

Baywide T20 Playing Conditions 2018-2019

1. Playing Conditions

Except as modified hereunder, the First Class playing conditions for cricket in New Zealand will apply in all matters

Pitches

1. One day matches (limited over) in the above competition are always scheduled on grass pitches. However if **at** any time prior to the start of play the grass **pitches** are deemed to be unavailable the game shall be transferred to suitable and available artificial **pitches**.
2. BOPCA expectations are that every effort is made to efficiently cover the **pitches, including artificial**, from Thursday evening on. Failure to do this may lead to the forfeiture of points.
3. Only rubber soled footwear (no metal spikes) may be used on artificial pitches.

2. Duration

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

3. Schedule of Hours of Play

Match	First Innings	Interval	Second Innings
1 st Game	12.00 – 1.15pm	1.15 – 1.30pm	1.30 – 2.45pm
2 nd Game	3.45 – 5.00pm	5.00 – 5.15pm	5.15 – 6.30pm

4. Intervals

1. The interval between the innings shall be 15 minutes
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
3. No drinks intervals are permitted

5. Length of Innings

In an Uninterrupted Match (ie. the match is neither delayed nor interrupted):

1. Each team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
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.
3. If the team fielding first fails to bowl 20 overs by the scheduled time for the cessation of the first innings, play shall cease and the over-rate penalty provisions shall apply. The team batting second shall only be entitled to receive the same number of overs as they bowled to the team batting first, unless dismissed earlier.
4. If the team fielding second fails to bowl 20 overs (or the same number of overs they received in the first innings) by the scheduled time for the cessation of the second innings, play shall cease and the over-rate penalty provisions shall apply.

In a Delayed or Interrupted Match:

5. When playing time has been lost, the revised number of overs to be bowled in the match shall be calculated at a rate of 3.75 minutes per over for the total time available for play.
6. 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. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
8. When calculating the remaining playing time available for the match, the duration of the interval between innings will be taken into account.
9. 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.
10. If the fielding team fails to bowl 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.
11. If the team fielding second fails to bowl the revised number of overs (or the same number of overs they received in the first innings) by the specified cessation time, play shall cease and the over-rate penalty provisions shall apply.
12. 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.

6. The Ball

White may be used on each game on the same day.

7. The Result

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.
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.
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.
4. If the scores are equal the game will be declared a tie,.
5. If the team batting second has not had the opportunity to complete the agreed number of overs and has **neither** been **all out** or passed its opponents score the result shall be calculated as follows:
 - a. The run target for the team batting second shall be one more run than the average runs per over of the team batting first multiplied by the number of overs available to the team batting second **plus 1 run** per over added for the agreed overs not completed by the team batting second.
 - b. If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the average runs per over of the team batting first multiplied by the number of overs available to the team batting second **plus 1 run** per over added for the agreed overs not completed by the team batting second.

- c. In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled, and not the number of overs in which it was dismissed.

8. Bowl Off

In the event of a tie, wash out, or incomplete game where a bowl off can be completed the following will apply:

1. Six players from each team shall be nominated by the captain to participate in a bowl off.
2. Captains toss a coin to see who bowls first.
3. Players alternate deliveries between the teams, with the most hits by any one team being declared the winner. If there is still a tie after all 12 deliveries, then sudden death will apply with the first hit and miss in a pairing deciding the winner. NB. Players continue in the same order as for the first 6 deliveries.
4. Bowl off may take place in an area other than on the game day pitch.

9. Restrictions on the Placement of Fieldsmen

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.
2. At the instant of delivery there shall not be more than five Fieldsmen on the leg side.
3. For the first 6 overs of each innings only two Fieldsmen shall be permitted outside the Fielding restriction area.
4. During the non Fielding Restriction overs, no more than 5 fieldsmen shall be permitted outside the Field restriction area,
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 apply In Innings (Overs)	Number of Overs for which Fielding Restrictions will No's
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

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

10. Number of Overs Per Bowler

1. No bowler may bowl more than four overs in an innings.
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.
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.
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.

11. No Ball - Penalty

The penalty for a No ball will be 1 run.

12. Free Hit after a No Ball Delivery

1. The delivery following **any** 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.
2. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball.
3. Field changes are not permitted for free hit deliveries unless there is a change of striker.

13. Wides

A wide shall count as 1 extra to the batting side and an extra ball will be bowled

14. Timed Out

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.
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.

15. Over-Rate Penalties

1. Each side is expected to have completed the required number of overs by the scheduled or re-scheduled cessation time. Over-rate penalties apply only to innings of 10 overs or more duration.
2. In each innings, if the fielding team fails to bowl the required number of overs by the scheduled cessation time, play shall cease and the batting side will be credited with 15 runs for each over that was not completed by the cessation time. The over in progress at the cessation time shall count as a completed over.
3. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.
4. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

5. If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply.
6. Umpires will closely monitor the over rate and any contravention of batsmen wasting time.
7. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

16. Points and Match Results

1. 2 points for a win
2. 0 points for a loss
3. 1 point for a wash out or incomplete game

NB. Only if there is no reasonable opportunity to complete a bowl off.

17. Final:

1. At the completion of the round robin the teams will play off in descending order to determine the winner of the competition i.e. 1 v 2, 3 v 4, 5 v 6, 7 v 8. The order will be determined by the points achieved through the round robin, in case of a tie this will be separated firstly by whom beat who then if no clear answer net run rate. To calculate a team's net run rate, the average runs per over scored by that team is deducted from the average runs per over scored against it.

Results:

It is the responsibility of **the home** team (Bay of Plenty Cricket will determine who is home team which will be displayed in the draw) to either Live Score on CricHQ, or upload game data at completion of game to CricHQ, or manually enter result and both teams statistics to CricHQ no later than 4pm Monday following match day. Failure to do this **will** see forfeiture of points.

Umpire Reports and players MVP reports are also to be completed and emailed or faxed to Bay of Plenty Cricket office under the same timeframe. Again failure to complete these requirements will see forfeiture of points.