



# Senior Administration & Competition Rules



# Senior Competition Rules

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## THE PREAMBLE

### The Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

#### **A There are two Laws, which place the responsibility for the team's conduct firmly on the captain.**

##### ▪ **Responsibility of Captains**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

##### ▪ **Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

#### **B Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

#### **C The umpires are authorised to intervene in cases of**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

#### **D The Spirit of the Game involves Respect for**

- Your opponents.
- Your own captain and team.
- The role of the umpires.
- The game's traditional values.

#### **E It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- To indulge in cheating or any sharp practice, for instance:
  - (a) To appeal knowing that the batsman is not out
  - (b) To advance towards an umpire in an aggressive manner when appealing.
  - (c) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

#### **F Violence:**

There is no place for any act of violence on the field of play.

#### **G Players:**

Captains and umpires together set the tone for the conduct of a cricket fixture. Every player is expected to make an important contribution to this. The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.



# 1 SENIOR COMPETITION ADMINISTRATIVE RULES

## 1.1 COMPETITION

### 1.1.1 Management

The Senior Competition Sub-Committee of the Association shall

- (a) Determine the types and number of grades contesting competitions each season.
- (b) Be responsible to manage and arrange the dates, times and venues for all fixtures.
- (c) Deal with all matters whatsoever arising during the competitions.

### 1.1.2 Club Eligibility

- (a) The Clubs eligible to participate in the senior grade premierships competitions shall be those elected and listed in the Association constitution.
- (b) The affiliated Club colours will be those as listed in the Association constitution.
- (c) Non-affiliated Clubs may be invited to participate in specific non-premiership competitions at the discretion of the Association.

### 1.1.3 Structures

- (a) Competitions shall be conducted in a minimum of four (4) grades (First, Second, Third and Fourth Grades). Each affiliated club is required to enter one (1) team in each of the top four grades. The Association must approve any variations.
- (b) If any club has more than four (4) teams they may enter additional teams in the lowest grade.
- (c) The Association shall also conduct an Under 21 and Twenty20 Competition; each club shall be permitted to enter one (1) team only in each competition.

### 1.1.4 Team Nominations

- (a) Nominations for the respective competitions must be made in writing and received on or before the date specified for the closing of nominations.
- (b) Clubs must be fully financial before team nominations will be accepted.
- (c) Clubs, which withdraw or nominate a team after the specified closing date may incur a fine (as per the fines schedule) for any redrafting required of the competition draws. Late nominations may also not be accepted based on current draw structures.

### 1.1.5 Formats

- (a) The First, Second and Third Grade Premierships Competitions (PC) will consist of two-day fixtures (where all clubs play each other once) and a minimum of five scheduled limited over fixtures equalling the number of playing days available.
- (b) The First, Second and Third Grade Limited Over Competitions (LO) will be the scheduled limited over fixtures run concurrently in the premierships competition (PC) being of 50 over duration per team.
- (c) The Fourth and any other lower Grade Premierships Competitions (LGPC) will be limited over fixtures being of 45 over duration per team equalling the number of playing days available.
- (d) The Under 21 Competition will be limited over fixtures of either 50 over or 20 over duration per team, based on the number of team nominations.
- (e) The Twenty20 Competition will be limited over fixtures of 20 over duration per team based on the number of team nominations.

### 1.1.6 Fixtures

- (a) A list of fixtures will be available on the MyCricket website. If any alterations become necessary within 48 hours prior to the match the Association shall advise the respective Clubs and umpires accordingly.
- (b) First grade, Second grade, Under 21 and Twenty20 fixtures will be played on turf wickets, where practicable. All other lower grade fixtures will be played on turf wickets or synthetic wickets.
- (c) All grounds shall be registered and approved by the Association before any fixtures are allocated to them.



