

The Bay of Plenty Cup – Playing Conditions 2020

Except as modified here under, all matches shall be played in accordance with the MCC

Laws of Cricket – 2017 Code-**2nd edition 2019** with adaptations according to NZC Playing Conditions 2019-20 season.

1. Innings

Each match shall consist of two innings (maximum of 50-over) **in** one day.

2. Hours of Play

- 2.1. Each match shall commence at 12 Noon unless altered by the District Association Competition Manager (DACM).
- 2.2. Matches should be completed by 7.00pm (this time can be extended by 30 minutes at the discretion of the appointed standing umpires **if the start is delayed or a weather interruption occurs**).
- 2.3. Unless otherwise agreed by the standing umpires and team captains, an innings interval of 30 minutes shall be taken.
- 2.4. If the innings of the team batting first concludes more than 30 minutes prior to the scheduled interval break, the second innings of the match will proceed after a 10-minute interval. The scheduled interval will commence at its scheduled time, but will be reduced to 20 minutes.

3. Umpires

- 3.1. Umpires for this competition shall be allocated by The Bay of Plenty Umpires Association in conjunction with Bay of Plenty Cricket.

4. The Toss

- 4.1. Before the match toss, both captains must submit a team list to the standing captains (or opposition captain if no appointed umpires are 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.
- 4.2. No team shall participate with less than 8 players. Teams with less than 8 players will forfeit the result to the opposition team.
- 4.3. The toss for innings can take place at any time but shall be taken no less than 30 minutes prior to the scheduled start time.

- 4.4. Teams with **fewer** than 8 players present at the ground 30 minutes prior to the scheduled start time shall forfeit the toss to the opposition team.

5. The Ball

- 5.1. A red 4-piece ball approved by the DA shall be used. (please refer to section xx of Bylaws document for ball requirements)
- 5.2. A new ball shall be used in each innings

6. Length of Innings

- 6.1. In an uninterrupted match (which includes a match where the start is delayed) but where it is possible for both sides to bat for 50 overs by 7.00pm
- 6.1.1. Each team shall bat for 50-overs unless all out earlier
- 6.1.2. In the event of the team fielding first failing to commence bowling the 50th over by the expiration of three hours ten minutes from the commencement of its opponent's innings, it shall bowl out the 50 overs but its batting innings shall be limited to the same number of overs as it bowled to its opponents in the three hours ten minutes from the commencement of its opponent's innings. An over in progress at the start of three hours ten minutes from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of the aforesaid period. If the team batting first is all out and the last wicket falls within two minutes of the expiration of three hours ten minutes from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over)
- 6.1.3. If the team batting first is dismissed in less than 50 overs the team batting second shall be entitled to bat for 50 overs except as provided in 6.1.2 above.
- 6.1.4. In the event of the team fielding second failing to bowl, if necessary, 50 overs, or the numbers of overs as provided in 6.2 below by 7.00pm, play **shall** be extended until the required number of overs is bowled, or a result is achieved.
- 6.2. An interrupted match (where the start is delayed, or where play is suspended)
- 6.2.1. The objective should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of **16** overs per hour (3.8 minutes/over) in the time remaining before close of play at 7.00pm.
- 6.2.2. If, owing to suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs **as** calculated below (The result).

6.2.3. 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.

7. The Result

- 7.1. A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 7.2. All matches, in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared “No result” matches.
- 7.3. In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 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.
- 7.4. If the scores are equal the game will be declared a tie, except in a semi-final or final where the result will be decided by a super over. (see section 7.3 of The Senior Bylaws Document for Super Over rules and conditions).
- 7.5. If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 20 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**.
- 7.6. 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 20 overs), the result shall be decided by the **DLS method**.

8. Points

- 8.1. 6 Points for a win
- 8.2. 3 points for a tie or no result
- 8.3. 1 bonus point will be awarded to the winning team if;
 - 8.3.1. The team batting first **bowls out** the opposition team for a total which is **less than 80%** of the team’s total runs scored in the first innings.
 - 8.3.2. The team batting second reaches their oppositions total runs in **80% or less** of the allocated overs available. Eg. By the end of the 40 over or less in a full 50-over match.
 - 8.3.3. If the overs available are reduced due to weather the bonus point targets are adjusted according to the DLS method.
 - 8.3.4. Refer for Appendix (a) for further details
- 8.4. 1 bonus point for scorecard entry and reporting (see section 14 below).

