

Playing Conditions for Senior Koford Cup (40 Overs per side)

Games to commence at 1pm, unless otherwise agreed by the two Captains.

All matches will be played under the Laws of Cricket and to the NZC Code of Conduct except for the following:

Ball: Four piece red Kookaburra Match ball (or equivalent) to be used.

Match Officials: Whenever possible Umpires will be appointed by the Otago Country Cricket Umpires & Scorers Association. No team will have the right to refuse an appointed Umpire. Captains will be required to submit a "Captains Report on Umpires". These will be provided by the standing Umpires and must be posted in the stamp addressed envelope, within 24 hours of the completion of the match

Number of Players: A team can consist of 12 players but prior to the match starting the captain of the team must nominate one player as a non-batter and one player as a non-bowler and advise the umpires and opposing captain of the names of these players.

Only 11 players are allowed to field at any time.

Bowling Restriction: No Bowler may bowl more than 8 overs.

Fielding Restrictions: There must be two "close catchers" for the first 10 overs, and no more than three fielders outside the 30 yard circle. After 10 overs these field restrictions are eased and require no close catchers, but a maximum of 5 fielders outside the 30 yard circle. There may be no more than 5 fielders on the leg side at any time. Ideally a 30 yard circle should be marked, if this is not possible the umpire(s) will determine where the imaginary line is located.

No Ball: There is an allowance of one ball per over above shoulder height but below the top of the head of the batter standing upright at the crease. Any subsequent deliveries in that over, above shoulder height (standing upright at the crease shall be called and signalled "no ball". All balls above the top of the head shall be called and signalled "no ball".

Any delivery which passes or would have passed, on the full above waist height of the striker, standing upright at the crease, shall be called and signalled "no ball" by the Umpire at the Bowler's end. If the delivery is deemed to be dangerous the Umpire shall issue a warning to the Bowler, and then inform the other Umpire, Captain of the fielding side, and the Batsman of what has occurred. Any repetition with a delivery that is also deemed dangerous will invoke a call of "no ball" and removal of the Bowler from the bowling crease for the remainder of the match.

Free Hit: The ball after a no ball (all modes of no ball) will be a free hit. Field changes are not permitted for the free hit, unless there is a change of striker. The batsman cannot be dismissed off the free hit, other than under the circumstances of a no ball or wide. If the free hit delivery is not legitimate, then the next delivery becomes a free hit.

Wides: Any ball more than 600mm outside the off side of the stumps or 200mm down the leg side of the stumps shall be called and signalled "wide".

Weather Conditions

A minimum of 20 overs per side must be bowled, unless all out earlier, otherwise there will be no result in the match.

Late Starts.

In the event of a late start because of weather conditions, overs shall be deducted at the rate of 15 overs per hour (or 1 over every 4 minutes), for the total time lost. The remaining overs shall be divided equally. The umpires shall inform both captains and scorers of the number of overs to be played. A minimum of 20 overs per side is required.

Interruption in Play in the Second Innings

Any stoppages in the second innings will result in a reduction in the length of the innings by one over for every four minutes lost.

On resumption, the required total will be recalculated by taking the average run rate of the team which batted first (if a side is bowled out, its run rate will assume that the side has faced the full 40 overs or the number of overs available after recalculation for rain) and multiplying it by the new number of overs available to the side batting second. If on this recalculation the side batting second has exceeded this target no further play is necessary. If the side batting second cannot receive 20 overs the game will be abandoned as a draw.

If there are further stoppages during the second innings the required total will be then recalculated.

If there is no further play possible in the second innings and the team batting second has received more than 20 overs the winner of the game will be decided by working out the average run rate of the team batting second at the over the game was interrupted and comparing it with the average run rate of the team batting first. The team with the higher run rate will be the winner.

Declarations and Early Dismissals

If the side batting first is dismissed, or if the innings is declared closed before the end of its allotted overs, the side batting second shall have 40 overs.

Competition Points

Win	6 points
Tie or Washout	5 points each
Loss	0
Default Win	10 points
Defaulter	minus 4 points
Batting Bonus	0.01 points per run. Max 2.
Bowling Bonus	0.2 points per wicket. Max 2.
Batting 2nd	0.2 per wicket in hand.

Results: Text or email results to Peter Silvester (Secretary VCA) on 027 433 5622 or prsilvester@xtra.co.nz ASAP after each match.