

Baywide T20 Playing Conditions 2019-2020

1. Playing Conditions

Except as modified hereunder NZC Playing Conditions (Super Smash T-20) will apply in all matters.

Pitches

One day matches (limited over) in the above 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 game shall be transferred to suitable and available artificial pitches.

1. BOPCA expectations are that every effort is made to efficiently cover the pitches, including artificial pitches, from Thursday evening on. Failure to do this may lead to the forfeiture of points.
2. 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 – 1.20pm	1.20 – 1.30pm	1.30 – 2.50pm
2 nd Game	3.40– 5.00pm	5.00 – 5.10pm	5.10– 6.30pm

4. Intervals

1. The interval between the innings shall be **10** 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 (i.e. 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 fail to commence any of their 20 overs by the scheduled time for the cessation of the first innings, play shall continue until the 20 overs are completed (unless all out earlier). The team batting second shall only be entitled to receive the same number of overs as they bowled to the team batting first prior to the scheduled cessation time, unless dismissed earlier.
4. If the team fielding second fails to start the last of the revised number of overs (or the same number of overs they received in the first innings) by the specified cessation time, play shall continue. The umpire may report the team captain to the Bay of Plenty Cricket disciplinary committee. Repeated infringing by any team could result in team captains facing a Code of Conduct hearing and suspension.

Example: Team 1 bowls 18.3 overs by the scheduled cessation time. They will complete their 20 overs, unless Team 2 are all out earlier. Team 1 when batting are entitled to receive 19 overs only.

In a Delayed or Interrupted Match:

1. When playing time has been lost, the revised number of overs to be bowled in the match shall be calculated at a rate of 4 minutes per over for the total time available for play.
2. 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.
3. Should calculations regarding numbers of overs result in a fraction of an over the fraction shall be ignored.
4. When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
5. 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.
6. If the team fielding first fails to commence any of the revised number of overs by the specified cessation time, play shall continue until their full quota of overs has been bowled. The team batting second shall only be entitled to receive the

same number of overs in their innings as they bowled to the team batting first, unless dismissed earlier.

7. If the team fielding second fails to start the last of the revised number of overs (or the same number of overs they received in the first innings) by the specified cessation time, play shall continue. The umpire may report the team captain to the Bay of Plenty Cricket disciplinary committee. Repeated infringing by any team could result in team captains facing a Code of Conduct hearing and suspension.
8. 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.

Over Rate Penalties: (as above)

*Each side is expected to have started the last of the required number of overs by the scheduled or rescheduled cessation time. Over rate penalties apply only to innings of 10 overs or more duration.

* If the innings is terminated before the scheduled or rescheduled cut-off time no over rate penalty will apply

* Umpires will closely monitor the over rate and regularly inform captains of rates. They will take in to account any time allowances for any unforeseen delays beyond the reasonable control of the fielding team.

* Umpires will be responsible for reporting any Over Rate shortfalls to Bay of Plenty Cricket disciplinary committee. Repeated infringing by any team could result in team captains facing a Code of Conduct hearing and suspension.

6. The Ball

1. **White** 156g 4-piece club match balls approved by BOPCA will be used. A new ball **may** be used in each game on the same day.
2. For this white ball competition coloured pads or clads must be worn by batsmen

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 and a **Super Over** shall apply
- 5 a. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 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.
- b. 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 5 overs) the result shall be decided by the DLS method

8. Super Over

In the event of a tie the following procedure shall apply:

1. Three (3) batters and one (1) bowler are selected by each team to contest the one over encounter which will commence 10 minutes after the end of the Main match.
2. The team batting second in the Main match will bat first in the Super over.
3. The fielding team will select which end it will bowl from, and use the same ball as used in the Main match.
4. Each teams over is played with the same fielding restrictions as those that were in place for the last over of a normal T-20 match.
5. The loss of two (2) wickets in the over ends that teams one-over innings
6. The team that scores the higher number of runs in the Super over is the winner. If scores are still equal both teams are awarded six (6) points.

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. For the remaining 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 In Innings	Number of Overs for which Fielding Restrictions will apply
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.

10. 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 or the No Ball call resulted from a fielding restriction infringement.

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. Points: 6 points for a win (or a tie at the completion of a super-over)

3 points for no result

1 point (bonus) for reporting

16: Semi-finals and Finals

At the completion of round robin games teams will be ranked according to points earned in their 7 matches. In the case of equal points, the tied teams ranking will be decided by “who beat who” in the round robin and if not applicable on net run rate.

T20 Semi-finals: Team 1 vs 4. Team 2 vs 3.

If a result cannot be reached due to weather the highest ranked team will advance to the final.

T20 Final:

The winners of the respective semi-finals will play each other to determine the Bay T20 Competition Champions.

If a result cannot be reached due to weather the highest ranked team remaining will be declared the T20 Champions.

Results:

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.

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.