

I H Bailey Trophy

Except as modified hereunder, the NZC First Class and HCA-WVCA Combined Limited Overs Playing Conditions for cricket in New Zealand shall apply in all I H Bailey Trophy matches.

1. THE COMPETITION

The I H Bailey Trophy competition will comprise a series of matches. At the end of the rounds the top placed team in each pool will play in the Grand Final.

1.2 Grand Final

The team which wins the Grand Final shall be the winner of the competition. In the event of no result being reached in the Grand Final, the team finishing higher after the series of rounds will be declared the winner.

2. POINTS

2.1 Match Result

Points shall be scored in RM Dodunski Trophy matches as follows:

Win	4 points
Loss	0 points
No result or tie	2 points each

2.2 Competition Placing

In the event of teams finishing on equal points, the right to play in the finals will be determined as follows:

Who beat who during round robin

The team with the highest net run rate.

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.

3. LAW 4 – THE BALL

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

White Kookaburra 156g Regulation, Club Match or Senator cricket balls, as approved by the HCA will be used in all matches.

The Umpires shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play 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.

4. LAW 11: INTERVALS

4.1 Interval between innings

There shall be a 10 minute interval between innings.

4.2 Interval for drinks

No drinks intervals are permitted.

5. LAW 12: START OF PLAY; CESSATION OF PLAY

5.1 Hours of Play

The scheduled starting time shall be as set out in the schedule provided by HCA. The scheduled starting time may be altered by HCA.

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

1 hour 25 minutes	Session 1
10 minutes	Interval
1 hour 25 minutes	Session 2

6. LAW 13: INNINGS

6.1 Duration

A match will consist of one innings per team and each innings will be limited to 20 overs. A minimum of 5 overs per team will constitute a match.

6.2 Length of innings

In an uninterrupted match (i.e. matches which are neither delayed nor interrupted) each team will bat for 20 overs unless all out in less than 20 overs.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled cessation time of the second innings, the hours of play shall be extended (subject to ground weather and light conditions) until the required number of overs has been bowled or a result achieved.

6.3 Delay or interruptions to the innings of the team batting first:

6.3.1 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 14.1 overs per hour (4.25 minutes per over) in the total time remaining for play. The Umpires will calculate the length of the remaining playing time available for the match and will take into account the interval between innings.

Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure that both teams have the opportunity to bat for the same number of overs. If the revised number of overs calculated results in an odd number of total overs in the match, then one over shall be added and the result divided in half.

6.3.2 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the team batting second, subject to a result not being achieved earlier. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relevant delays, interruptions in play and the duration of the interval will be taken into account. If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over will be allocated to each team, with the interval and close of play times being recalculated accordingly. If there is more than one interruption to the innings of the team batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

6.3.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue, subject to conditions of ground, weather and light, until the required number of overs have been bowled or the innings is

completed. In all reduced overs matches both teams will be given one over leeway in addition to any time that the Umpires might allow for stoppages.

6.4 Delay or interruptions to the innings of the team batting second:

6.4.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4.25 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation related to the revision of overs shall not be effective until an amount of time, equivalent to that by which the second innings started early, has elapsed. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

6.4.2 A rescheduled time for the close of play will be fixed by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time may be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of five overs have to be bowled to the team batting second subject to a result not being achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the first team completed its innings in less than is allocated overs.

6.4.3 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved. In all reduced over matches the fielding team shall be given a one over leeway in addition to any time that the Umpires might allow for stoppages.

Note: The scorers shall be responsible for performing any DLS calculations. After any hold up in play, the Umpires will notify the scorers of the number of overs lost and they will perform any DLS calculations required. The Umpires will satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires will be responsible for notifying both captains and the match manager of the target score and the available overs.

6.5 Extra time

Extra time of 30 minutes is allowed in any match where the start of play is delayed, or play is suspended i.e. for over calculation purposes e.g. play scheduled to start 2.30pm – normal close 5.30pm. If start was delayed until 3.00pm play could be extended to 6.00pm before any overs are lost. Play should not be rescheduled to finish more than 30 minutes beyond the original scheduled close time under any circumstances in any match (for the avoidance of doubt, the foregoing shall not apply to any Super Over). Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs is to be rounded up. If required to maximize the available overs in a match, the original time shall be extended to allow for the rounding up.

6.6. Number of overs per bowler

No bowler may bowl more than four overs, however in a delayed start 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 (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have already bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.

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 in so far as each bowler's limit is concerned.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of the innings.

7. **LAW 16 – THE RESULT**

7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

7.2 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 that originally allotted (minimum five 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.

7.3 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 (providing it has received not less than five overs), the result shall be decided by the DLS method.

7.4 In the event of a tie, including a tie when the DLS method has been used, the result will be deemed a tie. If a tie occurs in the Grand Final, a Super Over shall occur in line with NZC BK Super Smash playing conditions.

8. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

8.1. Fielder absent or leaving the field

Law 24.2 and First Class Playing Condition 24.2 shall apply except that:

- (a) the maximum penalty time shall be 40 minutes;
- (b) if any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match and into the Super Over (if applicable); and
- (c) any reference to a team's earlier or subsequent innings or to earlier or subsequent days in the match shall not apply.

9. LAW 28 THE FIELDER

9.2. Restrictions on the placement of fielders

9.2.1 At the instant of delivery there shall be no more than five fielders on the leg side.

9.2.2 For the first six overs only of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards/27.43m) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white dots, 7 inches in diameter, at five-yard intervals, or a continuous white line.

9.2.3 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

9.2.4 In circumstances where the number of overs the batting team is reduced, the number of overs in regard to the restrictions in 9.2.2 above and 9.2.4 shall be reduced in accordance with the table below. The table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	No. of overs for which fielding restrictions in 9.2.2 and 9.2.4 above will apply

5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

9.2.5 If an innings is interrupted during an over, and if, on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the Umpire shall call and signal No ball.

10. LAW 40 – TIMED OUT

Law 40 shall apply, except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the pitch immediately a wicket falls, and must cross with the outgoing batsman on the field of play.

11. LAW 41

11.1 Dangerous and Unfair Bowling

Playing Condition 41.2 shall apply however bowlers will be limited to one short pitched delivery per over and the provisions of Playing Condition 41.2 shall be amended accordingly in relation to the RM Dodunski Trophy (i.e. references to 2 in Playing Condition 41.2 shall be read to mean 1 and references to 3 shall be read to mean 2).