

Rotorua Cricket Association Senior Cricket Committee

2018/19 Lakeland Senior Championship Playing Conditions

1) Pitches:

The matches are played on grass and artificial wickets. Only rubber soled footwear may be used on artificial wickets i.e. no metal spikes.

2) The Ball:

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

3) The Toss:

a) Each Team must have 8 players to constitute a match.

1. The team without 8 players forfeits the match, and the other team receives 6 Default Win Points.

2. If both teams have less than 8 players, the match shall be a loss to both sides, thus no points to either team.

b) The toss must be taken no later than 10 minutes before play is scheduled to start and the decision to bat or field must be made immediately. If the Captain is not available, another team player must toss in the Captain's absence.

4) Teams:

a) Each Team can have a maximum of 12 players to play in a match, however only 11 players can bat and only 11 players can be on the field at any one time.

1. If a team plans to use 12 players, that team must give the opposition a list naming the 12 players prior to the toss. Failure to do this means the team can only use a maximum of 11 players.

5) Hours of Play:

Matches will start at 1 PM and finish at 6.50 PM. Matches must start on time. Matches can start earlier if both teams agree.

If a team is not ready for commencement of play, that team shall be penalised by deducting 1 over for every 4 minutes delayed, off their batting innings. The deduction is based on teams bowling 15 overs per hour.

6) Innings:

Each match shall consist of 2 innings of a maximum of 40 overs played over one day. The change of innings will be no longer than 20 minutes. In theory, if 40 overs are bowled, the innings break would be at 3.45pm and second innings would commence 4.05pm.

7) Length of Innings:

- a) In an uninterrupted match and both teams bat their full complement of 40 overs a total match time of 5 hours and 50 minutes is allocated, which means a finish time of 6.50 PM.
- b) 2 hours 45 minutes playing time is allocated per innings, which includes a drinks break of 5 minutes at the completion of 20 overs.
- c) The change of innings will be no longer than 20 minutes.
- d) Each team shall bat for 40 overs unless all out earlier.
 - 1. If the team batting first is dismissed in less than 40 overs the team batting second shall be entitled to bat for 40 overs.
 - 2. In the event that the team fielding second fails to bowl their 40 overs in the allocated match time of 5 hours 50 minutes, play shall be extended until the required number of overs have been bowled or a result achieved.
 - 3) In the event of the team bowling first having a slow over rate (unable to complete 40 overs in 2 hours and 45 minutes) where no delays have been incurred. The team bowling first will complete the 40 Overs. Any overs bowled after completion time will be deducted from their batting allocation i.e. had to bowl 4 overs then they will only have 36 overs to score the required runs

8) Fielding:

- a) The fielding team will change bowling ends at the end of each over.
- b) From overs 1 to 8, teams can only have 2 players outside the 30-metre circle. Overs 9 to 40 a maximum of 5 players shall be permitted outside the 30-metre circle. Either Umpire shall call and signal "No Ball" if the fielding team does not comply with these restrictions.
- c) Teams can have a maximum of 5 fielders on the leg side throughout the whole game, with a maximum of 2 fielders behind square leg. Either umpire shall call and signal a "NO BALL" if the fielding team do not comply with this fielding restriction.
- d) Teams to have minimum of four fielders (excluding the bowler and keeper) at the time of delivery within the circle. If circle not marked, approximately 30 yards (27.5m) is the distance from the centre line of pitch and middle stump at each end. Umpire to call 'No Ball' if fielding team not compliant.

9) Number of Overs per Bowler:

- a) No bowler shall bowl more than 8 overs in an innings.
- b) In the event of a bowler breaking down or being suspended, another bowler shall bowl the remaining ball(s). In respect of bowler limits, the part over will count as a full over for both bowlers.
- c) Except in the first 30 minutes of the match, a bowler is only permitted to bowl if the player has been on the field for 30 minutes prior to bowling. An exception to this rule is where the player has been off the field treating an injury.

10) Wides:

- a) A penalty of 1 run is awarded for all "WIDES", plus any runs scored running between the wickets.

- b) "WIDES" will be re-bowled.
- c) Off side and leg side "WIDE" lines will be painted on the batting popping crease line. Deliveries travelling on the outside of the "WIDE" lines where the "WIDE" line intersects with the popping crease line shall be called a "WIDE".

The popping crease line is the line across the pitch where a 'run out' decision is made from.

