

McNAUGHTON TROPHY Playing Conditions

The McNaughton Trophy is a BOPCA knock-out competition open to all affiliated clubs/colleges with senior/tuakana players which predominantly play in grades below the premier grade. Except as provided hereafter, all matches shall be played in accordance with the [MCC Laws of Cricket](#), with adaptations according to NZC Playing Conditions 2022/23 season.

1. Competition Format

- 1.1. To be determined by Bay of Plenty Cricket Association annually, based on the number of team entries, inclusive of finals and reserve days.
- 1.2. BOPCA intention is that all scheduled semi-finals and finals are decided on the playing day and reserve days will be allocated (if required). BOPCA reserves the right to add additional reserve days if required.

2. Match Result Entry

- 2.1. It is the responsibility of the designated 'home team' to complete either;
 - live score on PlayHQ
 - upload game data to PlayHQ at completion of the game
 - manually enter result and both teams statistics (full team scorecard) to PlayHQ no later than 4pm Monday following match day.

3. Pitches

- 3.1. One day matches (limited overs) are scheduled on grass pitches in the first instance.
- 3.2. Should grass wickets be unavailable, fixtures shall be transferred to suitable and available artificial wicket should grass be unavailable. Only rubber soled footwear (no metal spikes) may be used on artificial pitches.

4. Covers

- 4.1. The home team is responsible to cover the playing pitch from Thursday evening prior to the fixture.
- 4.2. Failure of the home team to effectively apply covers may lead to the forfeiture of the fixture.

5. Innings

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

6. Team Clothing

- 6.1. All teams must wear coloured team clothing and batting pads must be coloured (not white).

7. Hours of Play

- 7.1. The first innings shall commence at 11.00am unless altered by the Bay of Plenty Cricket Association.
- 7.2. An interval of 30 minutes shall be taken between innings, unless otherwise agreed between captains.
- 7.3. Only one (1) Drinks break is allowed during each innings which can be taken at conclusion of the 20th over.

8. Toss

- 8.1. The toss shall be taken no more than 30 minutes and no less than 15 minutes before the scheduled start time. *If one team has more than nine players present at the ground and the other more than six players present at the ground, the toss shall be taken. A team which fails to have six players at the ground for the toss will default the toss to the opposition.*
- 8.2. A deputy shall toss in a Captain's absence.
- 8.3. At the toss the Captain will provide a list of all team players. These players may not be changed after the toss without consent from the opposition Captain.
- 8.4. No team shall start a match with fewer than eight players named and present for the first ball (this is for both the batting and fielding team)

9. The Ball

- 9.1. All fixtures must use a white Kookaburra 156gm Club Match or Regulation. No other ball is permitted.
- 9.2. Each team shall use a new ball in each innings.

10. Player Eligibility and Dispensations

- 10.1. The McNaughton Trophy is open to all affiliated clubs/colleges with senior/tuakana players which predominantly play in grades below the premier grade. The BOPCA McNaughton Trophy is not for BOP Premier players and all Clubs are asked to enter with respect to this purpose.
- 10.2. For any club or school which enters more than one team, each team shall be considered a separate entry and no player shall represent more than one team throughout the competition.
- 10.3. All players must be registered to the relevant club/school before taking the field of play.
- 10.4. A player cannot be named in the playing XI in more than 20% of Premier Grade scheduled playing days (inclusive of games which were abandoned post the first ball being bowled), prior to the current round scheduled in the McNaughton Trophy'. Premier Grade playing days are inclusive of the BOP Cup and Baywide T20 Cup.
- 10.5. Dispensation can be applied for under the following criteria.
 - If a player is unwell or injured for any reason
 - If a player is called into a Premier team to replace a Premier player which is not available for the club fixture due to representing BOPCA at any of the Northern Districts Regional tournaments/competitions; ie Fergus Hickey Rosebowl, Brian Dunning or Northern Brave T20 Smash.
 - If a player is called into a Premier team to replace a Premier player which is not available for the club fixture due to representing a college team at either the Regional and/or National Gillette Cup competition
 - i. Any eligibility dispensation must be applied for online via the "[McNaughton Trophy Player Dispensation Application](#)". Applications should be submitted on/before 12:00pm on the Friday before each fixture. This is to allow adequate consideration and consultation time for each request.
- 10.6. Any breach of these eligibility conditions may lead to forfeiture of the game by the offending team/club.



