



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 5 "B" Grade teams into a separate "B" Grade Championship (Hope Cup)

Playing Times

Session 1

Start time: 11:30 – 2:50pm
(5 min drinks break at 25 overs)

Session 2

Start time: 3:10 – 4:50pm (Tea break)

Playing Time – 6hrs 40 min

Rest Period – 30 min

Final Session

Start time: 5 – 6:40 pm

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.

Please be aware if there is a change of innings within these specified sessions that are before the specified breaks, 2 overs will be lost for change of innings. (mandatory change of innings 2 overs lost)

NB* The session closing time shall be observed only if (i) the required number of overs have been completed or (ii) if time is lost, in which case the closing time shall be used to calculate the number overs remaining in the day (refer to clause **reduction to minimum overs**)

Limitation on first innings

The team which bats first shall not be entitled to bat more than 50 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 90 overs to be bowled in the days play.*

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.
- (c) Two overs are to be reduced from the total overs to be bowled for a change of innings, except where this occurs at a suspension of play (including the lunch break and tea breaks), when there will be no reduction.

**NB Time lost is to be calculated by assessing the time available remaining in the day working back to the final session closing time. (6:40pm)*

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 50 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 and both teams will get their bonus points. If you win the toss and decide to bowl first you will forfeit the 10 overs to the batting side, which in turn means you giving them 50 overs to bat.

Overs added

If the team bowling first bowls the batting team out before their allotted 50 overs, they will receive the extra overs for their batting innings. E.g. Team A batted first and got bowled out in 29 overs. Team B will receive the 21 overs extra for their batting innings. (**40+21= 61 overs**)

Points Accumulated

Batting + bowling points can be accumulated once target is achieved. E.g. Team A gets bowled out for 150 in 30 overs, Team B comes in and has 60 overs to bat (**40+20**), they get 150 in 20 overs and bat on to score 300/4 in 60 overs. Team B receive 4 points for win plus bonus points (10 points max). = 14 points. Team A will receive bonus points (4 points)

Another Example: with the example above: Team B could have batted and got 250 in 35 overs. They could have declared, putting Team A back into bat (2nd innings) trailing by 100 runs. Team B would then have 25 Overs to bowl them out again and accumulate more bowling points.

Overs

Maximum number of 90 - six ball overs

The team batting first shall occupy no more than 50 overs, and may declare before expiry of the 50 overs.

The team batting second shall occupy the balance of the overs not occupied by the team batting first.

Follow On

The follow on can be applied if the team batting second doesn't reach 50% of the opponents first innings total. It will need to meet a minimum:

- 1st innings total of 180

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 each plus there bowling and batting points achieved within the 40 overs.

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. 4:30pm)

- This time was calculated by working back from 6:40pm. 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

Winning Draw – Winning the game on first innings

Losing Draw – losing on first innings total.

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

Tie on 1st Innings – both teams score the same amount of runs in their first innings

Tie on 2nd Innings – teams finish up on the same score after second innings

Outright victory – team wins both 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 |
|--------------------------------|--------|
| Winning Draw | 4 |
| Losing Draw | 0 |
| Draw | 1 |
| Abandoned | 2 |
| Tie on 1 st Innings | 1 |
| Tie on 2 nd Innings | 2 |
| Outright victory | 8 |
| Default (please read above) | * |

*Please remember the points above are added to your bonus points even if you lost.

Bonus Points

| Batting Bonus Points | |
|----------------------|---|
| 100 – 125 runs | 1 |
| 126 – 150 runs | 2 |
| 151 – 200 runs | 3 |
| 201 – 250 runs | 4 |
| 251 + runs | 5 |

| Bowling Bonus Points | |
|----------------------|---|
| 2 wickets | 1 |
| 4 wickets | 2 |
| 6 wickets | 3 |
| 8 wickets | 4 |
| All Out | 5 |

Details

- Bonus points will be awarded to a winning team. The losing team will still collect bonus points.
- Bowling bonus points are not given due to opposing team's declaration. Thus, if you have taken 4 wickets you get 2 bonus points not 5.
- Less than 11 players – if bowling team starts the game with less than 11 players and are all out, the fielding side shall be awarded maximum bonus points.
- In a reduced overs match winning and losing draw can only be obtained if the team batting second has completed the minimum overs required for to be deemed a match.
- Forfeit match during the game. Opponents shall receive points equivalent to the team scoring the most points in the same round (including bonus points)
- If a team has a player who is unable to bat due to injury or domestic selection (occurring after the start of play), they shall still be included as a player for the purpose of the clause. E.g. if a team with 11 players has an injured player and only 10 able batsmen, that team may declare their innings closed at the loss of their 9th wicket and not be deemed all out. Which will mean 4 bonus points.

Calculating points

Bonus Points can be attained during the second innings of a game. When calculating total points for a game, if a game has had a result where a team has won on first innings. This will be called a winning draw (4 points). A team that wins outright, which would mean either you have bowled a team out twice in the day or you have scored a big 1st innings total and have forced a follow on and bowled them out twice and won by an innings. This would give you 8 points for an outright win.

Please note that if a team wins on an outright, they do not retain the 4 points for the winning the draw. They receive 8 points for the outright win + their batting and bowling points.

Example - Team A bats first and scores 255/ 6 dcl. in 35 overs. Team B scores 110 all out in 18 overs. Team A enforce the follow on (see clause **Follow On**). Team A have 37 overs remaining in the day. Team B scores 130 all out in 30 overs. Team A win outright by innings and 15 runs.

Calculating the points:

| Team A: | Team B: |
|--|-------------------------|
| Batting points – 5 (over 250+) | Bowling – 3 (6 wickets) |
| Bowling points – 5 + 5 (All out twice) | Batting – 1 + 2 |
| Outright – 8 points | Total = 6 points |
| Total points = 23 points | |

* please note this is the Max number of points you can receive in a game.

- If Team A didn't bowl Team B out in the second innings it would have been a winning draw for Team A and they would have received 19 points in total (4 points for the winning draw)

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

There are no bowling restrictions. Bowlers can bowl as many overs as they please.

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 go win the Competition.

If still tied it will be the team with the most wins in competition.

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.