11) No Balls:

- a) A penalty of 1 run is awarded for all "NO BALLS", plus any runs scored by the batter.
 - 1. For example, if the batter scores a 4 off a "NO BALL", the scorer will record 4 runs to batter and record 1 run as a "NO BALL EXTRA", which will also mean a total of 5 runs will be recorded to the bowler.
- b) All No Balls will be re-bowled and will incur a "Free Hit" penalty on the following delivery.
 - 1. The fielding team cannot change their field, if the same batter is facing the "free hit" ball.
 - 2. The re-bowled "free hit" ball must be a playable ball. If a "WIDE" is bowled, a penalty of 1 run is awarded and the "free hit" ball is re-bowled.
 - 3). If a No Ball is bowled at the end of the over the 1st ball of the very next over shall be deemed a "Free Hit"
- c) All full toss deliveries (fast or slow) above waist height of the batter standing upright at the crease are to be called a "NO BALL". Either umpire shall call and signal a "NO BALL".
- d) No short pitched deliveries are allowed. A short pitched ball is defined as a ball that passes or would have passed above the shoulder height of the batter standing upright at the crease. In the event of a bowler bowling a short pitched delivery as defined above, either umpire shall call and signal a "NO BALL".
Deliberate and/or repetitive bowling of short pitched deliveries is not in the spirit of the Senior Reserve Cricket Grade Competition. The onus is on the fielding Captain to take proactive action to prevent this from occurring.
- e) You can only be dismissed run out off a No Ball free hit.

12) Delayed Start or Suspended Play:

- a) If a match is rain interrupted, then overs may be reduced by agreement of both Captains, calculated at 1 over for every 4 minutes lost.
- b) 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 bowled shall be based on the average rate of 15 overs per hour in the time remaining before close of play.
 - 2. In the event where weather has deteriorated to the point that play has to be stopped or abandoned a decision can only be made between the 2 captains (this applies where game/s are under player umpire control). It is paramount that the safety of everyone involved is the priority.
 - 3. In the event of a delayed start or an interrupted match, all calculations will be based on play not exceeding 6.50 PM.

4. If the number overs of the side batting first are reduced, no fixed time will be specified for the close of its innings. In the event that the team fielding second fails to bowl the reduced number of overs by 6.50 PM, play shall be extended until the required number of overs has been bowled or a result achieved.

5. If, owing to suspension of play during the innings of the team batting second and it is not possible for that team to have the opportunity to bat the same number of overs as the team batting first, the calculation tool in **Section 13(e) "The Result"** will be used to calculate the number of runs required.

c) 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 to a minimum number of bowlers, such minimum being equal to the remainder obtained when the total number of overs is divided by 5.

13) The Result:

a) A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.

b) All other matches in which one or both teams have not had an opportunity of batting for a minimum of 15 overs shall be declared "No Result" matches. Points will be awarded as set out under **Section 15 "Washouts"**.

c) In a match where both teams have had the opportunity of batting for the agreed number of overs (i.e. 40 overs each in an uninterrupted match, or lesser number of overs in an interrupted match), the team scoring the higher numbers of runs shall be the winner.

d) If the scores are equal at the end of a match, it will be declared a "Tie".

e) If the team batting second has not had the opportunity to complete the agreed number of overs the result shall be calculated as follows:

1. The runs scored by the team batting second shall be compared with the runs scored by the team batting first in the same number of overs bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total number of overs bowled to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher. If teams fail to fully complete the score book (i.e. score at end of each over) then the calculation of its average run rate shall be based on full quota of overs to which it would have been entitled, and not the number of overs in which it was dismissed.

2. 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 runs scored by the team batting first in the same number of overs as are available to the team batting second, or multiplies by the average runs per over scored by the team batting first, whichever is higher.

3. 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 full quota of overs to which it would have been entitled, and not the number of overs in which it was dismissed.

14) Defaults:

a) A penalty of 5 points will be imposed on any team who defaults for the first time in this current competition. A penalty of 10 points will be imposed on any team who defaults 2 or

more times. The 10 point penalty shall apply on the second default and for each default thereafter.

b) Should a team's opposition default then the team defaulted to shall receive the 10 points.

c) In the event of a default, the team defaulted to will have their net run rate recorded for that game as being equivalent to the highest net run rate recorded for that day amongst other teams playing in the same grade on that weekend. The 'defaulter' team will be ascribed the lowest run rate recorded.

15) Washouts / Cancellation of Games:

a) In the case that cricket has been washed out for the weekend the team that was to have received a bye will not qualify for any points, all other team will halve the points normally awarded for a win. In the case where play was possible for out of town games the rules governing normal play will apply.

b) In the instance that a match is completed, and other matches have been abandoned before the completion of 15 overs per side, the teams that did not complete their matches will receive 5 points.

c) If play is to be cancelled due to weather this will be done no later than 10am on the morning of the day's play.

Where a pitch has been covered all due consideration will be given to the possibility of play providing in the opinion of the committee the outfield is safe to play on

16) Round Robin Placings and progression to finals:

At the completion of the round robin, teams will be ranked on the basis of points gained. If 2 teams finish on equal points, the team that won the round robin game between the sides will finish in the higher placing. If more than 2 teams finish on equal points then the results between the tied teams will be considered first. In the event that round robin games were washed out or the results between the tied teams do not give a clear result then Net run rate will be used if need be to separate teams finishing on equal points. Net run rate is calculated by total runs scored /overs faced less total runs conceded divided by overs bowled. If a team is bowled out then this will be calculated on the total overs available even if they were not faced. (- i.e. 40 overs)

The four Championship semi-finalists will be the highest ranked four teams at the end of round robin games, the two highest ranking semi-finalists having home ground advantage. If either of the semi-finals is abandoned or a result is unable to be achieved, the highest ranking of the teams affected will proceed to the final. The final will be played at Smallbone Park or an alternative Rotorua venue. If a result is unable to be achieved in the final, the winner of the competition will be the highest ranked of the two finalists.

