

## Bay of Plenty Cricket Association

### The Versatile Williams Cup 2023

#### Playing Conditions

- **The Versatile Williams Cup is a Bay of Plenty Cricket Association Premier Club competition.**
- **The tournament will consist of a round-robin series over 9 rounds, followed by a finals series consisting of two semi-finals and a Grand Final.**
- **All matches in the tournament will be played in a 1-day, 50 over format.**
- **The Grand Final will be played at the Bay Oval on Saturday, March 25.**
- **Except as modified hereunder, all matches shall be played in accordance with [THE LAWS OF CRICKET 2017 CODE \(3rd Edit on – 2022\)](#), with adaptations according to [NZC Playing Conditions 2022-23 \(November 2022\)](#).**
- **In addition, the provisions of the NDCA Senior Competition Regulations October 2022 document shall apply in this tournament.**

#### **1. Innings Format**

- 1.1. All matches shall consist of two innings in one day. Each team shall bat for 50 overs, unless dismissed earlier, or interrupted by weather.
- 1.2. Neither team shall be permitted to declare their innings closed.

## 2. Hours of Play

- 2.1. The standard start time for Williams Cup matches shall be 11:30. On occasion however, the start time for certain matches will be altered to 12:00 by the BOPCA Competitions Administrator. Team captains and umpires will be advised of any change by email, and the revised time will be entered on the PlayHQ draw on the BOPCA landing page.
- 2.2. Matches commencing at the standard time should be completed by 6.20pm. A 30 minute extension is available at the discretion of the appointed standing umpires if the start is delayed or a weather interruption occurs.
- 2.3. Unless otherwise agreed by the standing umpires and team captains, an innings interval of 30 minutes shall be taken. This interval can be reduced to a minimum of 10 minutes with the agreement of captains and umpires in matches where play is delayed or interrupted.
- 2.4. If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10 minute break will occur, and the second innings will commence correspondingly earlier. The interval will occur as scheduled, however it shall be reduced to 20 minutes in duration.
- 2.5. Two drinks breaks, of a maximum duration of 4 minutes, may be taken in each innings, at 65 minute intervals.
- 2.6. As an indication, a match commencing at the standard time should adhere to the following timing:

11:30 – 2:40	First innings
2:40 – 3:10	Interval
3:10 – 6:20	Second Innings

### **3. Umpires**

- 3.1. Umpires for this competition shall be appointed by the Officials Coordinator and Developer, in conjunction with Bay of Plenty Cricket.

### **4. Pitches**

- 4.1. Matches in this competition are always scheduled on grass pitches. However, if, at any time prior to the proposed start of play, the grass pitches are deemed to be unavailable, the matches shall be transferred to suitable and available artificial pitches.
- 4.2. Expectations are that every effort will be made by the home teams to efficiently cover the pitches, including artificial pitches, from Thursday evening on. Failure to do this may lead to the forfeiture of points.
- 4.3. Only rubber soled footwear (**no metal spikes**) may be used on artificial pitches.

### **5. Team Lists**

- 5.1. Before the match toss, both captains must submit a team list to the standing umpires.
- 5.2. The team list may include a concussion substitute, who may take a full part in the match as a replacement for a nominated player who is unable to continue as a result of a concussion injury sustained during the match.
- 5.3. No players outside of such team list shall be eligible to play in the match unless agreed to by the standing umpires and opposition captain.
- 5.4. No team shall participate with less than 8 players. Teams with less than 8 players will forfeit the result to the opposition team.

### **6. The Toss**

- 6.1. The toss for innings shall be taken no earlier than 30 minutes or later than 15 minutes prior to the scheduled or any rescheduled start time.

- 6.2. Teams with **fewer** than 8 players present at the ground 30 minutes prior to the scheduled start time shall forfeit the toss to the opposition team.

## **7. The Ball**

- 7.1. A **White** 156g 4-piece ball approved by the DA shall be used. Only Kookaburra Turf or Regulation will be allowed. Club Match or lower grade balls will not be allowed.
- 7.2. This regulation supersedes clause 11.5.2 of the NDCA Senior Competition Regulations.
- 7.3. A new ball shall be used in each innings.
- 7.4. Both teams should keep in their possession at least one used ball in good condition, to be available in the event of a replacement being required.

## **8. Team uniforms**

- 8.1. All players while batting must wear coloured pads or clads matching the principal colour of their team uniform.

