



Doleman Cup

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 3 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)

Hours of Play

Play will Start at the times for each Doleman Cup Fixture:

1:00pm - 3.50 pm

4:10pm – 7:00pm

**Please note that there will be a 5 min drinks break at 20 overs in each innings.*

Weather Interruptions

Playing time will be extended to 7.30 pm at the latest for the calculation of the overs to be bowled where the start is delayed or play is interrupted. Play may continue beyond 7.20pm if the agreed number of overs has not been bowled by that time.

Interval Times

The interval shall be a mandatory 20 minutes from the end of the 1st innings of the first team batting. Interval can be shortened by umpires if there was a delayed start to the match or stoppages due to weather. Minimum break is 10 min.

**Please note this decision will be made by the umpires not by the captains.*

Over rate

Teams have a maximum of 170 min to bowl their 40 overs and if the match is shortened that the calculation of the overs to be bowled in the reduced time shall be the remaining time available from the commencement or recommencement of play divided by 4

Innings Delay

In the possible event of the team fielding first failing to bowl 40 overs by the expiration of 170 min from the commencement of the opponent's innings, the teams batting innings shall be limited to the same number of overs as it bowled to its opponents as recorded by the umpire at the 170 min from the commencement of its opponent's innings.

An over in progress at the expiration of 170 min from the commencement of the innings of the side batting first shall be deemed to have been bowled

In the event of the team fielding second failing to bowl, if necessary, 30 overs or the number of overs required to be bowled by the scheduled cessation, the hours shall be extended until the required number of overs has been bowled or a result achieved.

Balls

A regulation 4-piece Kookaburra Senator 156gm is mandatory

Reserve Day - Final only

Where the scheduled playing day for a match is the Saturday and the match cannot be completed on that day due to ground or weather conditions, the Sunday shall be the reserve day. Failing this the game should be scheduled for the next available Saturday.

The HOPE Cup will not take priority over a DJ Barry or Doleman Cup game scheduled on a field. If other fields are suitable for play, the Final will be played on that field. (Exception will apply if it is a district game. District game will take priority)

Field restrictions

8.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

8.2 In addition to the restriction contained in clause 8.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.

8.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres).

The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 4). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

Powerplay

- a) **Powerplay 1** - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- b) **Powerplay 2** - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9-32.
- c) **Powerplay 3** - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.



Reduced overs

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8



Powerplay Laws

If play is interrupted during an innings and the table in 8.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

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

Examples of Laws applied

- *A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.*
- *A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.*

Late starts

If the side batting first is late starting, they will receive one less over for every 4 minutes or part thereof, that they are late. It is important that the first innings is completed as close to 3:50pm. If the bowling side is the offender, they will lose one over of batting for every 4 min that they are late. All claims must be made, and agreed to, before play starts.

Team Numbers

When a team is short of numbers, the minimum allowed to constitute a team is seven players - any less will lead to a default.

To allow for unexpected circumstances that may lead to a delay in arrival of part or all of a team, a period of 15 minutes will be allowed from the scheduled start of play. The late start penalty will still apply but in the interest and spirit of the game, we would expect both captains to take into consideration any unusual circumstances and waive the penalty. However, if total agreement is impossible, then rule above under (**late starts**) will still apply.

Late arrivals and Non registered players

If a team takes the field with less than 11 players and no substitutes have fielded, then any player who arrives late can immediately take a full part in the game. Teams may not have more than 3 non-registered players with in a team, if so, the game will be forfeited to the opposing team. Players are allowed to register on the day through the clubs CricHQ profile and show the opposing captain the registration details for confirmation.

Age Restriction

The age limit for players in the Doleman Cup is **13 Years old**. Any player that is younger will not be allowed to field/bowl/bat at any point in the game.

Weather Interruptions

- a. If wet conditions delay the start, the number of overs for each innings will be decided by the captains (in the absence of official umpires) before the start of play. If umpires are present, the calculation and decision will be made by umpires.
- b. If the 1st innings is interrupted by rain the remaining time is to be apportioned and the number of overs reduced by one for every 4-minutes lost

The revised targets due to weather interference.