- (d) All fixtures must be played on the grounds as programmed. The relocation of fixtures for any reason is not permitted without the permission of the Association.
- (e) In cases of an emergency, the Association may alter the program with respect to dates & times of play and the grounds on which fixtures will be played.
- (f) No cricket is to be played on the gazetted public holidays of Christmas Day, Boxing Day and New Year's Day.

## **1.2 QUALIFICATION & REGISTRATION OF PLAYERS**

### **1.2.1 Registrations**

- (a) No player is qualified to play in senior competition fixtures until duly registered with the Association as a senior player.
- (b) All registrations are subject to approval by the Association.
- (c) Player registrations shall be handled by the respective club on their prescribed form, duly completed by the intending player (and parent / guardian if under 18 years), and shall remain in the custody of the Club secretary. Completed registration forms must be produced on request by the Association.
- (d) For the purposes of determining eligibility to play in the competitions or for any under age competition or for any young bowler restrictions, a player's age level shall be determined by their age as at midnight 31 August each season. This age shall be used for the complete season irrespective of any subsequent birthdays. The minimum age to play senior cricket is 14 years.
- (e) Initial registrations – Clubs are required to register the bulk of their players details, including address, phone numbers, date of birth and email address, into MyCricket (marked with a senior playing role) before the commencement of the competition.
- (f) Late registrations for First to Third grade (those submitted after the commencement of the season) must be entered into MyCricket at least 15 minutes prior to the commencement of any match involving the new player. Players so registered will be eligible to play but the Association reserves the right to subsequently reject such application.
- (g) Late registrations for Fourth & any lower grades (provided that the player is eligible to be registered in that grade) can be registered within 24 hours after the completion of the match.
- (h) No player can be registered to play with more than one Club within the Association or another Association in a season unless the Association has given approval (also see clearances).
- (i) Any substitute fielder must be a registered player.
- (j) Any unregistered player is an unqualified player and is subject to the relevant competition rules.
- (k) Failure to comply with these clauses shall result in a fine (as per fine schedule) for each outstanding registration and/or loss of points.

### **1.2.2 Clearances**

- (a) A player transferring from one Club to another Club within the Association's boundaries or moving from another Association to a Club within the Association boundary must obtain a clearance, (in writing and / or via MyCricket), from the players former Club. Should a Club not grant a player's application for a clearance within seven days from application the player concerned may apply to the Association for a clearance.
- (b) The Association has the power to grant such clearance provided satisfactory information regarding the player concerned has been obtained. The only permissible reason for a Club withholding a clearance is for a player being financially indebted to the Club concerned OR under suspension.
- (c) The Association may consider and approve a request for a player (who has already played a competition match for the first Club during that season) seeking a transfer between the affiliated Clubs after the commencement of the season. Applications in writing stating the facts must be lodged with the Association by 31 October of the relevant season.
- (d) Any player granted a transfer by the Association to another club after the commencement of the competition will be deemed automatically registered with the new club. Games with both Clubs' will count towards qualification to play in the finals series.
- (e) Any junior player playing junior cricket for a Club and wishing to play senior cricket for another Club must obtain the written consent from both Clubs and must notify the Association. The Association shall handle any disputes arising.



### 1.2.3 **Grading**

- (a) Any Club playing a player who is not fully qualified in a particular grade competition shall be fined (as per the fine schedule) in each instance and will lose the match or matches in which such player took part and will receive no competition points. The opposing team will be awarded the maximum number of points gained from any match within that particular grade round concerned.
- (b) The Association reserves the right to grade a player from a lower to a higher grade where such player's performances, either past or current, clearly indicate that they are playing in a grade below their ability.
- (c) No player will play two grades lower than their highest grade played without first obtaining a regrade irrespective of matches played. (Example: a regrade is required from Third grade to Fifth grade)
- (d) Where a Club has multiple teams in a particular grade, players are interchangeable between teams without restriction, however restrictions apply for a final series qualification.
- (e) Any player, who has played a First grade match in the preceding season, can not play any lower than Third grade without a regrade, regardless of the amount of matches played in the current season.