## **9. Length of Innings**

- 9.1. In an uninterrupted match where it is possible for both sides to bat for 50 overs by 6:20pm, or where the start is delayed but there is no reduction in overs:
- 9.1.1. Both teams shall bat for 50 overs, unless all out earlier.
- 9.1.2. In the event of the team fielding first failing to commence bowling the 50<sup>th</sup> over by the expiration of three hours ten minutes from the commencement of its opponent's innings, it shall bowl out the 50 overs but its batting innings shall be reduced by the number of complete overs it had remaining to be bowled at the scheduled conclusion of the first innings.

- 9.1.3. An over in progress at the start of three hours ten minutes from the commencement of the innings of the side batting first shall be deemed to have been completed by the expiration of the aforesaid period.
  - 9.1.4. If the team batting first is all out and the last wicket falls within two minutes of the expiration of three hours ten minutes from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first. The over in which the last wicket falls shall count as a complete over.
  - 9.1.5. If the team batting first is dismissed in less than 50 overs the team batting second shall be entitled to bat for 50 overs except as provided in 9.1.4 above.
  - 9.1.6. In the event of the team fielding second failing to bowl, if necessary, 50 overs, or the numbers of overs as provided in 9.2 below by 6:20pm, play shall be extended until the required number of overs is bowled, or a result is achieved.
- 9.2. In an interrupted match, where the start is delayed, or where play is suspended:
- 9.2.1. In matches due to commence at the standard start time of 11:30, a 30 minute time extension may be applied at the discretion of the standing umpires before a reduction in the number of overs is required.
  - 9.2.2. Each team must bat for a minimum of 20 overs to constitute a match.
  - 9.2.3. When a reduction in overs is required, the objective should always be where possible that both teams have the opportunity to bat for the same number of overs.

- 9.2.4. The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour (3.8 minutes/over) in the time remaining before close of play at 6:50pm.
- 9.2.5. The number of overs available to the team batting second shall not exceed that of the innings of the team batting first, unless that team was all out in fewer than its allocated number of overs.
- 9.3. Should either team fail to bowl the required number of overs in the time allowed, the standing umpires shall report the event to the Competitions Administrator. This may result in judicial proceedings under the Code of Conduct, and possible penalties for the team captain(s) involved.
- 9.3.1. Such penalties may include the loss of competition points.

## **10. Bowling Restrictions**

- 10.1. No bowler in the match shall bowl more than 10 overs.
- 10.2. In a delayed 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.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- 10.3. 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 insofar as each bowler's limit is concerned.

- 10.4. Current NZC bowling restrictions for age-group fast bowlers will apply. These restrictions can be found in Clause 16 of the Ford Trophy section of the NZC Playing Conditions 2022-23.

## **11. The Result**

- 11.1. A result can be achieved only if both teams have had the opportunity to bat for at least 20 overs, unless one team has been dismissed in fewer than its allocated overs or the team batting second scores enough runs to win in less than 20 overs.
- 11.2. All matches in which one or both teams have not had an opportunity to bat for a minimum of 20 overs shall be declared No Result.
- 11.3. Provided both teams have had the opportunity to bat for the agreed number of overs, i.e. 50 overs each in an uninterrupted match, or a reduced number of overs in an interrupted match, the team scoring the higher number of runs shall be the winner.
- 11.4. If the scores are equal after both teams have had the opportunity to bat for the agreed number of overs:
- 11.4.1. In round-robin matches, the result will be declared a tie.
- 11.4.2. In matches in the finals series, the result will be decided by a Super Over, following the procedure outlined in Clause 21 below.
- 11.5. Should the number of overs in the innings of either team be reduced from that originally allotted due to a suspension of play after the start of the match, a revised target score shall be set for the number of overs which the team batting second will have the opportunity of facing. This revised target shall be calculated by the DLS method.
- 11.6. 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, provided it has received not less than 20 overs, the result shall be decided by the DLS method.

- 11.7. The DLS facility within the PlayHQ scoring platform shall be used for DLS calculations.

## **12. Points**

- 12.1. The following competition points will be awarded in round-robin matches:
- 12.1.1. 6 points for a win.
  - 12.1.2. 3 points for a tie or no result.
  - 12.1.3. 1 point for a loss.
  - 12.1.4. 1 point shall be deducted from teams failing to meet their scorecard entry and captains' reporting obligations.
- 12.2. In the event of a team defaulting a match, their opposition team shall receive points equivalent to the maximum number of points scored by any team in that round. If all matches in the round are rained off all teams excluding the default team will receive wash out points.

