

# BOPCA WILLIAMS CUP

## 2016- 2017

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

### Pitches

1. One day matches (limited overs) 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.
2. BOPCA expectations are that every effort is made to efficiently cover the wickets 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.

### Hours of Play

1. Each match shall commence at 12.00 noon unless altered by the Bay of Plenty Cricket Association.
2. Unless otherwise agreed, an interval of 30 minutes shall be 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 innings can be taken at any time but shall be taken no less than 30 minutes before the scheduled start time.
4. 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

1. Only White Ball 4 piece balls approved by the BOPCA may be used.
2. A new ball shall be used in each innings of each side.

### 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 by 7.00pm by calculating the number of overs which can be bowled:

1. Each team shall bat for 50 overs unless all out earlier.
2. In the event of the team fielding 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 ten minutes from the commencement of its opponent's innings. An over in progress at the expiration of 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 two minutes of the expiration of three hours ten 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 complete over).
3. If the team 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 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.

### *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 numbers 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.

### **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 (i.e. 50 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, except in a semi final or final where the result will be decided in favour of the highest qualifier in the round robin games.
5. If the team batting second has 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 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.
  - 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**

1. No bowler shall bowl more than ten overs in an innings.
2. 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.
3. 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 instant of delivery there may not be more than 5 fieldsmen on the leg side. In addition further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they apply are set out below
2. Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.5 metres). The ends of each semicircle shall be joined by two parallel straight lines drawn on the field

At the instant of delivery:

- a) **Powerplay 1** – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive
  - b) **Powerplay 2** - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
  - c) **Powerplay 3** – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
3. 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 fielding restrictions will be reduced proportionately to the number of overs that the fielding restriction applied to the team batting first, **namely:**
    - **Powerplay 1 = 20% of overs**
    - **Powerplay2 = 60% of overs**
    - **Powerplay 3 = 20% of overs**
  4. 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 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 (b) 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 the 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 (i.e. in addition to any other runs scored or awarded from the delivery).



Umpire Reports and Ground reports are also to be completed and submitted in CricHQ with the same completion times as above. Failure to complete these requirements will see forfeiture of reporting bonus points.

**Points:**           6 points for a win  
                          3 points for a tie or no result  
                          1 point (bonus) for reporting