



# BARBADOS CRICKET ASSOCIATION



INSURANCE COMPANY SUPER CUP  
LIMITED OVERS COMPETITION

2008

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**NAME OF COMPETITION**

1. The name of the Competition shall be: -

**SAGICOR GENERAL INSURANCE  
COMPANY SUPER CUP LIMITED OVERS COMPETITION**

**GENERAL RULES OF THE COMPETITION**

2. The Competition shall be organised by the Barbados Cricket Association.
3. The Competition shall be held annually among the First Division Clubs. The winning team will be presented with the Sagicor General Insurance Cup which shall be held for one (1) year.
4.
  - (a) A club may enter one team only in the Competition.
  - (b) A player shall not be declared to represent more than one (1) team in the Competition. A player declared to play in one (1) Competition shall not be declared to play in another Competition on the same day.  
  
If a player who has been declared to play in a Competition is declared to play in another Competition on the same day, the second team for which he plays shall forfeit the match and any points already earned in the match, and the opposing team shall be awarded full points.
  - (c) Each Club shall register a minimum of fifteen (15) players.
5.
  - (a) The clubs shall be divided into two zones of eight teams each.
  - (b) In each zone, all teams shall be scheduled to play against each other in a limited overs game of fifty (50) overs.
  - (c) In the Zonal Competition the winner of each match shall receive 4 points and the loser 0 points. In an incomplete match (a match which started but in which there was no winner) or in a match abandoned without a ball being bowled, each team shall receive 2 points. In the event of a tie, each team shall receive 2 points.
  - (d)
    - (i) In the event of teams finishing on equal points in their respective Zones the highest placed team will be the team with (a) the most wins in the zonal competition, and if still equal (b) the higher net run rate.

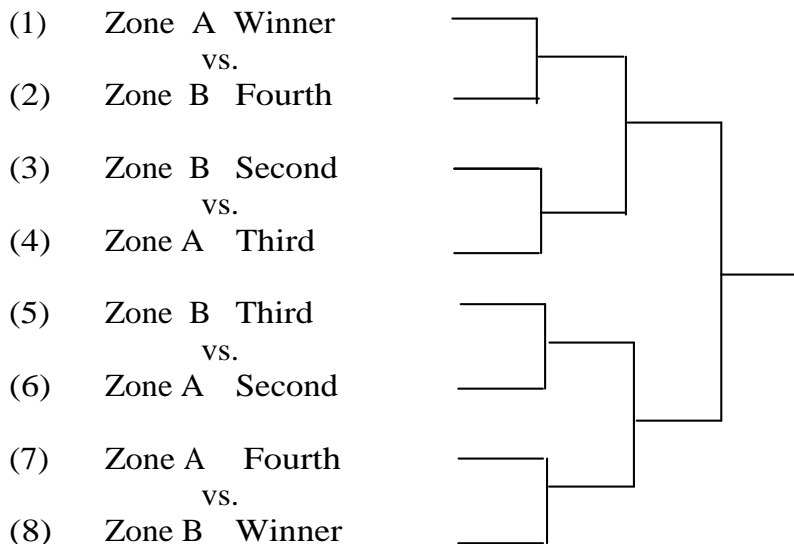
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- (ii) If still not determined after applying (a) or (b) above, a draw shall be made by the Organising Committee to determine the highest placed team.

(e) **Calculation of Net Run Rate**

- (i) A team’s net run rate is calculated by deducting from the average runs per over scored by that team throughout the Competition, the average runs per over scored against that team throughout the Competition.
- (ii) 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 the number in which it had been dismissed subject to 24B.
- (iii) Only those matches where results are achieved will count for the purpose of net run rate calculations.

- (f) The four top teams in each zone shall meet in knock out quarter-finals, semi-finals and final to determine the winner as shown in the knock out chart below:



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6. Matches in the quarter-finals and semi-finals shall be played at neutral venues, subject to the availability of grounds. Matches already fixtured in other Divisions or Competitions shall not be re-scheduled.
7. Umpires for all matches except the Final shall be appointed by the Barbados Cricket Umpires Association (BCUA).
8. Umpires' fees shall be determined by the BCA.
9. Match expenses incurred, other than for the Final, shall be the responsibility of the home team which shall be entitled to all gate receipts. The BCA shall be responsible for the payment of Umpires' fees and shall also provide one ball to each team per match. Clubs will be responsible for the provision of all replacement balls during the match.
10. The Final shall be played at a venue to be decided by the Organising Committee unless otherwise determined by the BCA and all expenses shall be the responsibility of the BCA which shall be entitled to all gate receipts.
11. Clubs may be seeded.
12. Winning Clubs shall receive prizes as determined by the BCA in association with the Sponsor at the start of the Competition.
13. No individual team member shall benefit financially from the above-mentioned awards and all funds received shall be spent for the benefit of the Club.