### 1.2.4 **Regrades**

- (a) The Association will consider all player regrade applications and it is the responsibility of the approved representatives of the Club concerned to seek approval.
- (b) Applications shall be made in writing on the prescribed form clearly stating all the facts relating to the player performances and must be emailed and received by the Association no later than midnight Thursday prior to the match concerned in the preliminary competition rounds. (For the final series requirements see the Final Series – Player Qualifications section).
- (c) The Association will provide written confirmation (via email) of decisions to the club concerned no later than Friday 6pm and will also post a summary of any applications and decisions on the association website weekly.
- (d) Failure to comply renders that player ungraded and unqualified and subject to the relevant grading rule.

### 1.2.5 **Guest Players**

- (a) Guest players may be invited to participate in the non-premiership Twenty20 competition only depending on the competition format determined each season by the Association.
- (b) If Guest players are allowed, one Guest player per team per match may participate and must be duly registered with the Club concerned as per the registration process.

### 1.2.6 **Representative Cricket**

- (a) All players participating in Association competitions are deemed available for selection in all or any Association representative teams.
- (b) Any player wishing NOT to be considered for representative teams must notify the Association to the fact in writing by October 1 each season. If approved, the player MAY be able to play for his club during the period of the representative fixture concerned.
- (c) Any player selected (who has NOT notified as above) and subsequently withdraws from any such team will NOT be eligible to play for their Club during the scheduled period of the representative fixture concerned.
- (d) During the course of the season, in extenuating circumstances, a player may make application to the Association for an exemption from the provision of the representative rule, provided the player gives, in the opinion of the Association adequate notice of the circumstances that preclude the player's appearance in a Representative Fixture.
- (e) No First Grade player can play in a lower grade once selected to represent in the Association Open Senior representative team in the same season, unless the Association approves a regrade.

### 1.2.7 **Final Series – Player Qualifications**

#### 1.2.7.1 **Definitions**

Playing days = the preliminary playing days within the particular competition round matches only and excludes any final series days

Final Series = quarter-finals, semi-finals & finals

Final Series round = the specific qualifying round being a quarter-final or semi-final or (quarter-final/semi-final on same day) or final match.



LO = First, Second & Third Grade Limited Overs competition run concurrently in the PC

PC = First, Second & Third Grade Premiership competition

LGPC = Fourth Grade & any other further lower grade Premiership competition

Consecutive teams = First Grade/ Second Grade, First Grade/ Second Grade/ Third Grade/ and so on.

However, First Grade/ Third Grade, Second Grade/ Fourth Grade and so on are NOT consecutive teams.

### 1.2.7.2 Qualifications

- (a) Playing days lost in matches abandoned without commencing, forfeits or byes may be taken into account for qualification purposes provided a result and team list have been submitted as per the entry of results rule.
- (b) If a player (or as an official) represents in any official Association or higher Representative fixture during the playing of any particular competition fixtures, the playing days occupied by the Representative fixture shall be treated as playing days for the purpose of determining the eligibility of a player for the final series within those particular competitions the player last played.
- (c) To qualify to play in the final series of the LO, PC or LGPC competitions, a player must have played on at least nine (9) playing days during the current season.
- (d) In addition to (c) above, to qualify to play in the final series within a particular grade (and team if multiple club teams), a player must have played five (5) of their last nine (9) playing days in that particular grade (and team) or a lower grade at the time of such final series.
- (e) To qualify to play in the final series of the Under 21 and Twenty20 Competitions, a player must have played on at least 50 percent of the playing days in that particular competition at the time of such final series.
- (f) A club with consecutive teams in a finals series round may select any player qualified for the higher team in the next lower consecutive team, however Rules 1.2.3(c) and 1.2.3(e) take precedence.
- (g) Any player who qualified for a semi-final under (f) above is eligible to play for that team in the final should the higher team be defeated. (The same intent also applies for a quarterfinal to a semi-final).
- (h) These qualification requirements may be varied upon application to the Association. Such applications must be received by 5pm on the Wednesday prior to the match, stating all reasons for such variation.
- (i) The Association will provide written confirmation (via email) of decisions to the club concerned no later than midnight Thursday and will also post a summary of any applications and decisions on the association website.