## **13. Fielding Restrictions**

- 13.1. At all times during the match, at the instant of delivery, no more than 5 fielders are allowed on the leg side, and no more than 2 fielders are allowed behind square on the leg side.
- 13.2. In addition, the following Powerplay restrictions shall apply:

Two semicircles shall be marked on the field of play, each having a radius of 30 yards (27.5m), and the middle stump at either end of the pitch as their centres. The ends of each semicircle shall be joined by two parallel straight lines. This fielding restriction area shall be depicted by lines painted on the field, or by



suitable temporary markers.

At the instant of delivery:

Powerplay 1: no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2: no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3: no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

13.2.1. In the event of the number of overs in the batting innings being reduced, the number of overs in each Powerplay phase shall be reduced in accordance with the following table:

Duration of innings	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

Duration of innings	Powerplay 1	Powerplay 2	Powerplay 3
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
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

13.2.2. For the sake of clarity, this table shall apply to both innings of the match.

13.2.3. If play is interrupted during an innings and this table applies, the Powerplay takes immediate effect, even if the interruption has occurred mid-over.

13.3. In the event of an infringement of any of the restrictions outlined in 13.1 and 13.2, either umpire shall call and signal No Ball.

## **14. No Balls**

### **14.1. FREE HIT**

The delivery following a call of No Ball shall be a free hit. If the delivery for the free hit is not a legitimate delivery, IE. is also called No Ball or Wide, then the next delivery will become a free hit.

14.1.1. For clarity, the free hit shall apply for all forms of No Ball.

14.1.2. 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.

14.1.3. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

(a) there is a change of striker; or

(b) the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

14.1.4. For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

14.1.5. The umpires will call and signal Free Hit, after signaling the No Ball, by holding one arm upwards and moving it in a circular motion.

## **15. Wides**

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

15.2. Any off side or leg side delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

15.3. Note: For clarity, the actual wide guideline is the inside edge of the painted line that is closest to the striker's wickets.

15.4. A penalty of one run shall be scored. This penalty shall stand in addition

to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a No Ball shall be scored as wides.

- 15.5. Umpires shall apply the Ford Trophy interpretation of the Wide Ball Law as prescribed in Section 12 of the [NZN Playing Conditions 2023-23](#) (**November 2022**) in adjudicating wide deliveries.

## **16. Short-pitched Bowling**

- 16.1. The bowling of fast short-pitched ball Law 41.6. shall be replaced by the following:
- 16.1.1. A bowler shall be limited to **two** fast short-pitched deliveries per over.
- 16.1.2. A fast short-pitched ball is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 16.1.3. The bowler's end umpire shall advise the bowler and the striker when each fast short-pitched delivery has been bowled.
- 16.1.4. In addition, for the purpose of this regulation, a ball that passes, or would have passed, above head height of the striker standing upright at the crease, shall be called a **wide**.
- 16.1.5. For the avoidance of doubt, any fast short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- 16.1.6. In the event of a bowler bowling more than two fast short-pitched deliveries in an over, as defined in 16.1.2 above, the bowler's end umpire shall call and signal No Ball on each occasion. A differential signal shall be used to signify this fast short-pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand.

## 17. Non-pitching Deliveries

- 17.1. All non-pitching deliveries, fast or slow, which pass or would have passed above waist height of the striker standing upright at the popping crease, are to be called and signaled No Ball.
- 17.2. Should the umpire consider the delivery is dangerous to the striker, the umpire shall, in addition to the call of No Ball, caution the bowler and issue a first and final warning.
- 17.3. For the remainder of the innings, in the event of the bowler bowling a second non-pitching delivery which the umpire considers dangerous, the umpire will instruct the fielding captain to remove the bowler immediately. If necessary, another member of the fielding team who did not bowl the previous over shall complete the over.

## 18. Results and Match Reporting

- 18.1. It is the responsibility of **the home team** to live score on PlayHQ and/or upload the match result at the completion of play to PlayHQ. All matches must be scored on **both** PlayHQ and a paper scorebook.
- 18.2. Umpire Reports and Ground Reports **for both teams** are to be completed and submitted by **no later than 4pm on the first Tuesday following the match.**
- 18.3. The method of submission for these reports will be advised prior to the opening match of the competition.
- 18.4. Such reports are required for all matches, regardless of whether they are completed, unless abandoned prior to the arrival of the team on the day of the match.
- 18.5. Failure to complete these requirements will result in the forfeiture of reporting bonus points.

