

The Bay of Plenty Cup 2021

Playing Conditions

Except as modified hereunder, 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 2020-21 season.

In addition, the provisions of the current NDCA Senior Competition Regulations document shall apply in this tournament.

- **The Bay of Plenty Cup is a Premier Club Competition comprising of a round-robin tournament over 8 rounds.**
- **Matches will be played in a 1-day, 60/50 over format.**
- **The leader on the standings table at the conclusion of the round robin competition will be declared the winner of the Cup.**
- **In addition to competition points for match results, bonus points will be awarded to teams reaching batting and bowling milestones through the match.**

1. *Innings Format*

- 1.1. Each match shall consist of two innings in one day. The team batting first will be entitled to 60 overs. The team batting second will be entitled to a minimum of 50 overs.
- 1.2. If the team batting first is bowled out, or declare their innings closed, in less than their allocated 60 overs, the remaining overs will be added to the overs available to the team batting second.
- 1.3. For the purposes of this regulation a part over will be considered a full over.
- 1.4. The team batting first may declare their innings closed at any time, however a mandatory declaration will be applicable after the completion of 60 overs.

2. *Hours of Play*

- 2.1. Each match shall commence at 11:30am, unless altered by the Competitions Administrator.
- 2.2. Matches should be completed by 7.00pm. An extension of 30 minutes will be allowed at the discretion of the appointed standing umpires in the event of a delayed start or a

weather interruption.

- 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.
- 2.5. Two drinks breaks, of a maximum duration of 4 minutes, may be taken in each innings, at 75 minute intervals.
- 2.6. As an indication, a match commencing at the standard time should adhere to the following timing:

11:30 – 3:20	First innings
3:20 – 3:50	Interval
3:50 – 7:00	Second Innings

3. Umpires

- 3.1. Umpires for this competition shall be allocated by the Competitions Administrator and Official Coordinator and Developer, in conjunction with Bay of Plenty Cricket.

4. Pitches

- 4.1. Matches in this 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 matches shall be transferred to suitable and available artificial pitches.
- 4.2. Expectations are that every effort will be made by the home teams to efficiently cover the pitches, including artificial pitches, from Thursday evening on. Failure to do this may lead to the forfeiture of points.
- 4.3. Only rubber soled footwear (**no metal spikes**) may be used on artificial pitches.

5. Team Lists

- 5.1. Before the match toss, both captains must submit a team list to the standing umpires.
- 5.2. The team list may include a concussion substitute, who may take a full part in the match as a replacement for a nominated player who is unable to continue as a result of a concussion injury sustained during the match.
- 5.3. 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.

- 5.4. No team shall participate with less than 8 players. Teams with less than 8 players will forfeit the result to the opposition team.

6. The Toss

- 6.1. The toss for innings can take place at any time but shall be taken no less than 30 minutes prior to the scheduled or any rescheduled start time.
- 6.2. 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.

7. The Ball

- 7.1. A **Red** 156g 4-piece ball approved by the DA shall be used. Only Kookaburra Turf or Regulation will be allowed. Club Match or lower grade balls will not be allowed.
- 7.2. This regulation supersedes clause 11.5.2 of the NDCA Senior Competition Regulations.
- 7.3. A new ball shall be used in each innings.
- 7.4. Both teams should keep in their possession at least one used ball in good condition, to be available in the event of a replacement being required.

8. Length of Innings

- 8.1. In an uninterrupted match where it is possible for both sides to bat for their allocated overs by 7:00pm, or where the start is delayed but there is no reduction in overs:
- 8.1.1. The team batting first shall bat for 60 overs, unless dismissed or declare their innings closed earlier, at which time a mandatory declaration will take place.
- 8.1.2. If the team batting first is dismissed, or declares its innings closed, in fewer than 60 overs, the team batting second shall be entitled to bat for 50 overs plus the number of complete overs remaining in the innings of the team batting first at its completion.
- 8.1.3. In the event of the team fielding first failing to commence bowling the 60th over by the expiration of three hours fifty minutes from the commencement of its opponent's innings, it shall bowl out the 60 overs but its batting innings shall be reduced by the number of complete overs it had remaining to be bowled at the scheduled conclusion of the first innings. An over in progress at the start of three hours fifty 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.
- 8.1.4. If the team batting first is all out and the last wicket falls within two minutes of the expiration of three hours fifty minutes from the commencement of its innings, the team batting second shall forfeit the right to the addition to its innings of any

complete overs remaining to be bowled at the completion of the first innings.

8.1.5. In the event of the team fielding second failing to bowl, if necessary, 50 overs, or the numbers of overs as provided in 8.1.2 above by 7.00pm, play shall be extended until the required number of overs is bowled, or a result is achieved.

8.2. An interrupted match (where the start is delayed, or where play is suspended):

8.2.1. A minimum of 50 overs must be played to constitute a match.

8.2.2. The team batting second must be allowed a minimum of 20 overs. A mandatory declaration will be applicable to the team batting first to allow sufficient time for this provision, unless dismissed earlier.

8.2.3. 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 7:30pm (including the allowed 30 minute time extension).

8.2.4. The umpires shall calculate the number of overs available to the team batting first in its innings, allowing for a minimum of 20 overs in the innings of the team batting second, and the time by which the team bowling first must complete this number of overs. This time will be used to implement the provisions of clauses 8.1.3 and 8.1.4 above.

8.2.5. Allowing for a 10 minute interval between innings, a minimum of 200 minutes will be required to complete 50 overs. Thus the latest time a delayed match can commence is 4:10pm.

