

WBOPCA

The Horizon Cup

Playing Conditions | 2026/27

1. Purpose

The Horizon Cup provides an aspirational and challenging cricket environment for players seeking additional opportunities to test and develop their skills beyond, or alongside, regular club and school cricket.

The competition exposes players to responsibility, decision-making and problem-solving, preparing them for future opportunities in senior and representative cricket. Playing conditions should reflect the demands of modern and traditional cricket and encourage players to apply their skills in meaningful, unusual or difficult situations.

It should strengthen connections between players, coaches, clubs and associations and build a sense of belonging to the wider cricket community. Player development remains the primary objective, while success is pursued through challenge, resilience, innovation and teamwork.

2. Coaching and Captaincy Philosophy

Opportunity

- Every player has a meaningful role in every game; no player should attend only to be a fielder.
- Offer players choice and variety in their roles, taking account of what they want and how they see themselves as cricketers.
- Explain decisions wherever possible: what the role means, why it matters and what success looks like.

Competence

- Set achievable team and individual challenges; consider the smaller “games within the game”.
- Recognise and celebrate effort and progress, not only outcomes.
- Stretch already-competent players and create achievable successes for players who are still developing.

Problem-solving

- Ask questions and encourage players to develop their own solutions.
- Recognise that there may be more than one right approach and that it is acceptable for players to take considered risks.

Team Contribution

- Encourage players to be ‘energy givers’ not ‘energy takers’.
- Promote collaboration and shared perspectives

3. Eligibility

For WBOPCA-affiliated club teams, this grade is open to players registered for Saturday cricket. Sunday youth cricket must be additional to Saturday participation.

Age group: Under 17

Players must be aged 16 or younger on 1 September 2026 (born on or after 1 September 2009).

Dispensation for older players may be sought from WBOPCA in special circumstances.

No lower age limit if capable of handling the social and physical demands of this grade.

Male and female players may participate.

5. Competition Structure

Up to six teams may participate.

Each team will play every other team twice in the Short Format (T20) and once in the Long Format (50 overs).

Games will not be played every Sunday. Scheduling will take account of the NDCA regional representative programme, school representative programmes, Hawke's Bay Cricket Camp participation and public-holiday weekends.

Some Short Format games may be played on weeknights.

Points from both formats accumulate across the season.

With four or fewer teams, no final will be played; the team with the most points will be the competition winner.

With five or more teams, the top two teams will play a final; the winner of the final will be the competition winner.

The competition table will be decided by points average across the whole season. Where two teams are tied for points average, Net Run Rate shall be the decider.

6. Short Format — T20 Playing Conditions

Players	Strictly 11 aside.
Balls	Kookaburra 156g white four-piece ball, provided by WBOPCA. Each innings starts with a new ball.
Pitch	Full length.
Stumps	Umpires will ordinarily provide stumps but each team must carry one set of spring-loaded stumps as a back-up
Boundaries	Maximum 60 metres.
The Toss	No later than 15 minutes before the scheduled start of play.
Scoring	PlayHQ must be used.

Hours of Play	<u>Sunday</u> Game 1: 10:30am–1:30pm. Game 2: 2:00pm–5:00pm <u>Weeknights</u> 4:30pm–7:30pm.
Innings	One innings per team, limited to 20 overs. A minimum of five overs per team constitutes a match. Each team has 1 hour 20 minutes for its innings.
Over Rate Penalty	If the fielding side is behind the required over rate when the scheduled or revised innings finishing time is reached, the number of fielders permitted outside the 30 yard circle, reduces by one. The remaining overs must still be bowled; the batting side does not lose overs simply because the fielding team is late. Umpires allow for legitimate delays, such as injuries, retrieving lost balls, and time-wasting by the batting side.
Interval	10 minutes between innings.
Interrupted Innings	In an interrupted match the objective should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 5 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes per over in the time remaining before the close of play. An over in progress at the time of any delay shall be considered complete. If the revised total is an odd number of overs, add one, and the divide equally.
Bowling Restrictions	Maximum four overs per bowler. If the match is reduced, at least four bowlers must be used.
Overs	Six legitimate deliveries.
Batting Restrictions	No retirements.

Fielding Restrictions	Powerplay 1, Overs 1–6: no more than two fielders may be outside the 30-yard fielding circle. Powerplay 2, Overs 7–20: no more than five fielders may be outside the circle. At all times: no more than five fielders may be positioned on the leg side. For a shortened innings, the Powerplay is adjusted as follows: 5-8 Overs = 2 Powerplay overs 9-11 Overs = 3 Powerplay overs 12-14 Overs = 3 Powerplay overs 15-18 Overs = 5 Powerplay overs
Wides	Call any off-side or leg-side delivery that does not give the batter a reasonable opportunity to score. Leg-side guide: a ball landing clearly outside leg stump and moving further away. Off-side guide: a ball passing outside the marked wide line; if none is marked, wider than 75% of the distance between
No Balls	A free hit follows every no ball. If the free-hit delivery is not legitimate, the next delivery is also a free hit.
Short-pitched Deliveries	A bowler may deliver two balls per over above shoulder height but below head height. Any further such delivery is a no ball. A ball passing above the batter's head in an upright position at the crease is considered a wide.
Full-pitched Deliveries	A full-pitched delivery above waist height in the batter's upright position at the crease is a no ball, regardless of pace. If it is fast and at the batters body, it may also be treated as dangerous and a warning issued. A bowler will be retired from bowling at the umpire's discretion following two or more dangerous full-pitched balls.

