

# Bay Cup Playing Conditions 2016-2017

Except as modified hereunder the First Class playing conditions for cricket in New Zealand shall apply in all matches.

## The Competition

The Competition will comprise a series of two round robins with no finals.

The team to go forward to the Club Championship will be the team that wins the overall competition. In the event of tied points then it will be decided by the net run rate (CricHQ)

## Pitches

One day matches (limited over) in the above competition are always scheduled on grass pitches. However if any time prior to the start of play the grass wickets are deemed to be unavailable the game shall be transferred to suitable and available artificial wickets.

BOPCA expectations are that every effort is made to efficiently cover the wickets from Thursday evening on. Failure to do this **will** lead to the forfeiture of points by the host team.

Only rubber soled footwear (no metal spikes) may be used on artificial pitches.

## Eligibility of Players

See document on Bay of Plenty Cricket Web page under Playing Conditions.

## Duration

A match will consist of 106 overs. The first innings will be limited to 56 overs maximum. In the event of a team declaring or being dismissed prior to the 56 overs, the 2nd innings will consist of 50 overs plus those not utilised in the first innings. There are no overs lost for a change of innings. In matches where the start is delayed there must be a minimum of 40 overs available for play. The team batting second must have the opportunity to bat a minimum of 20 overs. A compulsory declaration from the team batting first is required to allow this. Anything outside of this will be taken as a no result. Calculations for rain delayed matches are based on 16 overs per hour from the 12 midday start with a 7.30pm finish time

## Hours of Play

Innings commence at 12 noon unless an earlier start is notified by Bay of Plenty Cricket Association. A 12 noon start would finish no later than 7.30pm or 8.00pm in the event of weather interruptions. In the event of an earlier start these are altered accordingly.

Unless otherwise agreed, an interval of 30 minutes shall be taken between innings.

## The Toss

Before the toss for innings the Captain will nominate his players who may not thereafter be changed without consent from the opposing Captain. No team shall participate with less than 8 players.

The toss can be taken at any time but shall be taken no less than 30 minutes before the scheduled start time. If one team has more than nine players and the other more than six players the toss shall be taken. A deputy shall toss in a Captain's absence.

## The Ball

Only 4 piece balls approved by the BOPCA may be used.

A new ball shall be used in each innings of each side.

## Drinks Breaks

Every 75 minutes at discretion of umpires and captains. Maximum drinks break duration of 4 minutes.

## The Result

To achieve an outright win the team bowling second must dismiss the team batting second, or the team batting second passes team ones score.

Points will be awarded as follows:

Outright win	20 points
Winning Draw	16
Losing Draw	8
No Result/Abandoned	8
Loss	0
<b>Reporting Points</b>	<b>3</b>

## Penalties for not Bowling Required Overs

If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the sessions (based on 16 overs per hour) then, after consultation between umpires regarding any time allowances, the penalty against the bowling team shall be 1 competition point deducted for every 2 overs not bowled.

If a team does not achieve any points in a game the points will be deducted from their overall Championship points.

## Number of Overs per Bowler

The maximum overs any bowler can bowl is 12.

## Fielding Restrictions

Will apply for the first 15 overs of the innings where there must be a minimum of 2 stationary catchers at all times.

The only other restriction to apply is the leg side fielders where a maximum of 5 is permitted at any one time with no more than 2 behind square leg.

## Wide Bowling

Wides will be measured as for New Zealand Cricket First Class playing conditions. These will be worth **1 runs** to the batting team.

## No Balls

All no balls will be worth **1 run** to the batting team. Bowlers are allowed two bouncers per over. No free hits with no balls.

## Light

Play will continue regardless of the state of light but Umpires must take into account danger to players. The Umpires are the sole judge of conditions.

## 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.

## Results:

It is the responsibility of **the home** team to either Live Score on CricHQ, or upload game data at completion of game to CricHQ, or manually enter the result and both teams statistics to CricHQ no later than 9am Tuesday following match day.

**Captains Reports are also to be completed on CricHQ under the same timeframe. Failure to complete these requirements will see forfeiture of reporting points.**