## 1.3 RESULTS & REPORTS

### 1.3.1 Scorebooks

- (a) Each team is responsible for providing appropriate scorebooks at all matches.
- (b) Scorebooks must be fully completed and agree, at the completion of the match. Particular attention should be paid to the following which is required for the MyCricket website:
  - Total scores (team & player) are filled in and agree.
  - Number of overs (team & player) filled in.
  - All team members' names listed who participated in the match whether players have batted or bowled or not.
  - Not-out batsman must be shown
  - Wides and no balls must be included in the bowling figures.
  - The names of the players involved in run outs, taking outfield catches, wicketkeeper catches and stumpings must be recorded
  - The order of dismissal of batsmen and the relevant fall of wicket team score
  - The above will apply to all second innings performances in batting, bowling and fielding and must be entered against the name of the players concerned.
- (c) Winning team details are completed and signed by both competing team officials or scorer or umpire(s) before leaving the venue following the completion of the match.
- (d) Clubs must keep the signed hard copies for future possible scrutinising of any disputed match results or scorecards.



- (e) Should any disputes arise and the signing off procedure has not occurred, both teams shall be fined (as per fine schedule) and will receive no points for the match.

### **1.3.2 Entry of Results**

- (a) Teams are strongly encouraged to enter the names of all team members into the MyCricket website prior to the commencement of each match to allow the smooth entering of full scorecards by opposing teams.
- (b) Results from matches played on Saturdays (including full player scores for First Grade, other grades ideally at same time) are to be entered no later than 10am on Sunday into MyCricket.
- (c) Results from matches played on all other days are to be entered no later than 10am the next day after the completion of the fixture. Where the result of one of these matches is in dispute, the Association must be notified by 7pm on that same evening.
- (d) In all competitions either team can enter the match results first. The opposing team from the match will be responsible for confirming the result. If there is no play or the fixture is drawn/tied either team can enter the match result first and the opposing team will be responsible for confirming the result.
- (e) Each team is responsible to enter their own complete team batting and bowling statistics into MyCricket by midnight the next day after the completion of the fixture.
- (f) In all games the names of all team members must be entered for each fixture in MyCricket. Results and team members must be entered for fixtures where play does not commence for any reason whatsoever (matches abandoned, forfeits or byes). Such names shall count as a day or days played for those particular players in order to qualify them for a final series in any particular competition.
- (g) Penalty for not or late entering/confirming the result shall be a fine (as per fine schedule) for each match not entered.
- (h) Penalty for not or late entering the full player scores shall be a fine (as per fine schedule) for each match not entered.
- (i) In addition, the fines will accumulate over time (per week) until completed and for continual offences shall be loss of points for certain matches as determined.

### **1.3.3 Captains' Reports**

- (a) This rule shall apply to all fixtures to which official umpire(s) are appointed or have been played on turf wickets.
- (b) The Captain's report from each fixture must be entered into MyCricket by midnight within two days after the completion of the fixture.
- (c) Penalty for late or outstanding reports shall be a fine (as per fine schedule) per report for each match not entered. The fines will accumulate over time (per week) until completed. This will be imposed on each club for each team in that club for which a report has not been entered.

### **1.3.4 Umpires' Reports**

- (a) This rule shall apply to official umpire(s) appointed to all fixtures.
- (b) The Official Umpire's report from each fixture must be entered into MyCricket by midnight within two days after the completion of the fixture.

