

# BK SUPER SMASH

Except as modified hereunder, the NZC First Class and Ford Trophy Playing Conditions for cricket in New Zealand shall apply in all BK Super Smash matches.

## 1. THE COMPETITION

The BK Super Smash competition will comprise a series of ten rounds of matches. At the end of the ten rounds the top placed team will proceed directly to the Grand Final.

The teams finishing 2<sup>nd</sup> and 3<sup>rd</sup> will play in an Elimination final with the winner proceeding to the Grand Final. A reserve day has been scheduled for the Grand Final.

### 1.1 Elimination Final

In the event of no result or a tie (on DLS only) being achieved in the Elimination Final, the team which was placed in the higher position after the series of 10 matches will be deemed the winner of that match.

### 1.2 Grand Final

The team which wins the Grand Final shall be the winner of the competition. In the event of neither team winning the Grand Final (including a tie by DLS), the team finishing higher after the series of 10 rounds will be declared the winner.

### 1.3 Application of the Reserve Day (Grand Final only)

If the Grand Final (min 5 overs each) can be completed on the original scheduled day, then it must happen. Umpires should make all their ground / weather / light decisions to maximize play on the scheduled day of the Grand Final to achieve a result on that day, as if there was no Reserve Day available.

If play is interrupted on the scheduled day, Umpires will use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day. Each team must have had the opportunity to bat for a minimum of 5 overs for a result to be achieved.

If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day will be used to complete the match.

The hours of play on the Reserve Day will be the same as on the scheduled day for the Grand Final (including the extra time provision). However, on the Reserve Day, play will recommence under the same circumstances that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams will be carried through to the Reserve Day.

### **Example 1:**

Match starts at 20 overs per side and there is an interruption at 4 overs. Overs are reduced to 16 overs per side and play is about to resume.

Before another ball is bowled it rains and play is abandoned for the day. As the match didn't resume under the revised overs, the match should continue on the reserve day at the original 20 overs per side with the overs reduced if necessary during the reserve day.

### **Example 2:**

The same start as in example 1 i.e. match starts at 20 overs per side and there is an interruption at 4 overs. Overs are reduced to 16 overs per side and play is about to resume.

This time, play starts and after an over has been bowled it rains and play is abandoned for the day.

As the match has resumed, it is continued on the reserve day at 16 overs per side with the overs further reduced if necessary during the reserve day.

DLS applies, including the provision that if e.g. a 5 over match was started and 1 innings completed and Team 2 only batted 3 overs (but in doing so scored enough runs to win on DLS target) then Team 2 would win.

The Umpires' decision as to fitness for play at all times prevails.

## **2. POINTS**

### **2.1 Match Result**

Points shall be scored in BK Super Smash matches as follows:

Win	4 points
Loss	0 points
No result or tie (due to weather by DLS)	2 points each

### **2.2 Competition Placing**

In the event of teams finishing on equal points, the right to play in the finals will be determined as follows:

The team with the highest net run rate.

A teams net run rate is calculated by deducting from the average runs per over scored by that team through the competition the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

### **3. LAW 4 – THE BALL**

Ford Trophy Playing Condition 4 shall apply however only one new ball shall be used at the start of each innings.

### **4. LAW 11: INTERVALS**

#### **4.1 Interval between innings**

There shall be a 10 minute interval between innings.

#### **4.2 Interval for drinks**

No drinks intervals are permitted.

### **5. LAW 12: START OF PLAY; CESSATION OF PLAY**

#### **5.1 Hours of Play**

The scheduled starting time shall be as set out in the schedule provided by NZC. The scheduled starting time may be altered by NZC provided notice is provided to the participating teams.

In those matches where the start of the play is not delayed or play is not interrupted then:

1 hour 25 minutes	Session 1
10 minutes	Interval
1 hour 25 minutes	Session 2

#### **5.2 Over Rates**

5.2.1 Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour and twenty five minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed. This will apply to both innings of the match.

5.2.2 If the innings is terminated before the scheduled or rescheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings.

5.2.3 The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the rescheduled cessation time for that innings.

5.2.4 The Umpires will record and inform the fielding Captain of any time allowances as and when they arise, and the scorers at the end of the innings. (This matter

will not be subject to retrospective negotiation). In addition, in all reduced over matches, the fielding team will be given one over leeway.

