



Senior Premier Doleman Cup – Playing Conditions 2024/25

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All matches shall be played in accordance with the Laws of Cricket as adapted by MCC and New Zealand Cricket playing conditions, except as otherwise stated in the following conditions/rules.

Any matter relating to the enforcement or interpretation of the following playing conditions should be forwarded to the Poverty Bay Cricket Association (PBCA) and ruled upon by the PBCA or its relevant committee. In event of a dispute a written report shall be forwarded to PBCA within 48 hours of the completion of the match.

1.0 Competition

- 1.1. The Doleman Cup is a 40-over Premier Club Competition comprising of a double round robin tournament, followed by a Grand Final.
- 1.2. Each match shall consist of two innings (maximum of 40-over) in one day.

2.0 Hours of Play

- 2.1. Each match shall commence at 1pm unless altered by the PBCA Competition Administrator.
- 2.2. Matches should be completed by 7.00pm (this time can be extended by 30 minutes at the discretion of appointed standing umpires **if start is delayed or a weather interruption occurs**).
 - 2.2.1. In the absence of official umpires, time will be extended at the discretion of both team captains.
- 2.3. If the innings of the team batting first concludes more than 30 minutes prior to scheduled lunch break, the second innings shall proceed after a 10-minute interval. The scheduled lunch break will then commence at its scheduled time.
 - 2.3.1. Scheduled lunch break:

1 st innings	1.00pm – 3.50pm
Lunch	3.50pm – 4.10pm
2 nd Innings	4.10pm – 7.00pm

*Please note that there will be a 5 min drinks break at 20 overs in each innings.



3.0 Umpires

- 3.1. Official Umpires for this competition shall be allocated by PBCA head of umpires in conjunction with PBCA Competition Administrator.
- 3.2. In the absence of Official Umpires, teams will need to provide player umpires.

4.0 The Toss

- 4.1. Before the match toss, both captains must submit a team list to the standing umpires. No players outside of such team list shall be eligible to play in the match unless agreed to by the standing umpires and opposition captain.
- 4.2. No team shall participate with less than 7 players. Teams with less than 7 players will forfeit the result to the opposition team.
- 4.3. The toss for innings can take place at any time but shall be taken no less than 30 minutes prior to the scheduled start time.
- 4.4. Teams with fewer than 7 players present at the ground 30 minutes prior to the scheduled start time shall forfeit the toss to the opposition team.

5.0 The Ball

- 5.1. A regulation 4-piece Kookaburra Senator (white) 156gm or Kookaburra Club Match (white)156gm is mandatory.
- 5.2. A new ball shall be used in each innings.
- 5.3. The Umpires (including player umpires) shall retain possession of the match balls throughout the duration of the match when play is not actually taking place.
- 5.4. During play Umpires (including player umpires) shall periodically and irregularly inspect the condition of the balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play

6.0 Length of Innings

- 6.1. In an uninterrupted match (which includes a match where the start is delayed) but where it is possible for both sides to bat for 40 overs by 7:00pm.
 - 6.1.1. Each team shall bat for 40-overs unless all out earlier.
 - 6.1.2. In the event of the team fielding first failing to commence bowling the 40th over by the expiration of two hours fifty 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 two hours, fifty minutes from the commencement of its opponent's innings. An over in progress at the start of two hours, fifty 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 two hours fifty 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)

6.1.3. If the team batting first is dismissed in less than 40 overs the team batting second shall be entitled to bat for 40 overs except as provided in above.

6.1.4. In the event of the team fielding second failing to bowl, if necessary, 40 overs, or the numbers of overs as provided in 6.2 below by 7.00pm, play shall be extended until the required number of overs is bowled, or a result is achieved.

6.2. An interrupted match (where the start is delayed, or where play is suspended)

6.2.1. 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 15 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 (4 minutes/over) in the time remaining before close of play at 7.00pm.

6.2.2. 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 as calculated below (**7. The Result**).

6.2.3. 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.



7.0 The Result

- 7.1. A result can only be achieved if both teams 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.
- 7.2. All 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.
- 7.3. In a match in which both teams have had the opportunity of batting for agreed number of overs (i.e. 40-overs each in an uninterrupted match, or a lesser number of over in an interrupted match), the team scoring the higher number of runs shall be the winner.
- 7.4. If the scores are equal, the game will be declared a tie, except in semi-final or final where the result will be decided by a super over.
- 7.5. If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 15 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**.
- 7.6. 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 15 overs), the result shall be decided by the **DLS method**.
(Please click [DLS Method PlayHQ](#) for calculations)

8.0 Points

- 8.1. 4 Points for a win.
- 8.2. 2 Points for a tie/no result.
- 8.3. 0 Points for a loss.
- 8.4. **Premier Only:** 1 Bonus Point for Captains report submission (see [15.0 Results and Match Reporting](#) for more details)



9.0 Defaults

9.1. Should a team's opposition default that team shall receive point's equivalent to the maximum number of points scored by any team in that round. If all matches in the round are rained off all teams excluding the default team will receive wash out points

10.0 Fielding Restrictions

10.1. At the instant of delivery there can be no more than 5 fielders on the leg side, and no more than 2 fielders behind square leg.

