Harris, Dave Sturridge.

The name of the Tournament Referees are -

Lee Robinson and Peter Tate

The playing dates scheduling for this Tournament shall be –

February 18th, 20th, 22nd, 24th, 26th; March 1st, & 3rd for round robin matches and 5th March for the Final. Match venues for all fixtures have been allocated by the Tournament Committee and advised to all teams and umpires separately from this document.

Tournament Format –

28 matches with 7 group matches in a round robin League and one Cup Final between the top 2 in the table.

To confirm revised playing conditions outlined in the main body of the document

Start times amended for NZ is 10.00am for all games

Squad numbers set at maximum of 17 players

Age qualification is 70 years of age on or before 31st December 2026

Matches are 12 a side with 11 batting and fielding

Should wicket keepers standing up to the stumps wish not to wear a helmet they must submit a request for a waiver to the Tournament Committee acknowledging they accept responsibility for their own safety.