

## B.H. Pairaudeau Cup

Except as modified hereunder, the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all B.H. Pairaudeau Cup matches.

### 1. THE COMPETITION

The B.H Pairaudeau Cup competition will comprise a series matches and a final.

#### 1.2 Final

The final will be played at a venue to be determined by the Hamilton Cricket Association.

The team which wins the final shall be the winner of the competition. In the event of a tie in the final, the team losing the least wickets will be declared the winner. In the event of teams being equal on wickets lost, the team with the most points in their pool will be declared the winner. If teams are equal on points in their pool, the winner will be decided by most wins, most bonus points, and then highest Net Run Rate in their pool.

In the event of the final being rained out, a replay will be organised by the Hamilton Cricket Association.

### 2. POINTS

#### 2.1 Match Result

Points shall be scored in B.H. Pairaudeau Cup matches as follows:

|                  |          |
|------------------|----------|
| Win              | 4 points |
| Tie or no result | 2 points |
| Bonus point      | 1 point  |
| Loss             | 0 points |

#### 2.2 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised using the DLS system, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

### 2.3 Competition Placing

In the event of teams finishing on equal points, the right to play in the preliminary finals series and grand final match will be determined as follows:

- the team with the most number of wins
- the team with the highest number of bonus points
- the team with the highest net run rate

In a match declared as “no result”, run rate is not applicable.

A team’s net run rate is calculated by deducting from the average runs per over scored by that team through the competition, the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

In matches where play is delayed or interrupted, and the match becomes less than a 45 over per team match, net run rates will be calculated in accordance with the HCA-WVCA Combined Premier Limited Overs Playing Conditions.

## 3. **LAW 2- THE UMPIRES**

### 3.1 Light

Normally, play should continue regardless of the state of the light, but Umpires are empowered to enforce Law 2.7 and 2.8 if they deem it necessary.

## 4. **LAW 4 – THE BALL**

First Class Playing Condition 4 shall not apply and shall be replaced by:

Red Kookaburra 156g Club Match, or Senator cricket balls, as approved by the HCA will be used in all matches. Each fielding team shall have one new ball for its innings.

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. This includes at the fall of a wicket, a drinks interval, or any other disruption in play.

## 5. **LAW 11 - INTERVALS**

First Class Playing Condition 11 shall not apply and shall be replaced by:

### 5.1 Interval between innings in uninterrupted match

If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10 minute break will occur, and team two will commence its innings correspondingly earlier, and the interval will occur as scheduled.

### 5.2 Interrupted Match

Where the start of play is delayed or play is interrupted and the total playing time is reduced, the captains will vary the length of the break between the innings by mutual consent to maximize overs available.

### 5.3 Intervals for drinks

Two drinks breaks per session shall be permitted, after 15 and 30 overs.

## 6. **LAW 12 - START OF PLAY; CESSATION OF PLAY**

NZC First Class Playing Condition 12 shall not apply and shall be replaced by:

### 6.1 Hours of Play

In those matches where the start of the play is not delayed or play is not interrupted then:

#### (a) Preliminary rounds and final

|                  |           |
|------------------|-----------|
| 10.30am – 1.30pm | Session 1 |
| 1.30pm – 2.00pm  | Interval  |
| 2.00pm – 5.00pm  | Session 2 |

Unless otherwise advised by the HCA

### 6.2 Revised Hours of Play

If there is a delayed start, or one or more interruptions in play, play may be extended up to 5.30pm.

## 7. **LAW 13 – INNINGS**

### 7.1 Duration

A match will consist of one innings per team, and each innings will be limited to 45 overs. Matches are to be of one day's duration. A minimum of 18 overs per team will constitute a match.

### 7.4 Number of overs per bowler

No bowler shall bowl more than 9 overs in an innings. In a delayed or interrupted match where 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 are not divisible by five, one 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 will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowlers limit is concerned.

## 8. **LAW 15 – DELARATION AND FORFEITURE**

First Class Playing Condition 15 shall be replaced by:

The Captain of the batting team may not declare the innings closed at any time during the course of the match.

## **9. LAW 16 – THE RESULT**

- 9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 18 overs unless one team has been all out in less than 18 overs or unless the team batting second scores enough runs to win in less than 18 overs.
- 9.2 All other matches in which one or both teams have not had an opportunity of batting for a minimum of 18 overs, shall be declared “no result” matches.
- 9.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 45 overs each, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.
- 9.4 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- 9.5 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 18 overs unless the provisions of B.H. Pairaudeau Cup Condition 9.1 applies, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target is calculated by the Duckworth-Lewis/Stern method (see Duckworth-Lewis/Stern Regulations - DLS).
- 9.6 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 18 overs required to constitute a match (unless the provisions of B.H. Pairaudeau Cup Condition 9.1 applies), then the result shall be decided by the DLS system.

## **10. LAW 21 – NO BALL**

### **10.1 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.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- (a) there is a change of striker; or

- (b) the No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **11. LAW 22 – WIDE BALL**

- 11.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 11.2 Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.
- 11.3 A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a Wide ball which is not a No ball shall be scored as Wides.
- 11.4 Guidelines and Application

Refer to the HCA-WVCA Premier Limited Overs Playing Conditions.

## **12. Law 41.6 - Bowling of dangerous and unfair short pitched deliveries**

Law 41.6 shall apply however Law 41.6.3 shall be replaced by the following:

41.6.3 The following shall apply:

- (a) A bowler shall be limited to two fast short-pitched deliveries per over.
- (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) 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.
- (d) 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.
- (e) For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this Condition shall also count as one of the allowable short pitched deliveries in that over.

(f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in paragraph (a) above, the umpire at the bowler's end shall signal No ball on each occasion.

### **13. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES**

#### **13.1. Fielder absent or leaving the field**

First Class Playing Condition 24.2 shall apply except that the maximum penalty time shall be 90 minutes rather than 120 minutes;

### **14. LAW 28 THE FIELDER**

#### **14.1.1 Field restrictions**

14.1.1 At the instant of delivery, there may not be more than five fielders on the leg side.

14.1.2 In addition to the restriction above, no more than 5 fielders are allowed outside the fielding circle. If a fielding circle is not marked, this is approximately 30 yards (27.5 metres) from the pitch.

14.1.3 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

### **15. SCORING REQUIREMENTS**

Matches must be submitted via CricHQ by **6.00pm the following evening**. Failing to submit a CricHQ result will result in a \$150 club fine or 4-point deduction