

Peter Bennett Cup

1 The Competition

- (a) The competition will comprise of a series of seven round robin fixtures followed by a grand final between the top 2 teams.
- (b) On completion of the series of seven rounds, all teams will be placed from first to seventh position according to the points obtained, if equal on points the finishing position will be decided by:
 - The winner of the round robin games between the tied teams:
 - If there are three or more teams tied, their final position will be determined by the higher NRR (net run rate).
- (b) Matches are to be completed in one day.
- (c) The first class playing conditions for cricket in New Zealand will apply except where specified in these playing conditions.
- (d) The following rules in conjunction with the bylaws shall apply to all matches.

2 Recommended Hours of Play

In those matches where the start of play is not delayed or play is not interrupted matches should be played within these guidelines:

FIRST INNINGS	10.30 am – 1.10 pm
INTERVAL (see below)	1.10 pm – 1.40 pm
SECOND INNINGS	1.40 pm – 4.20 pm

For uninterrupted matches where overs have not been completed by 4:20pm please refer to Rule **3a) 5** for further instruction.

For those matches where start is delayed, or play is suspended please refer to Rule **3 b) 2** for more information. An interval shall be taken at the conclusion of the innings of the team batting first, irrespective of the time the innings closes and the length of the innings. After the scheduled 30 minute break, the team batting second shall commence their innings.

Where the start of play is delayed or play is interrupted the length of the break between the innings will vary as follows:

<i>TIME LOST</i>	<i>INTERVAL BETWEEN INNINGS</i>
Up to 80 minutes	30 minutes
Between 80 and 140 minutes	25 minutes
Between 140 and 170 minutes	20 minutes
Between 170 and 200 minutes	15 minutes
Over 200 minutes	10 minutes

One drinks break is permitted per innings. Except under conditions of extreme heat, extra intervals for drinks breaks are permitted.

3 Length of Innings

- (a) In an uninterrupted match:
 - 1) Each team shall bat for 40 overs unless all out earlier.
 - 2) If the team fielding first fails to bowl the required number of overs by the scheduled time for the first innings, play shall continue until the required number of overs has been bowled.
 - 3) If the team batting first is all out and the last wicket falls within 2 minutes of the expiration of 2 hours 40 minutes from the commencement of its 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).
 - 4) 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 (2) or (3) above.
 - 5) If the team fielding second fails to bowl 40 overs or the number of overs as provided in (2), (3) or (4) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result has been achieved.
- (b) In matches where the start is delayed or where play is suspended and it is not possible to complete a 40 over match
 - 1) The objective should always be to re arrange the number of overs so that both teams have the

opportunity of batting for the same number of overs (minimum 20 overs per team). The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour in the time remaining before a scheduled finish time no later than 6.00pm. If the number of overs of the side batting first is reduced, no fixed time shall be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by the scheduled finish time the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

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 to be calculated as in 3 (b) (1).

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.

4 The Result

(a) A result can only be achieved if both teams have batted for at least 20 overs, or 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.

(b) 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 a no result match.

(c) In a match in which both teams have had the opportunity of batting for the agreed number of overs the team scoring the higher number of runs shall be the winner.

(d) In the event of a tie in round robin matches the result will be a tie.

(e) If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out nor has passed its opponents score the game shall be declared a no result.

(f) In a rain interrupted match or a match interrupted through any other cause the key figure shall be the duckworth lewis score/method (to be used if scored on PlayHQ). If not scored on PlayHQ the figure shall be the calculated target. The target shall be the average run rate multiplied by the number of overs to be bowled.

5 Points

A WIN	4 POINTS
A TIE/ NO RESULT	2 POINT
A LOSS	0 POINT

6 Number of Players

(a) The minimum number of players required to start a match is 7.

(b) If a team cannot start with 7 then, after consultation with the opposition captain, teams can agree to continue as a competition game or the team with less than 7 must default. It is the responsibility of the batting team to provide two umpires and a minimum of one scorer during their entire innings. Failure to provide these officials can result in a default.

(c) A team may consist of twelve players. Eleven fielders only shall be on the field at any one time. One player in each side shall not be permitted to bat – this player must be nominated prior to the toss. Unlimited interchange of fielders from the 12 players nominated to take part in the match shall be allowed.

(d) To be eligible for the final, a player must have played 2 games (33% of playing days) in the round robin phase of competition. Clubs must seek approval from Waikato Valley Cricket Association if a player doesn't meet these criteria and submit their query to: competitions@ndca.co.nz

7 Number of Overs per Bowler

No bowler shall bowl more than 8 overs in an innings. In a delayed or interrupted match 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

Where the total overs is not divisible by 5 then an additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls must 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.

8 Field Restrictions & Power play

At the instant of delivery there shall be no more than five fieldsmen on the on side or more than two fieldsmen behind square leg.

- Powerplay 1 Overs 1-8 2 fielders allowed outside the 30m circle
- Powerplay 2 Overs 9-32 4 fielders allowed outside the 30m circle
- Powerplay 3 Overs 33-40 5 fielders allowed outside the 30m circle

No compulsory catchers required in Overs 1-8.

When overs are reduced in an interrupted match, the overs in each Powerplay will be reduced in the same proportions:

- Powerplay 1 = 20% of overs
- Powerplay 2 = 60% of overs
- Powerplay 3 = 20% of overs

9 Wide Bowling

Umpires are instructed to apply a very strict and consistent interpretation in order to prevent negative bowling.

Any delivery which does not give the batsman a reasonable opportunity to score shall be called a wide. A penalty of 1 run shall be awarded for a "wide" and recorded as a "wide".

A ball that passes above head height of the batsman standing upright, that prevents it being hit with the bat by means of a normal cricket shot shall be called Wide. This penalty shall stand in addition to any other runs which are awarded.

10 Dead Ball

Any ball landing on the edge of the concrete pads shall be called dead ball.

11 No Ball

A free hit is to be awarded to all modes of No Ball

Bowlers are permitted to bowl two fast short pitched deliveries per over. A short pitched delivery is defined as a ball which passes or would have passed between shoulder and head height of the striker standing upright at the crease. For any subsequent short-pitched deliveries in the over the umpire at the bowler's end shall call and signal No-ball

Any delivery which passes, or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair. The umpire at the bowler's end shall call and signal No-ball (relates to all bowlers)

If a bowler bowls a "foot-fault" a No-ball shall be called

If the No ball was called for having too many fielders outside the circle, the field can be changed for the Free Hit even if there is no change in striker.

Field changes are not permitted for the free hit delivery unless there is a change of striker. A batsman cannot be dismissed off a free hit other than under the circumstances of a no ball delivery.

12 Declarations

The captain of the batting side may not declare his innings closed at any time during the course of the match.

13 The Ball

A new kookaburra Red four piece 156g ball must be used each innings. Kookaburra Senator or Club Match