## **1.4 WET WEATHER**

### **1.4.1 Abandonment Of Play**

- (a) The Association shall have the power to cancel or abandon matches (including the final series), prior to the commencement of play, on any day, whenever weather and ground conditions warrant such action. The Association shall be the sole judge as to the fitness of any ground in these circumstances.
- (b) Where Wollongong City Council has closed or made their grounds unavailable, all matches will be cancelled.
- (c) Where Wollongong City Council has not closed or made their grounds unavailable, a decision shall be made on the morning of the match.
- (d) Where play will not be possible and certain grounds have been closed, the Association will post a notice on the MyCricket website on the day of the match listing all closed grounds that have been advised.
- (e) Cancellations can also be generally heard on the local radio stations. Regular announcements normally occur after news bulletins.



- (f) Teams participating in matches not cancelled by the Association must proceed to the allocated ground at the appointed time (unless representatives have mutually agreed on the match day that play be abandoned); otherwise forfeit points could result. The Association and the officiating Umpires must be immediately informed to that effect.
- (g) Results must be entered on MyCricket regardless of whether play proceeded or not.

#### **1.4.2 Ground Transfer Policy - (Turf to Synthetic)**

- (a) If Council has prepared wickets on Friday and it subsequently rains, playing of the matches are in the hands of the umpires (captains in non umpired matches).

##### ***Two-Day Fixture (Third Grade):***

- (b) Day 1 – if Council is not able to prepare any wickets (due to rain) then **NO** matches in Third grade are played – irrespective of turf or synthetic wicket.
- (c) Day 2 – if Day 1 has been played and Council is not able to prepare any wickets (due to rain) for Day 2 then **NO** matches in Third grade are played – irrespective of turf or synthetic wicket.
- (d) Day 2 – if Day 1 has been washed out and Council is not able to prepare any wickets (due to rain) for Day 2, turf wicket matches will be transferred to synthetic wickets **if sufficient spare synthetic wickets are available for all matches.**

##### ***Limited Over Fixture (Third, Fourth & Lower Grades):***

- (e) If Council is not able to prepare any wickets (due to rain), turf wicket matches can be transferred to synthetic wickets **if sufficient spare synthetic wickets are available for all matches.**

### **1.5 CLOTHING & APPAREL**

#### **1.5.1 Clothing Approval**

Any player or umpire taking part in a match shall wear acceptable cricket apparel, including footwear, as detailed below. The Association must approve any variations.

#### **1.5.2 Acceptable Clothing**

- (a) All players shall appear in proper cricket attire, which shall consist of:
- cream or white coloured shirt with sleeves; (Playing shirts may contain up to a maximum of 20% colour and are subject to the approval of the Association)
  - cream or white long trousers;
  - white footwear;
  - white socks;
  - Club cap or white or other approved hat.
- (b) The wearing of football socks coloured undershirts or non-Club caps or hats are strictly forbidden.
- (c) The approved club playing shirts may be worn in competition matches only if each member of the side is similarly dressed.

#### **1.5.3 Coloured Clothing**

- (a) First Grade Limited Over, Twenty20 and Under 21 competition shirts are not restricted in colour as long as colours used are as per their clubs constitution and is only allowed provided each player is similarly dressed.
- (b) Official Umpires may wear coloured clothing approved by their Umpires Association in limited over competitions.

#### **1.5.4 Conformity**

- (a) Any player not correctly attired may only participate under conditions approved by both umpires and the captain of the opposing team. Where no official umpire is present the decision rests solely with the captain of the opposing team.
- (b) Any player failing to adhere to the dress code will cause their club to be fined (as per fine schedule) for each offence.
- (c) Offences will be reported by each umpire in their match report. In the lower grades the Association will carry out random inspections.