9. Defaults:

- 9.1. 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. Fielding Restrictions

- 10.1. At the instant of delivery there can be no more than 5 fielders on the leg side, and no more than 2 fielders behind square leg.
- 10.2. In the event of an infringement of the fielding restrictions, either Umpire shall call and signal "No Ball".
- 10.3. The Inner Circle shall be depicted by two semicircles on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.5m). The ends of each semicircle shall be joined by two parallel straight lines drawn on the field.
- 10.4. At the instant of delivery:

Powerplay	Overs	Restrictions
Powerplay 1	Overs 1 – 10 inclusive	no more than two (2) fielders shall be permitted outside this fielding restriction area
Powerplay 2	Overs 11 – 40 inclusive	no more than four (4) fielders shall be permitted outside this fielding restriction area
Powerplay 3	Overs 41 – 50 inclusive	no more than five (5) fielders shall be permitted outside this fielding restriction area

- 9.5 If the total number of overs is reduced from the commencement of play, both teams shall have the same fielding restrictions applied. In an interrupted match where the overs of the team batting second are reduced, the number of overs of fielding restrictions will be reduced proportionately to the number of overs that the fielding restriction applied to the team batting first, **namely:**

- Powerplay 1 = 20% of overs
- Powerplay2 = 60% of overs
- Powerplay 3 = 20% of overs

The following table can be used to calculate fielding restrictions for an interrupted match:

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

11. No Ball

- 11.1. 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.

- 11.2. For the free hit delivery, the fielding restrictions shall apply as follows:
- 11.2.1. 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).
 - 11.2.2. 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.

12. Wide Ball

- 12.1. The wide shall be adjudicated in accordance with the MCC Laws of Cricket – 2017 Code.
- 12.2. **The bowling of fast short-pitched ball Law 41.6. shall be replaced by the following:**
- 12.2.1. A bowler shall be limited to **two** fast short pitched deliveries per over.
 - 12.2.2. 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.
 - 12.2.3. 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.
 - 12.2.4. 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**.
 - 12.2.5. 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.
 - 12.2.6. 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 differential signal shall be used to signify this fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- 12.3. **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).

13. Results and Match Reporting

- 13.1. 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.
- 13.2. Scorecards, 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.

14. Competition Format and Competition Results

- 14.1. The competition shall be played in a full round-robin format. All teams will play against each other once across the competition
- 14.2. All teams shall have one bye round across the competition
- 14.3. The competition winner shall be determined by the team which has accumulated the highest number of points at the completion of the round-robin competition.
 - 14.3.1. If a winner still cannot be determined, then it will be based on 'who-beat-who' during round-robin play and if this is equal (eg three teams on equal points) then net run rate.

15. Code of Conduct

- 15.1. Please refer to section **16** of The Senior Bylaws & Competition Conditions Document

Appendix (a)

Bay of Plenty Cup 2020 Bonus Point Strategy

- (a) 1 bonus point will be awarded for any team that achieves victory with a run rate 1.25 times that of the opposition.

NOTE: For the team batting second to gain 1 bonus point, the victory must be achieved by the end of the 40th over (or in a reduced overs match 80% of the reduced number of deliveries, rounded up to the next delivery as required).

- (b) Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- (c) For the team bowling second to gain 1 bonus point, they must bowl the opposition team all out for a score which is less than 80% of their total score while batting first. For example, the team batting first scores 200 in their first innings. In order for that team to earn 1 bonus point they must bowl the opposition team out for less than 160.
- (d) Where matches are shortened and targets revised through the Duckworth/Lewis/Stern system, bonus run rates and bonus defensive targets are derived as a proportion of the revised target score and maximum overs.

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run Rate	Required Run Rate	Overs to Win	Required Run Rate	Target Score
300	6	7.525	40	4.8	240
275	5.5	6.9	40	4.4	220
250	5	6.275	40	4	200
225	4.5	5.65	40	3.6	180
200	4	5.025	40	3.2	160
175	3.5	4.4	40	2.8	140
150	3	3.775	40	2.4	120
125	2.5	3.15	40	2	100
100	2	2.525	40	1.6	80
75	1.5	1.9	40	1.2	60



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