5.2.5 Over rate penalties apply only to innings of ten overs or more duration.

### 5.3 Time Allowances

For the purposes of determining penalties, the Umpires shall take the following allowances into account:

- (a) Actual time where treatment by authorized medical personnel is required on the ground, and also for any injured players leaving the field due to serious injury.
- (b) Interruptions caused by weather (including drying the ball) or light or other unforeseen delays beyond the reasonable control of the fielding team e.g. ball recovery from outside of the ground.
- (c) Time for third Umpire referrals and sightscreen changes, if any.
- (d) Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under (d) above (time wasting by batting team) then such time shall be deducted from the allowance granted to the batting team in the determination of its over rate.

In addition to the allowances as provided for above:

- (e) In the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted;
- (f) An additional allowance of 1 minute will be given for each of the 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> wickets taken during an innings.

If a team is bowled out within the time determined for that innings pursuant to these Playing Conditions (taking into account all of the time allowances set out above), the fielding team will be deemed to have complied with the required minimum over rate.

### 5.4 Penalties

For each over not bowled inside the time allowed, a fine of \$1100 +GST per team will be imposed. Should a team be penalised under this BK Super Smash Condition 5 more than once during a competition then, in addition to the fines imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team under the NZC Code of Conduct.

## 6. LAW 13: INNINGS

### 6.1 Duration

A match will consist of one innings per team and each innings will be limited to 20 overs. A minimum of 5 overs per team will constitute a match. Note: No reserve day is allocated for the preliminary rounds or finals (other than the Grand Final).

### 6.2 Length of innings

In an uninterrupted match (i.e. matches which are neither delayed nor interrupted) each team will bat for 20 overs unless all out in less than 20 overs.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. In these circumstances BK Super Smash Conditions 5.3 and 5.4 shall apply.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled cessation time of the second innings, the hours of play shall be extended (subject to ground weather and light conditions) until the required number of overs has been bowled or a result achieved. In these circumstances BK Super Smash Conditions 5.3 and 5.4 shall apply.

### 6.3 Delay or interruptions to the innings of the team batting first:

6.3.1 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 14.1 overs per hour (4.25 minutes per over) in the total time remaining for play. The Umpires will calculate the length of the remaining playing time available for the match and will take into account the interval between innings.

Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure that both teams have the opportunity to bat for the same number of overs. If the revised number of overs calculated results in an odd number of total overs in the match, then one over shall be added and the result divided in half.

6.3.2 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the team batting second, subject to a result not being achieved earlier. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relevant delays, interruptions in play and the duration of the interval will be taken into account. If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over will be allocated to each team, with the interval and close of play times being recalculated accordingly. If there is more than one interruption to the innings of the team batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

6.3.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue, subject to conditions of ground, weather and light, until the required number of overs have been bowled or the innings is completed and BK Super Smash Conditions 5.3 and 5.4 shall apply. In all reduced overs matches both teams will be given one over leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of application of BK Super Smash Conditions 5.3 and 5.4 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

6.4 Delay or interruptions to the innings of the team batting second:

6.4.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4.25 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation related to the revision of overs shall not be effective until an amount of time, equivalent to that by which the second innings started early, has elapsed. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

6.4.2 A rescheduled time for the close of play will be fixed by applying a rate of 4.25 minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time. This calculation must not cause the match to finish earlier

than the original time for cessation of play. If required the original time may be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of five overs have to be bowled to the team batting second subject to a result not being achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the first team completed its innings in less than is allocated overs.

- 6.4.3 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved, and BK Super Smash Conditions 5.3 and 5.4 shall apply. In all reduced over matches the fielding team shall be given a one over leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of BK Super Smash Conditions 5.3 and 5.4 only – they do not influence the recalculated number of overs or the scheduled close of play.

Note: The scorers shall be responsible for performing any DLS calculations. After any hold up in play, the Umpires will notify the scorers of the number of overs lost and they will perform any DLS calculations required. The Umpires will satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires will be responsible for notifying both captains and the match manager of the target score and the available overs.

## 6.5 Extra time

Extra time of 30 minutes is allowed in any match where the start of play is delayed, or play is suspended i.e. for over calculation purposes e.g. play scheduled to start 2.00pm – normal close 5.00pm. If start was delayed until 2.30pm play could be extended to 5.30pm before any overs are lost. Play should not be rescheduled to finish more than 30 minutes beyond the original scheduled close time under any circumstances in any match (for the avoidance of doubt, the foregoing shall not apply to any Super Over). Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs are to be rounded up. If required to maximize the available overs in a match, the original time shall be extended to allow for the rounding up.

## 6.6. Number of overs per bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs, rain

interrupts play and the innings is reduced to 12 overs. Both opening bowlers have already bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of the innings.