### PLAYING CONDITIONS

14. (a) **Laws of Cricket**

The Laws of Cricket 2000 Code 2<sup>nd</sup> Edition – 2003 and the Special Conditions of the Board of Management of the BCA for local Competitions shall apply except where specified in these Playing Conditions.

- (b) ***The Ball***

Only four-piece, white-coloured balls shall be used for the competition.

- (c) **No Balls**

If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, the standing Umpire shall

call and signal “No Ball”. A penalty of one (1) run shall be added for each No Ball plus any runs scored from the delivery.

(d) ***Free Hit after a foot-fault no ball***

Following a No Ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next legitimate delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

(e) A bowler shall be limited to one (1) fast short-pitched delivery per over. A fast short-pitched delivery is a ball which passes or would have passed above the shoulder of the striker standing upright at the crease. The Umpire at the bowler’s end shall advise the bowler and the striker when each such delivery has been bowled.

In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over the Umpire at the bowler’s end shall call and signal “no ball” and then tap his head with the other hand.

For the avoidance of doubt, any fast short –pitched delivery that is called “wide” shall also count as the allowable short-pitched delivery in that over.

(f) ***Wide Bowling – Judging a wide***

Umpires are instructed to apply a very strict and consistent interpretation to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide, on the legside a ball landing clearly outside the leg stump and going further away shall be called a Wide.

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A penalty of one run shall be added for each wide ball plus any runs scored from the delivery.

### **MATCH REFEREES**

15. Match Referees shall act on behalf of the BCA to ensure that the conduct of the game is upheld by:

Observing that the Laws of Cricket and the Playing Conditions as set out under these Rules are carried out and by lending support to the Umpires in the execution of their duties.

Noting details of the condition of the pitch and ground.

Noting the efforts of the home Club to ensure crowd control.

Observing the conduct of players including their reaction to Umpires' decisions.

Recording complaints and statements as given by the representatives of both teams at the end of the game.

Reporting any breach of the Rules or Special Conditions which they observe or which is brought to their attention to the Board of Management of the BCA for resolution.

### **PITCHES**

16. The pitches shall be covered for all matches in the Competition. Covering shall be done:
- (a) At least forty-eight (48) hours before the scheduled start of play and if necessary until the first ball is bowled; and whenever necessary and possible at any time prior to that, during the preparation of the pitch.
  - b) If during the hours of play the match is suspended on account of rain.

### **HOURS OF PLAY**

17. The normal hours of play shall be 10:00 a.m. to 5:45 p.m. with a luncheon interval of forty-five (45) minutes at 1:30 p.m. or at the end of the innings

of the team batting first, or at the conclusion of the required number of overs.

In any match played after September 7, 2008, the hours of play should be 9:30 am to 5:15 pm.

### **INTERVALS AND DRINKS BREAK**

18. Two (2) drink breaks per session shall be permitted, each one (1) hour and ten (10) minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.

### **INTERVAL BETWEEN INNINGS**

- 19 Where the team batting first has completed its innings with less than thirty (30) minutes remaining before the scheduled or re-scheduled interval, the innings of the team batting second shall commence after the duration of the scheduled or re-scheduled interval.

If the team batting first has completed its innings at least thirty (30) minutes prior to the scheduled or re-scheduled interval, a ten (10) minute break shall be taken and the team batting second shall commence its innings. The interval shall occur as scheduled or re-scheduled.

Where play is delayed or interrupted the Umpires shall reduce the length of the interval as follows:

<i><u>Time Lost</u></i>	<i><u>Interval</u></i>
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

No match shall be started after 2:40 pm or 2:10 pm in matches played after September 7, 2008. If, however, at 2:40 /2:10 p.m. (where applicable) play is possible a match of twenty (20) overs per innings shall be played.

**LENGTH OF INNINGS**

20. **Uninterrupted matches starting on time**

Preliminary Matches

- (a) (i) The innings of each team shall be limited to fifty (50) overs. No team shall be permitted to declare its innings closed.
- (ii) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled or until the team batting has been bowled out.
- (iii) If the team batting first is dismissed in less than fifty (50) overs the team batting second shall be entitled to bat for fifty (50) overs.
- (iv) If ,after consultation with the Umpires, the Match Referee is of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled cessation time no penalty shall be attached to the team.