11. Innings

11.1. *In an uninterrupted match* (which includes a delayed start) where it is possible for both sides to complete 40 overs by 7.00pm by calculating the number of overs which can be bowled:

- Each team shall bat for 40 overs unless all out earlier. The time at which the first ball is bowled, is considered the start time of the match
- Each team shall be allocated two hours and 40 minutes to start the 40th over.
- Should a team bowling first fail to bowl 40 overs within the allocated timeframe, the team shall complete the full 40 overs and both teams will take note of the number of overs completed at the conclusion of the allocated time.
- If the team batting first is dismissed in less than 40 overs, the second innings shall be entitled to complete 40 overs except as detailed below:
 - i. The second innings will be limited to the number of overs bowled in the first innings as recorded at the conclusion of the allocated time (2hr 40m) - *an over in progress at the expiration of the allocated time shall be deemed to have been bowled in full.*
 - ii. The second innings shall be limited to the same number of overs as the first innings if the team batting first is 'all out' within two minutes of the expiration of the allocated time (ie 2hr 38m with the over in which the last wicket falls considered as a complete over).
- Should a team bowling second fail to bowl 40 overs (if necessary) or the number of required overs as outlined above by 7.00pm, play shall be extended until the required number of overs has been bowled or a result achieved.

11.2. ***In matches where the start is delayed or where play is suspended:***

- The number of overs are to be recalculated so that both teams have the opportunity of batting for the same number of overs with a minimum of 20 overs in each innings required.
 - i. 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.
- If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of 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.
- 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.
- If the second innings does not have an opportunity to bat for the same number of overs as the first innings, the second innings will apply Duckworth Lewis method.

12. Number of Overs per Bowler

12.1. No bowler shall bowl more than eight overs in an innings.

12.2. 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.

12.3. 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.

13. Fielding Restrictions

13.1. 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, in the absence of field restrictions markings umpires will determine the positioning of such markings.

13.2. At the instant of delivery, the following field restrictions apply at various stages of an innings:

PowerPlay	Overs	Details (as aligned with a 40 over fixture)
1	1-8	No more than two fielders shall be permitted outside the 30 yard circle.
2	9-32	No more than four fielders shall be permitted outside the 30 yard circle.
3	33-40	No more than five fielders shall be permitted outside the 30 yard circle.

13.3. 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 second innings overs are reduced, the number of overs with 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
- PowerPlay 2 = 60% of overs
- PowerPlay 3 = 20% of overs

13.4. In the event of an infringement of these restrictions listed above, either Umpire shall call and signal "No Ball"

13.5. Throughout the entire innings, at the instant of delivery there should be no more than five fielders on the leg side.

14. Bowling of Short Pitched Balls

14.1. A bowler shall be limited to two fast short pitched deliveries per over.

- A short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker in a batting stance at the crease.
- For the avoidance of doubt any 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.

14.2. The umpire at the bowlers end shall advise the bowler and the batter on strike when each short pitched delivery has been bowled.

- In addition, for the purpose of this regulation, a ball that passes above head height of the batter, that prevents the batter from being able to hit it by means of a normal cricket stroke range shall be called a wide.

14.3. In the event of a bowler bowling more than two short-pitched deliveries in an over, the standing umpire shall call and signal 'no ball' on each occasion.

- A different signal shall be used to signify this short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

14.4. 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).

15. Bowling of Full Toss Balls

- 15.1. All full toss deliveries (seam or spin) if above waist high are to be called and signalled 'no ball'. If the delivery is considered dangerous to the batter (ie body line), the umpire shall caution the bowler and issue a first and final warning.
- 15.2. A free hit shall be called by the umpire for any 'no ball' called.