## **1.6 UMPIRES**

### **1.6.1 Official Umpire Appointments**

- (a) All officiating Umpires must be financial members of the Illawarra Cricket Umpires Association.
- (b) An Umpires Appointment Panel shall arrange the appointment of Umpires for all fixtures on behalf of the Association.
- (c) Where practicable, official Umpires will be appointed to all competition matches. Should numbers so dictate the principle of appointing one Umpire to each match may be adopted.
- (d) The Umpires will record any lateness of starting of play and the circumstances surrounding any decision to abandon play. Such records must be reported to the Association within 48 hours of the cessation of play on the day on which the record was noted.
- (e) Where two official Umpires have been appointed to a competition match and only one Umpire is present at the scheduled time for commencement of play the official Umpire will, with the assistance of the Captains, appoint a substitute Umpire until the second official Umpire is in attendance at the match. The final decision as to any such substitute appointment rests with the official Umpire.
- (f) Where only one official Umpire has been appointed to a competition match such Umpire will, with the assistance of the Captains, appoint substitute Umpires to officiate throughout the match. The final decision as to any such substitute appointments rests with the official Umpire.
- (g) Where it is necessary for a substitute Umpire to be appointed, such Umpire will officiate always from the square leg (or point) position. The official Umpire will always umpire at the bowler's end.
- (h) If for any reason no official Umpire has been appointed to a competition match, substitute Umpires will be agreed upon by the Captains. The final decision as to the persons to act as substitute Umpires rests with the Captain of the batting team. In this case each Umpire will carry out their duties as if he were an official Umpire.

### **1.6.2 Umpires Payment**

- (a) Official Umpires will be paid for their services at a rate determined from time to time.
- (b) Official Umpires' fees are the responsibility of the competing teams with payment due by the scheduled tea interval each day.
- (c) A Club forfeiting a match or refusing to proceed when directed to do so by the Official Umpire will pay the Official Umpires' fees for both teams.
- (d) If due to wet weather, no play is possible no Umpires' fee will be paid.
- (e) If a match start is delayed by rain and the Umpire is asked to wait to see if play becomes possible – after ONE HOUR waiting time, the Clubs must pay the Umpire the normal match Umpires Fees.

### **1.6.3 Players as Umpires**

- (a) All players acting as an Umpire must act within the spirit of the game and
  - (i) Will be suitably attired both as to shirt, trousers/shorts that distinguishes them from fieldsmen (if wearing white the player must carry a bat or stump) and enclosed shoes must be worn at all times.
  - (ii) Will assist the Official Umpire by counting the number of balls bowled and signalling to the Umpire when four balls have been bowled.
  - (iii) Will not stand more than 20 metres from the wicket and will stand at square leg unless the official Umpire allows the square leg Umpire to stand at point due to the position of the sun or the fieldsmen. No such Umpire can stand at point simply to reduce the distance walked between overs.
  - (iv) Must not be involved in discussions with the batsmen and are definitely not allowed to coach in any way.
- (b) Any player failing to adhere to this Umpires Code will cause their Club to be fined (as per fine schedule) for each offence.
- (c) Each Umpire in his match report will report offences.

## **1.7 POINT SCORES**

Points shall be allotted as follows:

### **1.7.1 Two-Day Fixtures**

<i>Result</i>	<i>Points</i>
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<i>Result</i>	<i>Points</i>
Won outright & on first innings	12
Won outright, Tie first innings	9
Won outright, Loss first innings	7
Won first innings	7
Tie outright, Won first innings	8
Tie outright, Tie first innings	6
Tie outright, Loss first innings	4
Tie first innings	4
Draw	3
Lost first innings	1
Lost outright, Won first innings	5
Lost outright, Tie first innings	3
Lost outright & on first innings	0
Bye	7
Bye (Total round washed out)	3

A tie is defined as:

- First innings tie where the first innings total of each team are equal irrespective of wickets lost by the team batting second and providing both teams have received their maximum entitlement of overs.
- Outright tie where the first and second innings totals of each team are equal irrespective of wickets lost by the team batting last

