



WESTERN BAY OF PLENTY CRICKET ASSOCIATION

WBOPCA Reserve Grade Playing Conditions 50 over Matches

Except as provided hereafter, all matches shall be played in accordance with the MCC Laws of Cricket – 2000 Code (5th edition), with adaptations according to NZC Playing Conditions 2016/17 season.

Pitches

1. One Day matches (limited overs) in the above competitions, where possible, will be scheduled for grass pitches. However if grass wickets are not available matches shall be played on artificial wickets and where possible “Club” home venues will be used.
2. WBOPCA expectations are that every effort is made to efficiently cover the grass wickets from Thursday evening on. Failure to do this may lead to the forfeiture of competition points. Remember if your team is listed as the “Home” team you are expected to be responsible for grass wicket.
3. Only rubber soled footwear (no spikes) maybe used on artificial wickets.

Hours of Play

1. Each match shall commence at 12.00 noon unless altered by the Western Bay of Plenty Cricket Association.
2. Unless otherwise agreed, an interval of no longer than 30 minutes maybe taken between innings.

Innings

Each match shall consist of two innings (maximum 50 overs) on one day.

The Toss

1. Before the toss for innings the Captain will nominate his players who may not thereafter be changed without consent from the opposing Captain.
2. No team shall participate with less than 8 players.
3. The toss for the innings can be taken at any time but shall be taken no less than 15 minutes before the scheduled start time.
4. If one team has more than 9 players and the other more than 6 players the toss shall be taken. A deputy shall toss in a Captain’s absence.

The Ball

1. Only 4 piece balls, approved by the WBOPCA may be used. Requirement is Kookaburra 156gm Club Match or better.
2. A new ball shall be used in each inning of each side.

The Match

1. It is the responsibility of the “Home” listed team to supply and place the boundary markers in agreeance with the opposition Captain and is also responsible to have a Scoreboard.
2. At least one written scorecard must be kept if the other team is scoring on www.crichq.com whether live or uploaded. The result on www.crichq.com must be loaded onto website by 6pm on Tuesday night following the match. Failure to do so could lead to NO MATCH POINTS.
3. Both Captains must sign the scorebook/s to confirm they agree with the target runs set by the team batting first.

The Length of Innings

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, matches should be completed by 7.00pm:

1. Each team shall bat 50 overs unless all out earlier.
2. In the event of the team bowling first failing to bowl 50 overs 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 3 hours 10 minutes from the commencement of its opponent’s innings. An over in progress at the expiration of the 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 2 minutes of the expiration of the 3 hours 10 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 completed over).
3. If the side 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 (2) above.
4. In the event of the team bowling second failing to bowl, if necessary, 50 overs or the number of overs as provided below by 7.00pm, play shall be extended until the required number of overs have been bowled or a result achieved.

In matches where the start is delayed or where play is suspended:

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 15 overs per hour in the time remaining before close of play at 7.00pm.
2. If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.00pm, the hours of play shall be extended until the required number of overs have been bowled or a result achieved.
3. 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 calculated below (The result).

4. 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.

In the event of the team fielding second failing to bowl, if necessary, 50 overs or the number of overs as provided below by 7.00pm, play shall be extended until the required number of overs has been bowled or a result achieved.

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2. If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced numbers of the overs by 7.00pm the hours of play shall be extended until the required number of overs have been bowled or a result achieved.
3. If, owing to the 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 calculated below. (The Result)
4. The team batting second shall not bat for a greater number of overs than the first team unless the later has been all out in less than the agreed number of overs.

The Result

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.
2. All other 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.
3. In a match in which both teams have had the opportunity of batting for the agreed number of overs (ie 50 overs each in an uninterrupted match, or a less 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 match will be declared a tie, except in a semi final or final where the result shall be decided in favour of the highest qualifier in the round robin games.
5. If the team batting second had not had the opportunity to complete the agreed number of overs and has neither been all out nor 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** one 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 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** one 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.