16. Result

- 16.1. A result can only be achieved if both teams bat for at least 20 overs unless;
- one team has been dismissed in less than 20 overs.
 - the team batting second scores enough runs to win in less than 20 overs.
- 16.2. A match in which both teams do not bat for a minimum of 20 overs shall be declared as a "No result". Any match with a no result shall be rescheduled to a timeframe prior to the next round of play. The priority of scheduling will be find a date in which a full 40 over match can be played. Should this not be possible (eg no free weekends), the following process will apply:
- If the original scheduled date is rained off completely and no further options are available to schedule a full game, then the game will alter to a T20 match (could be either midweek or at the weekend).
 - If the game is abandoned but almost completed – eg 15 overs in the second innings, then the teams will return to the field midweek to complete the remaining overs for the game. In this circumstance, any team can forfeit to prevent having to come back to complete the game.
 - If further rain falls on the T20 game day, the match will align with T20 rules and a minimum of five overs must be completed by each side to complete the fixture and result.
 - If no play is possible on either the scheduled day of play and/or either of the T20 days of play, then the following will apply;
 - If the teams have already played each other in the season, the team which won the first fixture between the sides will proceed
 - If the teams have not played each other in the season (regardless of being in the same of different competition), then a bowl-out will apply. With consideration to the potential travel distance, this can be completed via video link with each team providing a live link video call to the opposition. Normal bowl out rules will apply.
- 16.3. A match in which both teams do not bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner (i.e. 40 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match).
- 16.4. If the scores are equal at the end of play then a SUPER OVER will apply to decide the winner. If the scores from the Super Over are equal again, then a second Super Over will be played.
- 16.5. If the scores are equal at the end of the second Super Over, then a bowl out will decide the winner.
- 16.6. If the team batting second completes 20 overs but does not complete the agreed number of overs in the innings (and has neither been all out nor passed its opponents score), the result shall be calculated via Duckworth Lewis method.

17. Super Over Conditions – in the result of a TIED match the following procedure shall apply:

- 17.1. A Super Over shall consist of one over per team, unless one team in the second over wins within the allocated over. An over is six legal deliveries.
- 17.2. The Super Over will commence 10 minutes after the end of the Main match.
- 17.3. The team which batted second in the match will bat first in the Super over.
- 17.4. Three (3) batters and one (1) bowler are selected by each team.
- 17.5. The fielding team will select the end to bowl and use the same ball from earlier in the match.
- 17.6. The same fielding restrictions are applied as the last over of the match just completed.
- 17.7. The loss of two (2) wickets in the over terminates the teams Super Over.
- 17.8. The team that scores the higher number of runs in the Super over is the winner. If the scores are still equal both teams shall take part in a further Super Over until an outright winner is determined. The team that batted second in the first Super Over, will bat first in the second Super Over (if required).
- 17.9. If it is not safe to conduct a Super Over due to poor and/or unsafe playing conditions such as bad light, then the match shall be declared a TIE and will be decided via a 'bowl out'.

18. Bowl Out Conditions – in the result of a TIED Super Over the following procedure shall apply:

- 18.1. The bowl out will consist of five bowlers from each team.
- 18.2. The team which bowled second in the Super Over, will bowl first in the bowl out.
- 18.3. Each bowler from each team will bowl one ball on alternative attempts.
- 18.4. A front foot no ball will be disqualified from the bowl-out and the ball will not be re-bowled. The team will not be allowed a second chance to bowl the ball and neither will an alternative bowler be allowed to attempt the bowl in place of the no ball.
- 18.5. The winner will be determined by the team which hits the stumps the most from five attempts.
- 18.6. Should a tie occur after each team completes five balls then three new bowlers for each team will be named and an extended bowl out will commence.
- 18.7. Should the extended bowl out be a draw, then the final three players from each team will complete an extended 'sudden death' bowl out. The sudden death bowl out allows for each team to bowl a ball and should one team hit and the other miss, then the bowl-out will be concluded without the remaining players needing to bowl.
- 18.8. The winner will be determined by;
 - i. Bowl Out: The team which strikes the stumps the most in five balls.
 - ii. Extended Bowl Out: The team which strikes the stumps the most in three balls.
 - iii. Sudden Death Bowl Out: The team which is first to strike the stumps and the opposition miss on the same attempt.