

**Bay of Plenty Cricket**  
**Venture Developments Baywide T20 Cup**  
**Playing Conditions – 2022/23**

- **The Venture Developments Baywide T20 Cup is a Bay of Plenty Cricket Association Premier club competition.**
- **The competition will consist of a partial round-robin series, followed by Quarterfinals, Semifinals and a Grand Final.**
- **Matches will be played in a conventional 20-20 over format.**
- **Except as modified hereunder, all matches shall be played in accordance with the THE LAWS OF CRICKET 2017 CODE (3rd Edition – 2022), with adaptations according to NZC Playing Conditions (Super Smash T20) 2022-23 season.**
- **In addition, the provisions of the current NDCA Senior Competition Regulations document shall apply in this tournament.**

**1. Duration**

- 1.1. The match will consist of one innings per team, each innings being limited to a maximum of twenty overs.
- 1.2. A maximum of one hour twenty minutes of playing time will be allowed for each innings.
- 1.3. A minimum of five overs per team shall constitute a match.
- 1.4. No extra time shall be permitted to make up for any time lost.

**2. Hours of Play**

- 2.1. Saturday matches shall commence at 11:00 am and 2:30pm, and midweek matches shall commence at 4:30pm, unless altered by the Competitions Administrator.
- 2.2. Unless otherwise agreed by the standing umpires and captains, an interval of 10 minutes shall be taken at the conclusion of the first innings.
- 2.3. The scheduled finish time of all matches will be two hours fifty minutes after the

scheduled commencement time.

2.4. No drinks intervals are permitted.

### 3. Umpires

3.1. Umpires for this competition shall be allocated by the Competitions Administrator and Official Coordinator and Developer, in conjunction with Bay of Plenty Cricket.

### 4. Pitches

4.1. Matches in the 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. The expectation is that every effort will be made by the home teams to efficiently cover the pitches, including artificial pitches, from Thursday evening on for Saturday matches, and from Wednesday evening for Thursday matches. 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 take place no more than 30 minutes and no less 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.
- 7.5. All batsmen must wear coloured pads or clads matching the principal colour of their team uniform.

## **8. Length of Innings**

- 8.1. In an uninterrupted match commencing at its scheduled time:
  - 8.1.1. Each team shall bat for 20 overs unless all out earlier. Neither team will be allowed to declare its innings closed.
  - 8.1.2. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs. Once a result is achieved the match is completed.
  - 8.1.3. In the event of the team fielding first failing to commence bowling the 20<sup>th</sup> over by the expiration of one hour twenty minutes from the start of its opponent's innings (unless all out earlier), it shall bowl out the 20 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.
  - 8.1.4. If the team fielding second fails to commence the last of the overs allotted to the team batting second by the expiration of one hour twenty minutes from the start of the innings, play shall continue until the overs are completed or a result is achieved.
- 8.2. In an interrupted match in which the start is delayed, or play is suspended:
  - 8.2.1. No extension to the scheduled finish time of the match will be allowed.
  - 8.2.2. The umpires shall calculate the number of overs to be bowled based on a rate of 4 minutes per over in the remaining time available for play before the scheduled conclusion of the match.
  - 8.2.3. The revision of the number of overs should ensure, wherever possible, that both teams have the opportunity to bat for the same number of overs.
  - 8.2.4. Should calculations regarding the number of overs remaining result in a fraction of an over, the fraction shall be ignored.

- 8.2.5. When calculating the remaining playing time available the duration of the interval between innings will be taken into account.
- 8.2.6. Any over in progress in the event of a suspension of play shall be considered a complete over for the purposes of calculating the number of overs remaining in the match. However, the innings of the team batting first, should it continue, will resume from the point of the interruption.
- 8.2.7. If the team fielding first fails to commence bowling the last of the revised number of overs in the innings by the cessation time specified by the umpires, the innings shall be considered complete, and over rate penalty provisions shall apply. The number of overs available to the team batting second shall be reduced by the number of complete overs they failed to bowl in the first innings.
- 8.2.8. If the team fielding second fails to commence bowling the last of the revised number of overs available to the team batting second by the scheduled conclusion time of the match, play shall continue until the required number of overs is bowled, or a result is achieved.
- 8.3. Should either team fail to bowl the required number of overs in the allotted time, the standing umpires, at their discretion, may 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. The Result

- 9.1. A result can be achieved only if both teams have had the opportunity to bat for a minimum of five overs, unless one team is dismissed in fewer than five overs, or the team batting second score enough runs to win the match in fewer than five overs.
- 9.2. Should one or both teams not have the opportunity to bat for a minimum of five overs, the match shall be declared No Result.
- 9.3. Presuming both teams have had the opportunity to bat for 20 overs, or the revised number of overs in a delayed or interrupted match, the team scoring the higher number of runs shall be declared the winner.
- 9.4. Should the scores of the two teams be equal at the completion of the second innings, the match shall be declared a tie, and a **Super Over**, as prescribed in Clause 11, shall apply. In the event of a tied Super Over, further Super Overs will follow until a winner is determined.
- 9.5. 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 reduced from that originally allotted, then the umpires

shall determine a revised target score for the team batting second, taking into account the number of overs that team will have the opportunity of facing.