## **7. LAW 16 – THE RESULT**

7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

7.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum five overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing; this revised target being calculated by the DLS method.

7.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs (providing it has received not less than five overs), the result shall be decided by the DLS method.

7.4 In the event of a tie, including a tie when the DLS method has been used, the following Super Over procedure shall apply to achieve a result:

### 7.5 Super Over Procedure

The following procedure will apply should the provision for a Super Over be required in any match.

7.5.1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Match Referee/Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed. Note: re unfit light conditions below – bowl out.

7.5.2 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the Umpires in consultation with the ground authority and referee if appointed.

- 7.5.3 The Umpires shall stand at the same end as that in which they finished the match.
- 7.5.4 In both innings of the Super Over, the fielding team shall choose from which end to bowl.
- 7.5.5 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match, shall also apply in the Super Over.
- 7.5.6 Any penalty time being served in the main match shall be carried forward to the Super Over.
- 7.5.7 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- 7.5.8 The team batting second in the match will bat first in the Super Over.
- 7.5.9 The fielding Captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the Umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then Playing Conditions as stated for the main match shall apply.
- 7.5.10 The loss of two (2) wickets in the over ends the team's one over innings.
- 7.5.11 In the event the teams have the same score after the Super Over has been completed, if the original match was a tie under the DLS method, clause 7.5.13 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per team eliminator shall be the winner.
- 7.5.12 If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the main match (ignoring the Super Over) shall be the winner.
- 7.5.13 If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from Wides, No ball or penalty runs.

<b>Example</b>		
<b>Runs scored from</b>	<b>Team 1</b>	<b>Team 2</b>
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6<sup>th</sup> and 5<sup>th</sup> ball of their innings, however team 1 scored 2 runs from its 4<sup>th</sup> ball while team 2 scored a single, so team 1 is the winner.

The Super Over should be completed to determine a winner unless the Umpires consider it dangerous and unreasonable to complete because of unfit light conditions.

#### 7.6 Super Over Unfit Light Conditions – Bowl Out

The Umpires shall determine the suitability of the light. Only in the event that bad light prohibits the application of the Super Over, then a bowl out shall take place as follows.

7.6.1 Five players, from each team (selected from the players nominated for the match) will bowl, over arm, two deliveries each at a wicket from a similar wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases.

7.6.2 The first bowler from team 1 will bowl two deliveries, then the first bowler from team 2 will bowl two deliveries, then the second bowler from team 1 will bowl two deliveries and so on. The team which bowls down the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a “sudden death” basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

7.6.3 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires approval.

7.6.4 If a bowler bowls a No ball it will count as one of his two deliveries but will not count towards the score of the team.

7.6.5 Each team will appoint a wicketkeeper to stand behind the wicket but out of reach of the wicket.

### 8. **LAW 24 FIELDER’S ABSENCE; SUBSTITUTES**

#### 8.1. Fielder absent or leaving the field

Law 24.2 and First Class Playing Condition 24.2 shall apply except that:

- (a) the maximum penalty time shall be 40 minutes;

- (b) if any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match and into the Super Over (if applicable); and
- (c) any reference to a team's earlier or subsequent innings or to earlier or subsequent days in the match shall not apply.

**9. LAW 28 THE FIELDER**

**9.2. Restrictions on the placement of fielders**

- 9.2.1 At the instant of delivery there shall be no more than five fielders on the leg side.
- 9.2.2 For the first six overs only of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards/27.43m) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white dots, 7 inches in diameter, at five yard intervals, or a continuous white line.
- 9.2.3 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- 9.2.4 In circumstances where the number of overs the batting team is reduced, the number of overs in regard to the restrictions in 9.2.2 above and 9.2.4 shall be reduced in accordance with the table below. The table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

<b>Total overs in innings</b>	<b>No. of overs for which fielding restrictions in 9.2.2 and 9.2.4 above will apply</b>
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 9.2.5 If an innings is interrupted during an over, and if, on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the Umpire shall call and signal No ball.

**10. LAW 40 – TIMED OUT**

Law 40 shall apply, except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the pitch immediately a wicket falls, and must cross with the outgoing batsman on the field of play.

**11. LAW 41**

**11.1 Dangerous and Unfair Bowling**

Playing Condition 41.2 shall apply however bowlers will be limited to one short pitched delivery per over and the provisions of Playing Condition 41.2 shall be amended accordingly in relation to the BK Super Smash (i.e. references to 2 in Playing Condition 41.2 shall be read to mean 1 and references to 3 shall be read to mean 2).