



## NZ UNIVERSITIES CRICKET CHAMPIONSHIP 2007 WOMEN'S REGULATIONS

### 1. General

- 1.1 The New Zealand Universities Cricket Championship 2007 will be played under the 'Laws of Cricket' as determined by NZ Cricket, except as stated below.

### 2. Hours of Play and Intervals

- 2.1 Normal hours of play shall be:

1st session	1000 - 1240
Interval	1240 - 1320
2nd session	1320 -1600

- 2.2 If the innings of the team batting first is completed within 30 minutes of the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second shall begin correspondingly earlier. If the innings of the team batting first is completed more than 30 minutes prior to the scheduled time for the interval, or if the innings is delayed or interrupted, the umpires shall determine the interval arrangements after consulting the Tournament Director.
- 2.3 There shall be one permitted drinks intervals in each session after 80 minutes.

### 3. Length of Innings

- 3.1 Each team shall bat for a maximum of 40 (6 ball) overs unless out earlier. No team shall declare its innings closed.
- 3.2 In an uninterrupted match, each side shall complete its 40 overs within 160 minutes. If the team bowling first fails to do this, play will continue until the end of the 40 overs but 1 over will be deducted from the second innings for each full over of the 1<sup>st</sup> innings not started by the end of 160 minutes. The umpires shall have the discretion to allow extra time for events beyond the control of the side bowling first (lost ball, injuries etc). The decision of the umpires on this shall be final.
- 3.3 If the start is delayed, or there is an interruption in play, the number of overs shall be arranged so that whenever possible both sides have the opportunity of batting for the same number of overs (minimum 10 overs per side). The calculation of the number of overs to be bowled in any rearrangement shall allow one every 4 minutes or part thereof remaining before a notional close of play of 1800 hours. Where the overs

are reduced, the time allowance of 160 minutes shall be reduced proportionately and regulation 3.2 will be operated with the recalculated time allowance in place of 160 minutes, except that the umpires in an interrupted innings shall allow one over's leeway in addition to any extra time allowed under regulation 3.2.

#### **4. Covers**

- 4.1 In the event of rain the pitch shall be completely covered at any time unless the umpires direct otherwise. This regulation to be amended where the ground does not have complete covers available for use.

#### **5. Bowling**

- 5.1. No bowler may bowl more than 8 overs. However, in a delayed or interrupted match where the overs for both sides or for the side batting second are reduced, no bowler may bowl more than one fifth of the total overs allowed (unless he has done so before the interruption), except that where the total rearranged overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

- 5.2 Underarm bowling is not permitted.

#### **6. Wide Ball**

- 6.1 If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" both from where he is standing and from where he should normally be standing at the crease, the Umpire shall call and signal "wide". This provision does not apply if the striker makes contact with the ball.

#### **7. No Ball**

- 7.1 The bowler shall be limited to one short-pitched ball per over. A short-pitched ball is defined as one that passed or would have passed above shoulder height of the striker standing upright at the crease. The umpire at the bowler's end shall indicate clearly when such a short-pitched ball is bowled. Should the one short-pitched ball be exceeded in any over, the umpire at the bowler's end shall call and signal "no ball" and implement the procedures of Law 42.7.

- 7.2 Any high full-pitched ball (regardless of its pace) that passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled no ball by either umpire. In addition, if the high full-pitched ball is **fast** the umpire at the bowler's end shall adopt the procedures of Law 42.7.

- 7.3 A penalty of one run shall be scored for a no ball. This shall apply in addition to any other runs that may be scored or awarded.

## **8. Fielding Restrictions**

- 8.1 At the instant of delivery there shall be no more than five fielders on the leg side. In the event of infringement, the umpire at the striker's end shall call and signal "no ball".
- 8.2 For the first 12 overs of each innings (or, if the innings of either team is reduced, for the first 30% of the innings), at the instant of delivery no more than two fielders may be outside a "fielding circle". This fielding circle shall comprise an area bounded by two semi-circles, one centred on each middle stump and each with a radius of 27.5 metres (30 yards), joined by a parallel line on each side of the pitch. The fielding circle should be marked by solid white line (or painted white dots at five yard intervals, each dot to be covered by a white plastic or rubber, but not metal disc measuring seven inches in diameter). For the remaining overs of each innings, a minimum of four fielders (plus the bowler and wicket-keeper) must be within the fielding circle. In the event of infringement, the umpire at the striker's end shall call and signal "no ball".
- 8.3 There shall be two "inner circles" with a radius of 15 yards, one centred on the centre point of each popping crease. Where possible these should be marked by dots painted on the ground. For the first 12 overs (or 30% when the innings of either team is reduced) of the innings there shall be a minimum of two stationary fielders (excluding the wicket-keeper) within the inner circle, except that a fielder at slip, gully or leg slip may stand deeper if necessary. In the event of infringement, the umpire at the striker's end shall call and signal "no ball".

## **9. Results**

- 9.1 The team scoring the higher number of runs shall be the winner.
- 9.2 If the scores are equal, the match shall be tied irrespective of the number of wickets lost.
- 9.3 Any match in which the side batting second does not receive ten overs (unless it is all out in less than ten overs) shall be a no result.

## **10. Points**

- 10.1 The Championship will operate to the standard ICC one day bonus point system as follows:
- a) Win, with bonus point = 6 points
  - b) Win, without bonus point = 5 points
  - c) Tie or no result = 3 points
  - d) Loss, but without conceding bonus point = 1 point
  - e) Loss, but conceding bonus point = 0 points
- 10.2 Bonus point system – 1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition. A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a side is all out, the number of overs to be used is the maximum number of overs that the side was otherwise eligible to face.

- 10.3 Final standings will be based on placing matches on the final day as declared in the draw. The winning team shall be the team that wins the final. Where teams in the pools are tied on points, their respective final position shall be determined by the superior score from the following calculation:

$$\frac{\text{Total Runs Scored}}{\text{Total Wickets Lost}} - \frac{\text{Total Runs Conceded}}{\text{Total Wickets Taken}}$$

## **11. Eligibility & Squad Size**

- 11.1 Each squad may contain no more than 13 players.
- 11.2 The names of the 13 players and their Student ID shall be presented to the Tournament Director no later than 7pm on the day before the first match, i.e. no later than 7pm on Sunday 4 March 2007.
- 11.3 The squad of players cannot be altered once declared and cannot be changed at any stage during the tournament.
- 11.4 With regard to regulation 11.3, the Tournament Director shall have discretion to permit squad changes but only in the case of exceptional circumstances beyond the control of the University involved which would otherwise have a detrimental affect on the Championship.
- 11.5 Before each match the captain/manager must declare their playing 11. As with the Laws of Cricket in case of injury the 12<sup>th</sup> & 13<sup>th</sup> women may field only.
- 11.6 Players enrolled at University in either 2006 or 2007 are eligible to compete in the Championship provided they provide the necessary Student ID.
- 11.7 Players may only play for the University they currently attend (or attended for students finished in 2006).
- 11.8 USNZ eligibility regulations take precedence over cricket specific regulations in all instances.

## **12. Conduct**

- 12.1 USNZ expects the Championship to be conducted according to the Laws and spirit of the game and requires the highest standards of behavior both on and off the field. In the event of contravention of this Regulation by any player, the Tournament Director may impose a disciplinary sanction, including reprimanding the player concerned, suspending her from one game or expelling her from the tournament. In the case of the last sanction, the Tournament Director shall also make a formal report to the USNZ Executive Committee.

## **13. Interpretation**

- 13.1 In the event of any dispute over or matter not covered by these Regulations, the Tournament Director's decision shall be final.