The Result	A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. In a match in which both teams have had the opportunity of batting for the agreed number of overs the team scoring the higher number of runs shall be the winner. If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted 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 Duckworth-Lewis-Stern function within PlayHQ. 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 5 overs), the result shall be decided by the Duckworth-Lewis-Stern function within PlayHQ. A match that ends in a tied score will be decided by Super Over.
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6a. Tied Match — Super Over

The Super Over will:

Begin 10 minutes after the match

Be played on the same pitch as the match in question.

Require the umpires to stand at the same ends where they finished the match.

Also:

For each Super Over innings, the fielding team chooses the bowling end.

Only players nominated for the main match may participate. Each team needs to nominate two batters and one bowler to participate.

The team that batted second in the match bats first in the Super Over.

The loss of two wickets ends the one-over innings.

If scores remain equal, further Super Overs are played until there is a winner. Different batters and a different bowler must be selected for the second Super Over.

The Super Over should be completed unless the umpires consider conditions dangerous or unreasonable because of insufficient light.

6b. Points

Win	4 points
Tie or Abandoned Match	2 points to each team
Loss	0 points

7. Long Format — 50 Overs

Players	A team may name 12 players, but only 11 may bat. All 12 may field and bowl, with no more than 11 on the field at once. The 12th player may rotate on and off, with umpires informed of substitutions.
Balls	Kookaburra 156g red four-piece ball, provided by WBOPCA. Each innings starts with a new ball.
Pitch	Full length - grass where available.
Stumps	Umpires will ordinarily provide stumps but each team must carry one set of spring-loaded stumps as a back-up.
Boundaries	Maximum 60 metres.
The Toss	No later than 30 minutes before the scheduled start of play.
Scoring	PlayHQ must be used.
Hours of Play	First innings: 10:30am–2:00pm. Interval: 2:00pm–2:30pm. Second Innings: 2:30pm–6:00pm.
Innings	One innings per team, limited to 50 overs. A minimum of 20 overs per team constitutes a match. 3 hours and 30 minutes is allowed for each innings
Over Rate Penalty	If the fielding side is behind the required over rate when the scheduled or revised innings finishing time is reached, the number of fielders permitted outside the 30 yard circle, reduces by one. The remaining overs must still be bowled; the batting side does not lose overs simply because the fielding team is late. Umpires allow for legitimate delays, such as injuries, retrieving lost balls, and time-wasting by the batting side.

Interval	30 minutes.
Drinks Breaks	Two drinks breaks, no longer than 4 minutes, are permitted in each innings, spaced one hour and 10 minutes apart.
Interrupted or Delayed Innings	In an interrupted match the objective should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The match completion time may be extended to 6:30pm and the calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes per over in the time remaining before the new close of play at 6:30pm. For delayed matches in order for each team to bat for the minimum 20 overs, the latest possible start time is 3:40pm, allowing for a 10 minute change of innings.
Bowling Restrictions	Maximum 10 overs per bowler. Seam bowlers may only bowl five overs in a spell. Spin bowlers may bowl up to 10 overs in a spell. A bowler may not start a second spell until the same number of overs they bowled have been completed at the same end. In a reduced overs match, the one-fifth allocation rule applies.
Overs	Six legitimate deliveries.
Batting Restrictions	No retirements. Coaches may voluntarily retire batters but they cannot return. Retired hurt batters may return at any fall of wicket.

Fielding Restrictions	Powerplay 1, overs 1–10: maximum two fielders outside the 30-yard circle. Powerplay 2, overs 11–40: maximum four outside. Powerplay 3, overs 41–50: maximum five outside. At all times: Maximum five fielders on the leg side, with no more than two behind square leg. For any reduced overs innings: Powerplay 1 = first 20% of overs, Powerplay 2 = middle 60% of overs, Powerplay 3 = last 20% of overs.
Wides	Call any off-side or leg-side delivery that does not give the batter a reasonable opportunity to score. Leg-side guide: a ball landing clearly outside leg stump and moving further away. Off-side guide: the marked wide line; if none is marked, wider than 75% of the distance between middle stump and the edge of the wicket.
No Balls	A free hit follows every no ball. If the free-hit delivery is not legitimate, the next delivery is also a free hit.
Short-pitched Deliveries	A bowler may deliver two balls per over above shoulder height but below head height. Any further such delivery is a no ball. A ball passing above the batter's head in an upright position at the crease is considered a wide.
Full-pitched Deliveries	A full-pitched delivery above waist height in the batter's upright position at the crease is a no ball, regardless of pace. If it is fast, it may also be treated as dangerous and a warning issued. A bowler will be retired from bowling following two or more dangerous full-pitched balls.

The Result	A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. In a match in which both teams have had the opportunity of batting for the agreed number of overs the team scoring the higher number of runs shall be the winner. If, due to a suspension of play after the start of a match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted 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 Duckworth-Lewis-Stern function within PlayHQ. 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 Duckworth-Lewis-Stern function within PlayHQ.
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7a. Points

Win	9 points, plus bowling points.
Tie	4 points to each team, plus bowling points.
Loss	0 points, plus batting and bowling points.
No Result	3 points.
Bowling Points (Both Teams)	1 point awarded at 5, 7 and 9 wickets.
Batting First (Losing Team)	1 point awarded at 150 runs (3 runs per over), 200 runs (4 runs per over) and 250 runs (5 runs per over).
Batting Second (Losing Team)	1 point awarded at 70%, 80% and 90% of the winning target.

8. Helmet Policy — All Matches

Players are expected to comply with the New Zealand Cricket formally adopted position on helmet safety requirements.

Helmets, with a face guard, are mandatory for junior cricketers (Under 19).

They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the off-side).

British Standard helmets (BS7928:2013) are considered “best of breed” helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior cricketers to wear the British Standard helmet.

Any individual with responsibility for players (such as a coach or manager), together with match umpires, should take all reasonable steps to ensure that the above guidelines are followed.