**19. Code of Conduct**

- 19.1. The provisions of the current NDCA Senior Competitions Regulations Document section 16 shall apply.

**20. Concussion and Helmet policies**

- 20.1. The provisions of the current NDCA Senior Competitions Regulations Document section 2.1.2 and 2.5 shall apply.
- 20.2. The NZC Community Cricket Concussion Policy can be found [here](#).

**21. Super Over**

- 21.1. For matches in the finals series which result in a tie, a Super Over contest shall take place to determine the match winner, in accordance with the following procedure:
- 21.1.1. Each team shall be entitled to bat for one further over. The team which scores the highest number of runs in its batting over shall be declared the winner.
  - 21.1.2. Should the scores be tied after each team has received its over then further Super Overs shall follow, until a winner is found.
  - 21.1.3. The Super Over shall commence 10 minutes after the conclusion of the innings of the team batting second in the main match. This team shall bat first in the Super Over contest.
  - 21.1.4. Each team shall nominate three players to bat in its batting over, and one to bowl in its fielding over, and inform the umpires.
  - 21.1.5. The fielding team shall select which end to bowl from. It shall use the same ball as it used in the main match.
  - 21.1.6. The same fielding restrictions as apply in the final over of the main match shall apply throughout the Super Over contest.

21.1.7. In the event of the batting team losing two wickets in its over, its innings shall immediately be concluded.

## **22. The Finals Series**

22.1. The top four teams on the standings table at the completion of the round-robin will proceed into the finals series. In the case of two teams equal on points, the winner of the round-robin match between the teams will be deemed the higher qualifier, and if not applicable net run rate will be used to separate the teams.

22.2. SEMI-FINALS - SATURDAY MARCH 11, 2023.

Semi-final 1: Team 1 v Team 4

Semi-final 2: Team 2 v Team 3

22.3. The venues for the semi-finals shall be the nominated home ground of the higher qualifying team in each match, if available. Should this ground not be available, the top qualifying team may nominate an alternative venue, subject to approval by the Competitions Administrator.

22.4. Start times for the semi-finals shall be 11:30 am, unless altered by the Competitions Administrator.

22.5. The winners of the two semi-final matches will proceed to the Grand Final.

22.6. GRAND FINAL – SATURDAY MARCH 25, 2023.

Venue: Bay Oval

Start Time: 2pm

Reserve Day: Sunday March 26

- 22.7. In the event of any match in the Finals Series being abandoned without a result achieved, the team in the match ranked higher after the round-robin will be deemed the winner.

**23. The BOP Plate**

- 23.1. Teams which finish in positions 5 to 9 on the Williams Cup table at the conclusion of the round-robin series will proceed to the BOP Plate competition.
- 23.2. This competition will culminate in the BOP Plate Final, on Saturday March 25, 2023.
- 23.3. Matches in this competition will be played in the same 1-day, 50-over format as the Williams Cup.
- 23.4. The venues for all matches in the BOP Plate competition shall be the nominated home ground of the higher qualifying team in each match, if available. Should this ground not be available, the higher qualifying team may nominate an alternative venue, subject to approval by the Competitions Administrator.
- 23.5. Start time for all matches in the BOP Plate competition shall be 11:30 am, unless altered by the Competitions Administrator.
- 23.6. The format of the BOP Plate competition will be as follows:

**23.6.1. ELIMINATION QUARTER-FINAL: SATURDAY MARCH 11, 2023.**

Team 8 v team 9. The winner of this match proceeds to the BOP Plate semi-finals.

**23.6.2. BOP PLATE SEMI-FINALS: SATURDAY MARCH 18, 2023.**

Semi-final 1: Team 5 v Winner of the elimination quarter-final.

Semi-final 2: Team 6 v Team 7.



23.6.3. The winners of the two semi-final matches will proceed to the Grand Final.

23.6.4. BOP PLATE GRAND FINAL: SATURDAY MARCH 25, 2023.

23.7. In the event of any match in the BOP Plate series being abandoned without a result achieved, the winner will be deemed to be the team in the match ranked higher after the Williams Cup round-robin.

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