- 9.5.1. This revised target shall be set by the DLS method. If available, the DLS target will be obtained from the PlayHQ scoring, or, if not, smart phone DLS Calculator apps may be used.
- 9.5.2. Should the match be abandoned before it has been played to a conclusion, and the team batting second has received a minimum of five overs, but not received its full allotted number of overs, the result shall be decided by the DLS method.

## **10. Points**

- 10.1. 6 Points for a Win
- 10.2. 3 points for a Tie, No Result, or abandonment.
- 10.3. 1 bonus point for meeting scorecard entry and reporting obligations.
- 10.4. In the case of a defaulted match, the defaulting team's opponent shall receive points equivalent to the maximum number of points scored by any team in that round. If all matches in the round are abandoned, all teams excluding defaulting team(s) will receive No Result points.

## **11. Super Over**

- 11.1. In the event of the match resulting in a tie, the following procedure shall apply:
  - 11.1.1. Provided the umpires are agreed that conditions of ground, weather and light are fit to allow play to continue safely, a Super Over contest shall take place to determine the match winner.
  - 11.1.2. 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.
  - 11.1.3. Should the scores be tied after each team has received its over then further Super Overs shall follow, until a winner is found.
  - 11.1.4. 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.
  - 11.1.5. Each team shall nominate three players to bat in its batting over, and one to bowl in its fielding over, and inform the umpires.

- 11.1.6. The fielding team shall select which end to bowl from. It shall use the same ball as it used in the main match.
- 11.1.7. The same fielding restrictions as apply in the final over of a normal T20 match shall apply throughout the Super Over contest.
- 11.1.8. In the event of the batting team losing two wickets in its over, its innings shall be concluded.
- 11.1.9. Should the umpires not be satisfied that play can continue safely, they shall declare the match a Tie.

## 12. Fielding Restrictions

12.1. At the instant of delivery, the following fielding restrictions apply:

- 12.1.1. In the first six overs of each innings, no more than two fielders are allowed outside the 30 yard circle.
- 12.1.2. For the remaining overs of the innings, a maximum of five fielders are allowed outside the circle.
- 12.1.3. This circle shall be defined by two semicircles 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. The circle shall be depicted by lines painted on the field, or by suitable temporary markers.
- 12.1.4. At all times, no more than five fielders shall be allowed on the leg side.
- 12.1.5. In the event of the number of overs available to the batting team being reduced, the following table shall be used to determine the number of overs at the commencement of the innings a maximum of two fielders shall be allowed outside the circle:

Total Overs in Innings	Overs for 2 fielder restriction:
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

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

### 13. Bowling Restrictions

- 13.1. No bowler may bowl more than four overs in an innings.
- 13.2. In a delayed start or interrupted match in which the overs allocated to both teams or to the team bowling second are reduced, no bowler may bowl more than one-fifth of the total overs bowled in an innings.
  - 13.2.1. In the event that such reduced overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler to make up the balance.
- 13.3. In the event of a bowler becoming incapacitated or suspended and being unable to complete an over, another bowler shall bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### 14. The No Ball – Free Hit

- 14.1. On **all occasions** when an umpire calls and signals a No Ball, the delivery immediately following the call shall be deemed a Free Hit. The umpire shall, in addition to the No Ball call, call and signal Free Hit.
- 14.2. The batsman at the striker's end when the ball becomes dead following the No Ball call shall face the Free Hit delivery.
- 14.3. Should the Free Hit delivery not be a valid ball, the next delivery shall become a Free Hit for whichever batsman is facing it.
- 14.4. For the Free Hit delivery, the following fielding restrictions shall apply:
  - 14.4.1. If the batsman who faced the No Ball delivery is also facing the Free Hit delivery, no changes will be permitted in the placement of the field, unless the call of No Ball resulted from a fielding restriction infringement. In this case only such changes as are required to correct the infringement shall be permitted.
  - 14.4.2. If the batsmen facing the Free Hit delivery is not the same as that which faced the No Ball delivery, the field may be altered but must meet the fielding restrictions in place at the time.