9. *Bowling Restrictions*

9.1. No bowler in the match shall bowl more than 14 overs.

9.2. No bowler shall bowl more than 10 overs in one spell. After completing a spell a bowler must wait for the equivalent number of overs of that spell before bowling again.

9.3. Current New Zealand Cricket bowling guidelines for age-group fast bowlers will apply.

10. *The Result*

10.1. A result can be achieved only if both teams have had the opportunity to bat for at least the number of overs specified in 8.2 above, unless one team has been dismissed in less than its allocated overs or the team batting second scores enough runs to win in less than 20 overs.

10.2. All matches in which fewer than 50 overs have been played, or the team batting second has not had an opportunity to bat for a minimum of 20 overs, shall be declared No

Result.

- 10.3. Provided the match has been completed as prescribed in 10.1 above, an Outright Winner will be declared only if one of the following situations applies:
 - 10.3.1. The team batting second is dismissed for a lower total of runs than the team batting first achieved in its batting innings, in which case the team batting first is the Outright Winner, or
 - 10.3.2. The team batting second achieves a higher total of runs than the total of the team batting first, in which case the team batting second is the Outright Winner.
- 10.4. Should the team batting second be dismissed for number of runs equal to the total scored by the team batting first, the match shall be declared a tie.
- 10.5. In the event of the team batting second not achieving a higher total of runs than that of the team batting first, and not being all out, at the conclusion of its allotted overs, the match will be declared a draw. The following shall apply:
 - 10.5.1. The team batting first shall be deemed to have achieved a winning draw, and
 - 10.5.2. The team batting second shall be deemed to have achieved a losing draw.

11. Points

- 11.1. The following competition points will be awarded:
 - 11.1.1. 19 points for an outright win.
 - 11.1.2. 6 for a winning draw.
 - 11.1.3. 3 for a losing draw.
 - 11.1.4. 0 points will be awarded to a team which loses outright.
 - 11.1.5. 9 points will be awarded to each team in the event of a tie, or a match being abandoned or no result achieved.
- 11.2. In addition to the result points in 11.1 above, teams not achieving an outright win will be awarded a maximum of 4 bonus points for achieving set milestones in each of their batting and bowling innings.
 - 11.2.1. Batting points will be awarded for the following milestones:
 - 120 runs – 1 point
 - 150 runs – 2 points

180 runs – 3 points

210 runs - 4 points

11.2.2. Bowling points will be awarded for the following milestones:

3 wickets – 1 point

5 wickets – 2 points

7 wickets – 3 points

9 wickets – 4 points

11.3. No batting and bowling bonus points will be awarded to a team achieving an outright win.

11.4. Each team will also receive a further competition point for completing its reporting obligations as prescribed in section 17 below.

11.5. Including this reporting point, a total of 20 points is available for a team achieving an outright win. A team can win a maximum of 15 points for a winning draw, 12 for a losing draw, and 9 for an outright loss.

12. Defaults

12.1. Should a team default a match their opposition team shall receive points 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 washout points.

13. Fielding Restrictions

13.1. At all times during the match, at the instant of delivery:

13.1.1. No more than 5 fielders are allowed on the leg side, and

13.1.2. No more than 5 fielders are allowed outside the 30 yard circle.

13.1.3. This circle shall be defined by two semicircles on the field of play, each having a radius of 30 yards (27.5m), and the middle stump at either end of the pitch as their centres. The ends of each semicircle shall be joined by two parallel straight lines. The circle shall be depicted by lines painted on the field, or by suitable temporary markers.

13.2. Other than these conditions, the standard Laws of Cricket apply.

13.3. In the event of an infringement of any of these restrictions, either umpire shall call and signal No Ball.

14. No Balls and Wides

- 14.1. No Balls and Wides shall be adjudicated in accordance with the MCC Laws of Cricket – 2017 Code.
- 14.2. Umpires shall apply the Ford Trophy interpretation of the Wide Ball Law as prescribed in clause 12 of the NZC Playing Conditions 2020-21 in adjudicating wide deliveries.
- 14.3. For the avoidance of doubt, there shall be no Free Hit allowed after a call of No Ball.

15. Short-pitched Bowling

- 15.1. **The bowling of fast short-pitched ball Law 41.6. shall be replaced by the following:**
 - 15.1.1. A bowler shall be limited to **two** fast short-pitched deliveries per over.
 - 15.1.2. A fast short-pitched ball is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
 - 15.1.3. The bowler's end umpire shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
 - 15.1.4. 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**.
 - 15.1.5. 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.
 - 15.1.6. In the event of a bowler bowling more than two fast short-pitched deliveries in an over, as defined in 15.1.2 above, the bowler's end umpire 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.

16. Non-pitching Deliveries

- 16.1. All non-pitching deliveries, fast or slow, which pass above waist height of the striker standing upright at the popping crease, are to be called and signalled No Ball.
- 16.2. Should the umpire consider the delivery is dangerous to the batsman, the umpire shall, in addition to the call of No Ball, caution the bowler and issue a first and final warning.

17. Results and Match Reporting

- 17.1. It is the responsibility of **the home** team to live score on CricHQ and/or upload the match result 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 **for both teams** are to be completed and submitted in CricHQ by **no later than 4pm on the first Tuesday following the match.**
- 17.3. Such reports are required for all matches, regardless of whether they are completed, unless abandoned prior to the arrival of the team on the day of the match.
- 17.4. Failure to complete these requirements will result in the forfeiture of reporting bonus points.

18. Code of Conduct

- 18.1. The provisions of the current NDCA Senior Competitions Regulations Document section 16 shall apply.

19. Concussion and Helmet policies

- 19.1. The provisions of the current NDCA Senior Competitions Regulations Document section 2.1.2 and 2.5 shall apply.