Number of Overs Per Bowler

No bowler shall bowl more than 10 x 6 ball overs in an innings. Where the start is delayed and the innings of both teams is reduced or where play is interrupted and 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 except that where the total is not divisible by 5, an additional over shall be allowed to a minimum number of bowlers, such minimum being equal to the remainder obtained when the total numbers of overs is divided by 5. In the event of a bowler breaking down or being suspended, the remaining balls shall be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Fielding Restrictions

1. At the instance of delivery there may not be more than 5 fieldsmen on the leg side.
2. It is the responsibility of both Captains to agree on a 30 metre fielding circle if such circle is not on the field.
3. In the first 15 overs of each innings there must be two stationary fieldsmen within 13 metres of the striker at the instance of delivery and only 2 fieldsmen outside the 30 metre circle. In last 15 overs only 5 fieldsmen allowed outside 30 metre circle."
4. Where 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 the fielding restrictions will be reduced proportionately to the number of overs that the fielding restriction applied to the team batting first.
5. In the event of an infringement of these restrictions either Umpire shall call and signal "No Ball".

The Bowling of Short Fast Pitched Balls Law 42.6(a) shall be replaced by the following

1. A bowler shall be limited to two (2) fast short pitched deliveries per over.
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.
3. The Umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
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".
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.
6. In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 2 above, the Umpire at the bowlers 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 his head with the other hand.

A penalty of one run is awarded instantly on the call of “No Ball”. This is scored as a No Ball extra (ie in addition to any other runs scored or awarded from the delivery).

The Bowling of High Full Pitched Balls Law 42.6(b) shall apply with the following

1. All full toss deliveries fast or slow if above waist height are to be called and signalled “No Ball”. The Umpire shall caution the bowler (if the ball is deemed dangerous) and issue a first and final warning. A penalty of one run is awarded instantly on the call of the “No Ball”. This is scored as a “No Ball” extra (ie in addition to any other runs scored or awarded from the delivery).

Defaults

Should a teams opposition default that team shall receive points equivalent to the maximum number of points scored per team in that round. If all matches in the round are rained off all teams, excluding the default team, will receive wash out / abandoned points.

Finalists

The finalists will be decided over 2 full round-robin matches with 1v2 (winner directly to Grand Final while loser will play winner of 3v4. Top Qualifier (1) and 3 will have “Home” venue advantage for Preliminary Semi-finals with loser of 1v2 having “Home” advantage in major Semi-Final.

In the case of equal points the teams tied will first be decided upon who beat who in the round robin and if not applicable on net run rate.

There is no reserve day for semi-finals, with the highest points scorers progressing to the final. A reserve day will be available for the final and if that match is not played the competition winner is the team finishing first in round robin play.

Eligibility of Players for semi Final and Final.

- Western BOP Cricket Association expects each player to have started at least 8 games in the relevant grade or lower during the season.
- Abandoned games, that is before the start of play do not count, nor do games that have been rained out.
- Players that have played 4 or more Premier games may seek dispensation, in writing, justifying their reasoning no later than 3 days prior to the commencement of the scheduled game.
- Teams/clubs wishing to question the eligibility of a player after the fact must, in writing, notify the Senior Competition Committee.
- If a player is found to be ineligible then points may be defaulted.
- Players intending to change clubs within a season must, in writing, inform the Senior Competition Committee before participating in a match for the new club.

Except as provided, all matches shall be played in accordance with the Laws of Cricket – 2000 Code as promulgated by the Marylebone Cricket Club (MCC).

Competition Points

Winning team will receive 20 competition points.

The losing team receives 0 competition points but retains any batting and bowling bonus points achieved thru the match.

Bonus Points

A batting bonus point is achieved at 80 runs, 110 runs, 140 runs, 170 runs & 200 runs – maximum 5 batting bonus points.

A bowling bonus point is achieved at the fall of 2nd wicket, 4th wicket, 6th wicket, 8th wicket & 10th wicket – maximum 5 bowling bonus points.