### 15. The Wide Ball

- 15.1. Wides shall be adjudicated in accordance with the MCC Laws of Cricket – 2017 Code (**3rd Edition – 2022**) .

- 15.2. Umpires shall apply the Ford Trophy interpretation of the Wide Ball Law as prescribed in clause 12 of the NZC Playing Conditions 2022-23 in adjudicating wide deliveries.

## 16. Fast short-pitched deliveries

- 16.1. Law 41.6 relating to fast short-pitched deliveries shall be replaced by the following:
- 16.1.1. A bowler shall be limited to **ONE** fast short-pitched delivery in the 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 batsman on strike when each fast short-pitched delivery has been bowled.
  - 16.1.4. In addition, for the purpose of this regulation, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, 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 the allowable short-pitched delivery in that over.
  - 16.1.6. In the event of a bowler bowling more than one fast short-pitched delivery in an over, as defined in 15.1.2 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 above waist height of the striker standing upright at the popping crease, are to be called and signalled No Ball.
- 17.2. Should the umpire consider the delivery is dangerous to the batsman, the umpire shall, in addition to the call of No Ball, caution the bowler and issue a first and final warning.
- 17.3. In the event of the same bowler bowling a second such delivery in the innings which the umpire considers dangerous to the batsman, the umpire shall instruct the fielding captain to suspend that bowler from bowling immediately. This suspension shall apply for the remainder of the innings.

## 18. Timed Out

- 18.1. Law 40 shall apply, except that the incoming batsman must be ready to receive the next ball, or if appropriate, their partner must be ready to receive the next ball, within one minute and thirty seconds of the fall of the previous wicket.
- 18.2. The incoming batsman is expected to be ready to make their way to the pitch immediately after a wicket falls and must cross with the outgoing batsman on the field of play.

## 19. The Finals

- 19.1. The teams which finish the round-robin in the top six positions on the standings table shall proceed to the finals series. In the case of equal points, the finishing table positions of the teams tied will be decided on net run rate.
- 19.2. The teams which finish third to sixth will play off in quarterfinal matches.
- 19.3. The teams which finish in the top two positions on the standings table will play the winners of the quarterfinal matches in semifinals.
- 19.4. Team ranking for the quarterfinals and semifinals will be determined by points accumulated in the round robin. In the case of equal points, the positions of the teams tied will be decided by net run rate.
- 19.5. The format for the quarterfinals shall be that the team finishing in position 3 on the standings table will play the team in position 6, and the team in position 4 will play the team in position 5.
- 19.6. The highest ranked qualifier in each quarterfinal shall host the fixture at their home ground.
- 19.7. The fixtures in the finals series shall be played on the following dates:
  - 19.7.1. The **quarterfinals** on **Thursday January 19, 2023**.
  - 19.7.2. The **semifinals and final** on **Grand Finals Day, Sunday January 29<sup>th</sup>, 2023**.
- 19.8. The semifinals will take place at Blake Park/Bay Oval, commencing at **11:00** am.
  - 19.8.1. Semifinal 1, involving the team which finishes in position 1 on the standings table, will be played at Bay Oval.
  - 19.8.2. Semifinal 2 will be played at Blake Park 1.

- 19.9. The Grand Final will take place at Bay Oval, commencing at **3:00** pm.
- 19.10. Dates, venues and start times for matches in the finals series will be subject to alteration by the BOPCA Competitions Administrator.
- 19.11. Should any matches in the finals series be abandoned or unable to be completed the highest ranked qualifier in the match shall be deemed the winner.

## **20. Results and Match Reporting**

- 20.1. 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.
- 20.2. Umpire Reports and Ground Reports **for both teams** are to be completed and submitted by **no later than the following deadlines:**
  - 20.2.1. For Saturday matches, **4pm on the first Tuesday following the match.**
  - 20.2.2. For Wednesday/Thursday matches, **4pm on the first Sunday following the match.**
- 20.3. The method for submitting these reports will be advised by the Competitions Administrator prior to the first round of matches.
- 20.4. 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.
- 20.5. Failure to complete these requirements will result in the forfeiture of reporting bonus points.

## **21. Code of Conduct**

- 21.1. The provisions of the current NDCA Senior Competitions Regulations Document section 15 shall apply.

## **22. Concussion and Helmet policies**

- 22.1. The provisions of the current NDCA Senior Competitions Regulations Document section 2.1.2 and 2.5 shall apply.