If, however, in the opinion of the Match Referee the fault lies with the team bowling first a penalty of four (4) runs per over or part thereof bowled after the scheduled time of cessation shall be added to the target score of the team bowling first.

(b) **Delayed or interrupted (general)**

- (i) To constitute a match each team must have the opportunity to bat for a least twenty (20) complete overs.
- (ii) If a reduction in the number of overs is required, the object shall always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs. The calculation of the number of overs to be bowled shall be based on a rate of 1 over for every full four (4) minutes of time available for play.

Any recalculation must not cause the match to finish earlier

than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (iii) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved
- (iv) If after consultation with the Umpires the Match Referee is of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty shall be attached to the team.

If, however, in the Match Referee's opinion the fault lies with the team bowling first a penalty of four (4) runs per over or part thereof bowled after the scheduled time of cessation shall be added to the target score of the team bowling first.

- (v) Except as provided in Clause 19(b) (1) any incomplete over shall count as a complete over in all calculations re the number of overs.

(c) **Delay or interruption in the innings of team batting first**

- i If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session and calculated by applying the provisions of clauses 20(b) (ii) above.
- ii If the team fielding first fails to bowl the required number of overs by the re-scheduled time for the cessation of the first session, play shall continue and 20(a) (ii) above shall apply.

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

If after consultation with the Umpires the Match Referee is of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time of cessation no penalty shall be attached to the team

If, however, in the opinion of the Match Referee the fault lies with the team bowling first a penalty of four (4) runs per over or part thereof bowled after the scheduled time of cessation shall be added to the target score of the team bowling first.

- iii If the team batting first is dismissed in less than the required number of overs the team batting second shall be entitled to bat for that required number of overs.

(d) **Delay or interruption in the innings of the team batting second**

If it is not possible for the team batting second to bat for the required number of overs, the overs to be bowled shall be reduced at the rate of one (1) over for every full four (4) minutes of time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(e) **Quarterfinals, semifinals and Championship Final**

The target score is to be calculated using the current Duckworth-Lewis Method. The target set will always be a whole number and one run less will constitute a tie.

**FIELD RESTRICTIONS**

- 21. (i) A semi-circle shall be drawn on the field of play at each end of the pitch. The middle stump shall be the centre from which the semi-circle is drawn and the radius of the semi-circle shall be 30 yards. Each end of the semi-circle shall be joined to the end of the other semi-circle on the same side of the pitch in a straight line running parallel to the pitch. These two lines shall be the same distance from the pitch.

During the first block of Powerplay Overs only two (2) fieldsmen shall be permitted outside this fielding restriction area at the moment of delivery.

During either the second or third block of Powerplay Overs, the fielding team shall, at its discretion, be permitted to have three (3) fieldsmen outside this fielding restriction area at the

instant of delivery. The fielding Captain shall decide which of the 2<sup>nd</sup> or 3<sup>rd</sup> blocks will be utilised for this provision and shall advise the on-field Umpires accordingly. For the block of Powerplay Overs not utilised for this provision, only two (2) fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

The Umpires shall signal which block of Powerplay Overs is being utilised for this purpose in the normal manner followed by a hand signal with three (3) fingers extended.

- (ii) During the non Powerplay Overs there shall be no more than five fieldsmen on the on side, and there shall be no more than two (2) fieldsmen behind the popping crease on the legside.
- (iii) Two inner circles which shall have as their centres the centrepoint of the popping crease at either end of the pitch shall be drawn on the field of play.

The radius of each circle shall be fifteen (15) yards and during the initial field restriction overs (ten (10) in an uninterrupted innings) there must be a minimum of two (2) stationary fieldsmen within this area at the moment of delivery.

When a fast bowler is bowling the two (2) stationary fieldsmen may be permitted to stand deeper than fifteen (15) yards provided that they are standing at slip, leg slip or gully.

- (iv) During the field restriction overs no more than five fieldsmen, not including the wicketkeeper, are permitted to be outside the field restriction marking at the instant the ball is delivered.
- (v) In an interrupted match where the number of overs for the team batting first is reduced, the number of overs limiting the fieldsmen as stipulated in 21 (iii) shall be reduced as provided for in the Field Restriction Scale.
- (vi) In an interrupted match where the overs for the team batting second are reduced, the number of overs limiting fieldsmen as stipulated in 21 (iii) shall be reduced proportionately to the number of overs that the field restriction marking applied to the side batting first. Where the number of overs for the team batting second is reduced under the provisions

of 20(a) (ii), (c) (ii), the Field Restriction Scale shall apply.