17) Finals Eligibility / Team Lists

1. Regular Reserve Grade Players to qualify for eligibility to play in the Rotorua Cricket Association Senior Reserve quarter finals, semi finals and finals must have played three (3) round robin games within the current competition for an affiliated club and not exceeded three (3) Premier games (see clause)

2. In the case of Clubs having two (2) teams (Reserve Grade) and players having the opportunity to play for the either side the team with which they first played for during the current round robin competition shall be deemed as their team and therefore will have eligibility for that team only. (Please note: That playing representative T10 or T20 games does not count as games required for finals eligibility)

3. All teams must e-mail to info@rotoruacricknet.co.nz their team list by no later than 8pm Friday before play on Saturday.

PLEASE NOTE: failure to complete this will ultimately result in those players not counting as having played that weekend which may affect their eligibility for semis and finals.

4. Any Reserve or Premier Grade Player taking part in the Reserve Grade Competition who exceeds three (3) games of Premier cricket during the round robin of Reserve Grade will not be eligible to play quarter, semi or final games for reserves.
(Dispensation will not be granted)

5. In the case of dispensation pertaining to a schoolboy playing for experience and having exceeded the requirements of eligibility the committee will seek guidance from the opposing captain/s before ruling.

6. Provided the team lists have been received correctly and within the allotted time frame any washout games will qualify as a game played provided those named **DON'T** play Premier Grade that weekend.

18) Points:

- 10 Points = Win or Default win
- 10 Points = Deducted for second and subsequent defaults
- 5 Points = Tie or incomplete games due to weather
- 5 Points = Washout weekend except team where bye is applicable
- 5 Points = Deducted from team that has defaulted (First default)
- 0 Points = Loss or team with bye on washout weekend
- 1 Point = Bonus for return of pitch report and scorecard

Batting and Bowling bonus points for each game (40 over)

1 Point will be awarded for every 50 runs scored up to 250 runs (max 5 points)

1 Point will be awarded for every 2 wickets taken (max 5 points)

18a. Finals Format

The 40 Over Series is a round robin competition. Teams will accumulate points during the round robin stage to decide rankings for the quarter-finals. At the conclusion of the 40 over round robin, the top eight teams will play a quarter-final in the format 1 v 8, 2 v 7, 3 v 6, 4 v 5. The 4 winners will then play a semi-final in the format of the highest rank versus lowest for a place in the A final. The 4 losing teams will also play off in the same format with the winners playing off for the B final. Both finals will have a trophy.

19) Notifying of the Match Results:

a) The captain or club representative of all teams are required to complete and forward their teams scorecard to the Coordinator at info@rotoruacricicket.co.nz first Monday following the game no later than 8pm. Scorecards must be complete with full names, bowling totals extended, batsman runs extended, score at end of each over recorded, fall of wicket and finally score (it is important that cards can be read as this helps with player stats and ultimately end of season awards).

Please submit even if games are on CricHQ.

Teams submitting both their scorecard and pitch report will be awarded an extra bonus point.

20) Players transferring between clubs

Any player wishing to transfer between clubs is required to get clearance from the RCA prior to appearing for a new club. Teams who play such players without clearance from the association may be at risk of penalty points being deducted at the discretion of the association.

21) Association Fee Payment

Any team that fails to pay or make arrangements to pay association fees by 1 December 2018 may not be eligible to play in future rounds and/or may forfeit points until such time as full payment is made to the Association.

22) Player Conduct:

The Senior Match Committee (SMC) expectations are that each team will play in the spirit of the game. Any inappropriate behaviour (including but not limited to; under the influence of illegal drugs or alcohol, inappropriate language, violence) will not be tolerated. Clubs are encouraged to write to the SMC Judicial Committee in respect of Player Misconduct. All team players, team officials and team supporters must abide by the Rotorua Cricket Association Code of Conduct.

23) Dress Code

Where a club has a full coloured uniform, this must be worn for the entire match, a white jersey or sleeveless pullover maybe worn should the weather conditions determine. In the case of clubs only having coloured shirts, white/cream trousers shall be worn.

24) Pitch reports:

The Rotorua Cricket Coordinator will provide each Team with a pitch report form, please download and retain as your master copy. The captain or club representative of all teams are asked to complete and return with your scorecard to the Coordinator at info@rotoruacricknet.co.nz by no later than 8pm Monday following Saturday's play.

The SMC has the right to modify, cancel and impose additional rules at their discretion.

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).