

The Baywide T-20 Competition Playing Conditions – 2020/21

Except as modified hereunder NZC Playing Conditions (Super Smash T-20) will apply in all matters.

1. Duration

- 1.1 The match will consist of one innings per team, each innings being limited to a maximum of 20 overs.
- 1.2 A minimum of 5 overs per team shall constitute a match.
- 1.3 No extra time shall be permitted to make up for any time lost.

2. Hours of Play

Match	First Innings	Interval	Second Innings
Pool Game	5.00 – 6.20pm	6.20 – 6.30pm	6.30 – 7.50pm
Semi-Final	1.00 – 2.20pm	2.20 – 2.30pm	2.30 – 3.50pm
Final	6.00 – 7.20pm	7.20 – 7.30pm	7.30 – 8.50pm

- 2.1 Unless otherwise agreed by the standing umpires and team captains, an innings interval of 10 minutes shall be taken
- 2.2 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier
- 2.3 No drinks intervals are permitted

3. Pitches

Matches in the above competition are always scheduled on grass pitches. However, if at any time prior to the proposed start of play the grass pitches are deemed to be unavailable the game shall be transferred to suitable and available artificial pitches.

- 3.1 Expectations are that every effort is made to efficiently cover the pitches, including artificial pitches, from Thursday evening on. Failure to do this may lead to the forfeiture of points.
- 3.2 Only rubber soled footwear (no metal spikes) may be used on artificial pitches.

4. Umpires

4.1 Umpires for this competition shall be allocated by BOPCA. If two umpires are not available to stand, the batting team is expected to provide umpires who will be responsible to stand at square-leg throughout the match.

5. The Toss

- 5.1 Before the match toss, both captains must submit a team list to the standing. No players outside of such team list shall be eligible to play in the match unless agreed to by the standing umpires and opposition captain.
- 5.2 No team shall participate with less than 8 players. Teams with less than 8 players will forfeit the result to the opposition team.
- 5.3 The toss for innings can take place at any time but shall be taken no less than 15 minutes prior to the scheduled start time.
- 5.4 Teams with less than 8 players present at the ground 15 minutes prior to the scheduled start time shall forfeit the toss to the opposition team.

6. The Ball

- 6.1 A white 4-piece ball approved by the DA shall be used. (please refer to section 11.5.2 of The Regional District Association Senior Competition Regulations document for ball requirements)
- 6.2 A new ball shall be used in each innings
- 6.3 All batsmen must wear coloured pads or clads.

7. Length of Innings

- 7.1 In an Uninterrupted Match (i.e. the match is neither delayed nor interrupted):
 - 7.1.1 Each team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
 - 7.1.2 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. Once a result is achieved the game is completed.
 - 7.1.3 If the team fielding first fail to commence any of their 20 overs by the scheduled time for the cessation of the first innings, play shall continue until the 20 overs are completed (unless all out earlier). The team batting second shall only be entitled to receive the same number of overs as they bowled to the team batting first prior to the scheduled cessation time, unless dismissed earlier.
 - 7.1.4 If the team fielding second fails to start the last of the revised number of overs (or the same number of overs they received in the first innings) by the specified cessation time, play shall continue. The umpire may report the

team captain to the competition manager. Repeated infringing by any team could result in team captains facing a Code of Conduct hearing and suspension.

7.2 In a Delayed or Interrupted Match:

- 7.2.1 When playing time has been lost, the revised number of overs to be bowled in the match shall be calculated at a rate of 4 minutes per over for the total time available for play.
- 7.2.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs.
- 7.2.3 Should calculations regarding numbers of overs result in a fraction of an over the fraction shall be ignored.
- 7.2.4 When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 7.2.5 In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- 7.2.6 If the team fielding first fails to start the last of the revised number of overs by the specified cessation time, play shall cease and the over-rate penalty provisions shall apply. The team batting second shall only receive the same number of overs in their innings as they bowled to the team batting first, unless dismissed earlier.
- 7.2.7 If the team fielding second fails to start the last of the revised number of overs (or the same number of overs they received in the first innings) by the specified cessation time, play shall continue. The umpire may report the team captain to the competition manager. Repeated infringing by any team could result in team captains facing a Code of Conduct hearing and suspension.
- 7.2.8 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

8. The Result

- 8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- 8.2 All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared “No result” matches.
- 8.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 20 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.
- 8.4 If the scores are equal the game will be declared a tie and a **Super Over** shall apply. In the event of a tied Super Over, further Super Overs will continue until a winner is determined.

- 8.4.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing; this revised target being calculated by the **DLS method**.
- 8.4.2 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs (provided it has received not less than 5 overs) the result shall be decided by the **DLS method**.

9. Points

- 6 Points for a win
- 3 points for a tie or no result
- 1 bonus point for scorecard entry and reporting

Defaults:

Should a team's opposition default that team shall receive point's equivalent to the maximum number of points scored by any team in that round. If all matches in the round are rained off all teams excluding the default team will receive wash out points.