(vii) **Field Restriction Scale**

<b><u>Innings</u></b>	<b><u>FRO's</u></b>	<b><u>Sequence</u></b>
20-22	8	4 +2+2
23-24	9	4+3+2
25-27	10	5+3+2
28-29	11	6+3+2
30-32	12	6+3+3
33-34	13	7+3+3
35-37	14	7+4+3
38-39	15	8+4+3
40-42	16	8+4+4
43-44	17	9+4+4
45-47	18	9+5+4
48-49	19	10+5+4
50	20	10+5+5

Each block of Powerplay Overs must commence at the start of an over.

If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay will assume to have been taken consecutively up to that point.

If play is interrupted during the first Powerplay and resumes during the second Powerplay, the Captain of the fielding team may choose to have three(3) fielders outside the circle for the remainder of the second Powerplay. If he so chooses, the Umpire will make the three (3) fielder Powerplay signal immediately prior to play resuming. (For the avoidance of doubt, the whole of the third Powerplay would then be subject to the two (2) outfielder restriction).

If play is interrupted during the first Powerplay and resumes during the third Powerplay, then the third outfielder will be permitted immediately, even if the interruption occurs during an over.

If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs has already been

exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

If following any interruption, it is found on resumption that the recalculated number of Powerplay overs remaining exceeds the number overs to be bowled in the innings, then the Powerplays will commence at the start of the next over. The number of Powerplay Overs with three (3) outfielders will then be reduced by the shortfall in the total number of Powerplay Overs for the innings.

- (viii) In the event of an infringement of 21 (ii) (iv) (v) and (vi) and the Umpire at the striker's end shall call and signal "No Ball".
- (ix) At the beginning of each block of FRO's the Umpires shall make a rotating signal to the scorers.

#### **NUMBER OF OVERS PER BOWLER**

- 22 (a) No bowler shall bowl more than ten (10) six-ball overs in an innings. In a match where the start is delayed or the match or interrupted and the innings of both teams are restricted from the start to less than fifty (50) overs, no bowler may bowl more than one-fifth of the total overs allowed except that where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the total.
- (b) 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 only in so far as each bowler's limit is concerned.

#### **TIME WASTING**

- 23. Umpires shall fully take into account and draw to the attention of the offending team's captain any deliberate slowing down of the tempo of either batsmen or fieldsmen where it may be seen to be to the disadvantage of the other team. Such action shall be drawn to the attention of the Match Referee.

#### **THE RESULT**

- 24. **Preliminary Rounds**

SAGICOR GENERAL INSURANCE COMPANY SUPER CUP COMPETITION 2008

- (a) A result can be achieved only if both teams have batted for at least twenty (20) overs or unless one team has been dismissed in less than twenty (20) overs or unless the team batting second scores enough runs to win in less than twenty (20) overs.

In matches in which both teams have had the opportunity to bat for the agreed number of overs, subject to the provisions of clauses 20 (a) (ii) and 20 (c) (ii) the team scoring the higher number of runs shall be the winner. If the scores are equal in matches in which both teams have had the opportunity to bat for the agreed number of overs, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

- (b) The run rate (runs/overs) of a team batting first shall be calculated as follows:
- (i) The run rate of a team bowled out after the scheduled or rescheduled cessation time of the first session shall be based on the number of overs it had received at the scheduled or rescheduled cessation time of the first session unless otherwise determined by the Match Referee.
  - (ii) The run rate of a team bowled out within two (2) minutes of the scheduled or rescheduled interval shall be based on the number of overs it received.
  - (iii) In all other instances of a team being bowled out, its run rate shall be based on the number of overs to which it had been entitled.
  - (iv) Where the team batting first has not been bowled out, its run rate shall be based on the number of overs it had received at the scheduled or rescheduled cessation time for the first session unless otherwise determined by the Match Referee.

If the team batting second has not had the opportunity to bat for the required number of overs and provided it has batted for at least twenty (20) overs and has not been bowled out nor has passed its opponent's score, the result shall be based on the run rate. The team with the higher run rate shall be the winner.

If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be the next highest integer (whole number) after the revised number of overs (this

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includes the over(s) bowled before the interruption) is multiplied by the run rate of the team batting first.

### **PROTESTS AND COMPLAINTS**

25. Clubs and Umpires are advised that protests and complaints affecting the outcome of matches must reach the Secretariat of the Barbados Cricket Association not later than 4:00 p.m. on the first working day after the incident in question. Other complaints must be submitted within five (5) days.

All communications to the Board shall be addressed to the Secretary and all communications by Clubs to the Board and by the Board to Clubs shall be made through the Secretaries of such Clubs, and all Clubs must notify the Secretary of the names and addresses of the Secretaries of such Clubs from time to time.

May 8, 2008