Total Runs scored by the batting team first shall be divided by the overs faced. If a team is dismissed before the set number of overs for the innings the total runs should be divided by the set number of overs.

The team batting second revised target will be the above figure multiplied by the overs available to them.

Example - Team batting first scores 196 in 30 overs = 6.53

Team batting second has 20 overs available = $20 \times 6.53 = 130$

Result due to weather

A result can only be achieved if both teams have had the opportunity of batting for 15 overs each. If the match is interrupted after the 15th over of the second innings and the team batting second is unable to complete the set overs the winner will be decided on superior run rate at the time the game ceased.

Abandoned Games

If no play is possible or the match cannot be completed it will be an abandoned match and the draw will proceed the following week as though the match had been played.

Points

WIN - 4 points

LOSS - 0 points

TIE - 2 point

NO RESULT/ABANDONED - 0 points

Covers

The **home team** (as seen on CricHQ fixtures) will be responsible for covering the pitch the **Thursday** before every game during the season. If covers are not on and play is abandoned due to a weather affected pitch, the Home team will forfeit the game and their points to the away team.

Home teams will need to liaise with Operations manager and groundsman during the week for details and information regarding wickets and times.

Scoring

Each team is required to load the result into CricHQ by the **following Monday**. Any team not complying may have any points gained from the match taken off them, if PBCA is satisfied that there is not sufficient reason.

Teams that are using scoresheets will need to manually upload their scoresheets to CricHQ by the following Monday. Scores that are not uploaded correctly will be penalised points from the specific game.



Competition Structure

Each team will play each other twice in accordance with the draw. At the end of round 7 teams will be ranked 1-3 on points. The top team will automatically go through to the final. There will be a semi final between 2vs3, where winner goes through to final the following weekend.

In the event of teams finishing with the same number of points at the end of the round robin which makes it necessary to differentiate the placings the following shall be:

>Who beat who in the round robin play if rained out or tied 2 or 3 tied on points. The following will apply

> Highest Net Run Rate

> Most wickets taken after Round 7

*If the final cannot be played on the scheduled Saturday of the season then teams can play the next day (Sunday.) assuming playing conditions are good

No Ball

Any “full” pitched ball that passes the popping crease at a height above the waist of the batsman standing in their normal batting stance shall be called no ball.

Wides

Umpires will umpire the wides by the dictated lines on the pitch eg a *ball passing outside a line drawn between the bowling and popping creases, measured 750mm from the outside of the off stump and anything down the legside is wide.*

Any short-pitched ball passing the popping crease at a height “above the head” of the batsman standing in their normal batting stance shall be called Wide.

Eligible players

Semis and Finals

All players will have to be Registered cricketers that participate in the semis and Finals. Players that field a non-registered player for the Final will forfeit the game automatically

Premier Players/Clubs

A player must have played (or been named to play in the case of abandoned games) in **3** or more of scheduled days before the date of the Final for that team in that grade in the season of the relevant final.

Players that have played in the Premier Division (Doleman Cup & DJ Barry Cup) for their respective clubs may not drop down to Hope Cup level If they have played 55% or more games in the season at the Premier division.

e.g. Player A has played 3 Doleman cup games (out of 4) and 2 DJ Barry Games (out of 4) The player has played 5 out of 8 scheduled days or 63% of days in the Premier Division.

Player A is not eligible to play in the Hope Cup.

Player B has played 2 Doleman Cup games and 1 DJ Barry. The player has played 3 of 8 scheduled days or 38% of days. **Player B is eligible to play in the Hope Cup.**

In addition to the above, any player who does not meet these criteria but has played all of their cricket in that season at the same grade for the same team, shall be eligible to play in a Doleman Cup Final.

**Any Player can play in the final if they are getting promoted from Hope Cup into Premier Division as long as they meet a certain criteria:*

- Are a registered player

- Have played 3 or more games for the club as a whole in that current season.