



WESTERN BAY OF PLENTY CRICKET ASSOCIATION

WBOPCA B Grade Playing Conditions - 40 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

One day matches (limited over) in the above competition are where possible scheduled on grass pitches. However if anytime 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.

WBOPCA 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.

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

Hours of Play

Each match shall commence at 1.00pm. Where one side is late in arriving and are not ready to take the field at 1pm the opposing side may impose the following penalty, for each complete 5 minute period 1 over will be reduced from the "late" sides batting innings.

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

Innings

Each match shall consist of two innings (maximum 40 overs) on one day.

The Toss

Before the toss for innings the both Captain will nominate his players in written form to the opposing Captain, and cannot thereafter be change their players without consent from the opposing Captain.

No team shall participate with less than 8 players.

The toss for innings can be taken at any time but shall be taken no less than 15 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 2 piece balls approved by the WBOPCA may be used. The requirement is Kookaburra 156gm Red King or better.

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 through reasons other than lateness from one side) but where it is possible for both sides to bat for 40 overs by 6.30pm for a 1.00 pm start, by calculating the number of overs which can be bowled.

Each team shall bat for 40 overs unless all out earlier.

In the event of the team fielding first failing to bowl 40 overs by the expiration of 2 hours 30 minutes from the commencement of its opponent's innings, it shall bowl out the 40 overs but its batting innings shall be limited to the same number of overs as it bowled to its opponents in the 2 hours 30 minutes from the commencement of its opponent's innings. An over in progress at the expiration of three hours 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 two hours 30 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).

If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

In the event of the team fielding second failing to bowl, if necessary, 40 overs or the number of overs as provided below by 6.30pm for a 1pm start, 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 6.30pm.
- 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 6.30pm, 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

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.

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.

In a match in which both teams have had the opportunity of batting for the agreed number of overs (ie. 40 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.

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.

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** two runs 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** two runs 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.

When a side does not have its full complement of 11 players it is deemed to be all out when their last wicket falls.

It shall be the duty of the captain of the team batting second to ascertain between innings the total runs scored by the side batting first and to agree the batting target accordingly. To confirm this target both Captains must sign the opposition scorebook between Innings.

Defaults

Should a team's opposition default that team shall receive maximum 6 points. 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 "Winning" teams to submit the full scorecard onto the cricHQ scoring system prior to 6pm Tuesday following match day. Failure to do this will see forfeiture of points.

Number of Overs Per Bowler

No bowler shall bowl more than 8 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.

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

- a) A bowler shall not be allowed to bowl any fast short pitched deliveries.
- b) 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.
- c) 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.

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).

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

All full toss deliveries fast or slow if above waist high are to be called and signalled no ball. A penalty of one run is awarded instantly on the call of the No ball. This is scored as a No ball extra (i.e. in addition to any other runs scored or awarded from the delivery).

Fielding Restrictions:

- a) A thirty (30) metre circle will be marked from the centre of the wicket either by painted line or markers (provided by Home team).
- b) Only 2 fieldsmen are allowed outside the 30 metre mark during the first 8 overs of each innings.

Batter – Helmet Policy

[https://bopcricket.co.nz/downloads/BOP Cricket - Helmet Policy.pdf](https://bopcricket.co.nz/downloads/BOP_Cricket_-_Helmet_Policy.pdf)

Competition

The Competition shall be decided over two (2) Full Rounds of matches based as near as possible to a Home & Away format. In the event of two or more teams having the same points at the completion of the 2 Rounds the Competition positions will be decided on who beat who during Round Robin and if still even then the average runs per wicket over the full season shall decide Final Positions.

In the case of a final series the top four teams at the completion of the round robin will play the Semi-final. 1v4 & 2v3 will be the Semi-Final format with the winners progressing to the Final. There is no Reserve Day for Semi-Finals but there will be a Reserve Day for the Final, if that Final Day & Reserve Day are washed out the Winner will be the team finishing highest on the Competition Points Table.

Ground allocation for the Semi-Finals and Final will be decided by WBOPCA.

Points System

6 points shall be awarded to the winning team.

0 points to the losing team.

3 points to each team if the result is a tie or if the match is uncompleted ie washed out.

There are no bonus points available to either team.

Eligibility of Players for Semi Final and Final.

- Western BOP Cricket Association expects each player to have started at least 3 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 3 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).