10.2. In the event of an infringement of the fielding restrictions, either Umpire shall call and signal "No Ball".

10.3. The Inner Circle shall be depicted by two semicircles 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 (27.5m). The ends of each semicircle shall be joined by two parallel straight lines drawn on the field.

10.4. At the instant of delivery:

Powerplay	Overs	Restrictions
Powerplay 1	Overs 1 – 8 inclusive	no more than two (2) fielders shall be permitted outside this fielding restriction area.
Powerplay 2	Overs 9 – 32 inclusive	no more than four (4) fielders shall be permitted outside this fielding restriction area.
Powerplay 3	Overs 33 – 40 inclusive	no more than five (5) fielders shall be permitted outside this fielding restriction area.

10.5. Reduction in overs will only occur 30 minutes after scheduled 1pm start.



10.6. If 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.

10.7. The following table can be used to calculate the fielding restrictions for reduced overs:

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	5	10	0
16	5	11	0
17	5	12	0
18	5	13	0
19	6	13	0
20	6	14	0
21	6	15	0
22	6	16	0
23	6	17	0
24	6	18	0
25	6	15	5
26	6	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6



33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

11.0 No Ball

11.1. Free Hit – The delivery following a No- ball called (all modes of 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.

11.2. For the free hit delivery, the fielding restrictions shall apply as follows:

11.2.1. If the batsman facing is the same as received the No ball no fielding change may be made (unless the No Ball call resulted from a fielding restriction infringement).

11.2.2. If a run was scored off the No ball allowing the batters to change ends the field may be altered but must meet the fielding restrictions in place at the time

12.0 Wide Ball

12.1. The wide shall be adjudicated in accordance with the MCC Laws of Cricket – 2017 Code.

12.2. The bowling of fast short-pitched ball Law 41.6. shall be replaced by the following:

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

12.2.2. 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.



12.2.3. The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

12.2.4. 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.

12.2.5. 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.

12.2.6. In the event of a bowler bowling more than two fast short pitched deliveries in an over, as defined above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential 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.

12.3. The bowling of high full-pitched balls - All full toss deliveries fast or slow if above waist high are to be called and signalled No-ball. The umpire shall caution the bowler and issue a first and final warning if the delivery is considered dangerous to the batsman. 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).

13.0 Grand Final

13.1. The top two teams at the completion of the two round robins will play in the Grand Final. In the case of equal points, the teams tied will first be decided on net run rate.

13.2. Ground allocation for the Grand Final will be decided by PBCA Competition Administrator in conjunction with Rec Services.

13.3. Reserve day for the final will be on Sunday the same weekend.

13.3.1. Conditions for reserve day:

- Reserved day will only be used if play is not possible by 4pm on scheduled Grand Final Saturday.
- If play on reserve day Sunday cannot commence by 4pm, highest qualifying finalist after the double round robin will



be declared the winner. In the case of equal points, the teams tied will first be decided on net run rate.

14.0 Player Eligibility

14.1. A player must have played (or been named to play in the case of abandoned games) in **2 or more** of scheduled days before the date of the Grand Final for that team in that grade in the season of the relevant final.

14.2. Players that have played in the Premier Competition of Doleman Cup for their respective clubs may not drop down to Reserve Grade T20 Competition for Finals if they have played **3 or more** games in the Doleman Premier Competition.

14.3. In addition to the above, any player who does not meet these criteria but has played all of their cricket in that season at the same grade for the same team, shall be eligible to play in a Doleman Cup Final.

14.3.1. Any Player can play in the final if they are getting promoted from Reserve Grade into Premier Division as long as they meet a certain criterion:

14.3.2. **Finals Player eligibility:** To be eligible to play in the final, players must meet the following criteria:

- I. Player **MUST** be registered to the Club.
- II. Player **MUST** have played 2 or more games for their Club teams in either Premier or Reserve Competition.
- III. Club **MUST** have paid their subscription fees.

Note*: If players are unable to meet the criteria above, a written letter must be sent to Competition administrator for dispensation to be processed by PBCA Committee. This must be sent **Monday 5:30pm before scheduled Finals Weekend.**



15.0 Results and Match Reporting

- 15.1. It is the responsibility of the home team to Live Score on PlayHQ and/or upload the game results at the completion of play to PlayHQ. All matches must be scored on PlayHQ.
- 15.2. [Captains Reports](#) must be completed and submitted via the provided forms link by no later than 4pm on the first Tuesday following the match. Failure to complete these requirements will see forfeiture of reporting bonus points.

16.0 Code of Conduct

- 16.1. Please refer to [ND Senior Competitions Regulations](#).