



DJ Barry Cup Rules

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 provided from the following conditions/rules.

Any matter relating to the enforcement or interpretation of the following playing conditions should be forwarded to the PBCA and ruled upon by the PBCA or relevant committee. In event of a dispute a written report shall be forwarded to PBCA within 72 hours of the completion of the match.

The Competition

- 1.1) At the commencement of the season, PBCA will allocate 4 Premier Grade teams into a separate Premier Grade Championship (DJ Barry & Doleman Cup)
- 1.2) At the commencement of the season, PBCA will allocate 6 "B" Grade teams into a separate "B" Grade Championship (Hope Cup)

Playing Times

Session 1

Start time: 1pm – 3:50pm
(5-10 min drinks break at 20 overs)

Session 2

Start time: 4:10pm – 7pm
(5-10 min drinks break at 20 overs)

These scheduled breaks will be communicated to you by umpires. These breaks will be enforced each match and will be taken no matter what the circumstances of the game may be.

Limitation on first innings

The team which bats first shall not be entitled to bat more than 40 overs in the first innings. If time is lost, that team may continue its innings after the stoppage and may only bat for a time equivalent to the longer of:

- (a) The number of overs equivalent to half the time lost due to stoppage.
- (b) Half the time lost.

NB* the team batting first shall be entitled to bat for half of all the time lost (lost 160 mins = 40 overs batting team can bat for another 20 overs). For the avoidance of doubt, the time lost due to stoppage in play shall be the total of all time lost on that day whether due to one stoppage or multiple stoppages.

Minimum Overs and Rates

On each day of the Premier Grade and B Division competitions, a minimum of 15 overs an hour should be bowled. *DJ Barry Cup will have a total of 80 overs to be bowled in the days play. There will be no 2nd innings in the 2020/21 season.*

Reduction to minimum overs

If play is suspended the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two calculations produces the greatest number of overs:

- (a) Either one over for each full four minutes playing time remaining from the commencement or recommencement of play to the scheduled time for the close of play.
- (b) Or, the minimum number of overs agreed for the day, less the number of overs already bowled and less the allowance for the suspension of play.

**NB Time lost is to be calculated by assessing the time available remaining in the day working back to the final session closing time. (7:00PM)*

Team Selection

Before the toss, the Captain will nominate his players who may not thereafter be changed without consent from the opposing Captain. No team shall participate with less than 8 players.

The toss for innings shall be taken no less than 15 minutes before the scheduled start time. If one team has more than nine players and the other more than six players the toss shall be taken. A deputy shall toss in a Captain's absence.

Rules to be applied

Toss

Captains that win the toss and decide to bat will get 40 overs to bat and the team batting second in return will get 40 overs to chase the total down. If the total is not reached, they will draw the game.

Overs of play

Maximum number of 80 - six ball overs

the team batting first shall occupy no more than 40 overs, and may declare before expiry of the 40 overs. The team batting second shall occupy the balance of the overs not occupied by the team batting first.

Delayed start/weather affected match

- 1) In a delayed start or a rain affected match, both teams must have completed 15 overs in each of their batting innings for it to be deemed a match. **OR**
- 2) One batting team has batted more than 30 overs in the first innings. If this is the case the game will be a draw and teams will keep their batting/bowling bonus points.
- 3) If first innings has started and is then affected by rain, Umpires will need to adjudicate the amount overs lost in the days play. They will use the calculations from clause (Limitation on first innings)

Example 1 – team batting first bats for 40 overs and rain occurs. Both teams will take 1 point.

Example 2 – if rain delays the start of the game, the minimum amount of time available for the match to commence would be 130min. (approx. 4:50pm)

- This time was calculated by working back from 7pm. Which is the close of play.
- This would also be the latest a game can start for there to be a result achieved. (4min an over x 30 = 120min + 10 min change over if needed)

Points System

Definition

Win – Team batting first bowl out team in allotted overs. Vice versa

Draw– team batting second doesn't reach opponents total set, but also doesn't get bowled out in its allotted overs.

Tie– both teams score the same amount of runs in their first innings

Default/Forfeit – The team that forfeits or defaults their game will be penalised 2 points. The team defaulted against shall receive points equivalent to the team scoring the most points in the same round (including bonus points)

Type	Points
Win	3
Draw/Tie	1
Abandoned	2
Default (please read above)	*

No Balls

Worth 1 run plus what is scored off the delivery

Short pitch bowling shall not be called a no ball unless there has been 2 bowled previously in the over to either batsman.

A delivery bowled above waist high on the full, of all types of bowling, shall be called a no ball.

All other no ball rules remain the same

Wides

one day wides shall be applied. If it is down leg it is a wide.

Bowling Restrictions

4 bowlers can bowl 10 overs

Note: NZC bowling restrictions apply to under aged players.

Fielding Restrictions

No fielding restrictions. (Test match rules apply)

Time Restrictions

it is expected that over rates per hour be kept consistently above 15. Failure to do so could result in loss of points. This will be monitored on Umpires Reports.

The standings of the competition

the standings of the competition will be decided by the team that finishes with the highest points over the 2 rounds played.

If 2 or more teams finish with the same points it will be decided by the team with highest **net run rate**.

If they are still the same, the team with the most bonus points from batting & bowling will move on to the Cup Final.

Final Rules

- Team that is in 1st place will need to lose the game to lose the cup. A draw or obviously a win for this team will be enough to win the DJ Barry Cup.
- Bowling, fielding and batting rules still all apply as per DJ Barry cup rules.
- Clarifying a win – a win will be on first innings runs, (not points)

E.g. Team A who are in 2nd place score 200 runs and Team B get **bowled out** for 180, Team A will win the Cup. If Team B get 150/5 in their allotted overs and it is a draw, Team B will win the cup based on the Hawke Cup rules (*1st place in the table will only need a draw to retain the cup*)

Reserve Day

There will be a Reserve day recorded in the fixtures which will only be implemented if a game was not played due to weather.

- If more than one game was rained off in the season, the first fixture that was called off will be played and the rest will be abandoned.

Umpires

PBCA has official umpires that will represent the association throughout the season. These umpires have the Authority to make fair decisions which will reflect the spirit of cricket in all ways. Captains from each club will respect and honour their decisions in a way that doesn't demean or bring the game into disrupt.