10. Super Over

10.1 In the event of a tie the following procedure shall apply:

- 10.1.1 Three (3) batters and one (1) bowler are selected by each team to contest the one over encounter which will commence 10 minutes after the end of the Main match.
- 10.1.2 The team batting second in the Main match will bat first in the Super over.
- 10.1.3 The fielding team will select which end it will bowl from, and use the same ball as used in the Main match.
- 10.1.4 Each teams over are played with the same fielding restrictions as those that were in place for the last over of a normal T-20 match.
- 10.1.5 The loss of two (2) wickets in the over ends that teams one-over innings
- 10.1.6 The team that scores the higher number of runs in the Super over is the winner. If scores are still equal both teams shall take part in further Super Overs until an outright winner is determined.
- 10.1.7 If it is not safe to conduct a Super Over due to poor and unsafe playing conditions; such as bad light. Then the match shall be declared a tie.

11. Fielding Restrictions

- 11.1 Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.4metres). The ends of each semi-circle are joined to the other by a straight line drawn on the field parallel to the pitch. Where there are no semicircles marked the umpires will be the sole judge of assessing this area.
- 11.2 For the first 6 overs of each innings only two Fieldsmen shall be permitted outside the Fielding restriction area.
- 11.3 For the remaining overs, no more than 5 fieldsmen shall be permitted outside the Field restriction area.
- 11.4 At the instant of delivery there shall not be more than five Fielders on the leg side.
- 11.5 In circumstances when the number of overs of the batting team is reduced the number of Fielding Restriction overs shall be reduced in accordance with the table below:

Total Overs In Innings	Number of Overs for which Fielding Restrictions will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

In the event of an infringement of any of the above fielding restrictions, the Umpire shall call and signal No ball.

12. Bowling Restrictions

- 12.1 No bowler may bowl more than four overs in an innings.
- 12.2 In a delayed start or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 12.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 12.4 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13. The No Ball

- 13.1 Free Hit – The delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 13.2 For the free hit delivery, the fielding restrictions shall apply as follows:
- 13.3 If the batsman facing is the same as received the **No-ball** no fielding change may be made (unless the No Ball call resulted from a fielding restriction infringement).
- 13.4 If a run was scored off the **No-ball** allowing the batters to change ends the field may be altered but must meet the fielding restrictions in place at the time.

14. The Wide Ball

- 14.1 The wide shall be adjudicated in accordance with the MCC Laws of Cricket – 2017 Code.
- 14.2 **The bowling of fast short-pitched ball Law 41.6. shall be replaced by the following:**
- 14.2.1 A bowler shall be limited to **two** fast short pitched deliveries per over.
- 14.2.2 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.
- 14.2.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 14.2.4 In addition, for the purpose of this regulation, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a **wide**.
- 14.2.5 For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 14.2.6 In the event of a bowler bowling more than two fast short pitched deliveries in an over, as defined above, the umpire at the bowler's end shall call and signal no ball on each occasion. A different 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.
- 14.3 **The bowling of high full-pitched balls** - All full toss deliveries fast or slow if above waist high are to be called and signalled No-ball. The umpire shall caution the bowler and issue a first and final warning **if the delivery is considered dangerous to the batsman**. A penalty of one run is awarded instantly on the call of the No ball. This is scored as a No ball extra (i.e. in addition to any other runs scored or awarded from the delivery).

15. Timed Out

- 15.1 Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

- 15.2 The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket if necessary.

16. The Finals

- 16.1 The winning team from each pool, **plus** the team who finishes second in their pool with the most competition points at the completion of the round robin will qualify for the semi-finals. In the case of equal points, the teams tied will be decided on net run rate.
- 16.2 Team ranking for the semi-finals will be determined by points accumulated in pool play. In the case of equal points, the teams tied will be decided on net run rate.
- 16.2.1 Semi-finals structure:
- 16.2.1.1 Qualifier 1 vs Qualifier 4
 - 16.2.1.2 Qualifier 2 vs Qualifier 3
- 16.3 Qualifier 1 and Qualifier 2 will host the semi-finals fixtures at their home grounds on January 31, 2021.
- 16.4 The final shall take place at The Bay Oval on February 5, 2021
- 16.5 Reserve day for final is to be February 6, 2021. Should both the planned final day and reserve day be washed out the highest qualifying finalist after the pool play will be declared the winner.

17. Results and Match Reporting

- 17.1 It is the responsibility of **the home** team to Live Score on CricHQ and/or upload the game results at the completion of play to CricHQ. All matches must be scored on **both** CricHQ and a paper scorebook.
- 17.2 Umpire Reports and Ground Reports are to be completed and submitted in CricHQ by no later than 4pm on the first Tuesday following the match. Failure to complete these requirements will see forfeiture of reporting bonus points.

18. Code of Conduct

1. Please refer to Senior Competitions Regulations Document section 3.