#### **1.7.2 Limited Over Fixtures**

<i>Result</i>	<i>Points</i>
Win	4
Tie	2
Draw	2
Loss	0
Bye	4
Bye (Total round washed out)	2

#### **1.7.3 Forfeits**

<i>Result</i>	<i>Points</i>
Offending team	0
Non Offending team	Maximum points in round
Grades below – Offending Club team(s)	0
Grades below – Non offending Club team(s) played	Points earned
Grades below – Non offending Club team(s) not played	Maximum points in round

#### **1.7.4 Competition Point Allocations**

- Premiership Competition (First, Second & Third Grades) (PC) – all points gained from two-day fixtures and the scheduled limited over fixtures (excluding Twenty20 fixtures).
- Premiership Competition (Fourth & Lower Grades) (LGPC) – all points gained from limited over fixtures.
- Limited Over Competition (First, Second & Third Grades) (LO) – all points gained from scheduled limited over fixtures run concurrently in the premiership competition (PC).
- Under 21 Competition – all points gained from limited over fixtures.
- Twenty20 Competition – all points gained from limited over fixtures.

#### **1.7.5 Club Championship**

- A Club Championship shall be decided at the end of the final rounds of the premiership competition fixtures for teams competing in the First, Second, Third, Fourth and any other lower Grades, and for teams competing in the Under 21 and Twenty20 Limited Over competition fixtures.
- The Championship shall be determined by summing for each Club the points gained by its leading team (the highest team on the points score). Points gained in the First, Second, Third, Fourth and any other lower Grades premiership competitions shall be multiplied a sliding factor. Points gained in the Under 21 and Twenty20 competitions shall be multiplied by a factor of one (1).



- (c) The sliding factor applied to the premierships competition points shall be based on the number of grade competitions conducted for the season. The lowest grade shall be multiplied by one (1) with each subsequent higher grade having an additional factor of plus one (+1) from the previous continuing to the highest grade.

### **1.7.6 Competition Placing**

In the event of teams having an equal number of points at the completion of the preliminary rounds in a competition, ultimate placing shall be determined as follows:

- (a) Premierships Competitions (First, Second & Third Grades) by quotients calculated from averages.
- (b) Premierships Competitions (Fourth & Lower Grades) by net run rates.
- (c) Limited Over Competitions, Under 21 and Twenty20 competitions by net run rates.

### **1.7.7 Claims to Titles**

- (a) Teams leading the point score at the end of normal competition shall be known as "Minor Premiers".
- (b) Premierships final winners shall be known as "Premiers".
- (c) All other competition final winners shall be known as "Champions".

### **1.7.8 Calculation of Quotients**

- (a) The batting average "for" shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
- (b) The batting average "against" shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.
- (c) The quotient shall be obtained by dividing the average "for" by the average "against" and the team having the higher quotient shall be considered to have the better performance.
- (d) For the purpose of calculating quotients, a team with less than 11 players shall be deemed to be all out (10 wickets) should they lose all available wickets.

### **1.7.9 Calculation of Net Run Rate**

- (a) 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, that is, calculation of net run rate = Team run rate per over less Opponent run rate per over.
- (b) 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.
- (c) In fixtures where play is delayed or interrupted, and the fixture becomes less than the scheduled overs per team fixture, the Team Run Rates will be calculated as follows:
  - (i) The Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the revised number of overs as set in Clause 4.9 (d) of the Limited Over Fixtures Playing Conditions.
  - (ii) The Team Run Rate for the team batting first will be the rate achieved in its innings based on the revised number of overs to which it would have been entitled as per (b) above.

## **1.8 FINAL SERIES – GENERAL CONDITIONS**

- (a) The formats of the final series in the respective competitions shall be determined each season.
- (b) In all quarterfinal or semi-final fixtures there shall be NO reserve date for the completion of the match.
- (c) Teams contesting a final series shall have the highest number of competition points, with ultimate divisional placing, if necessary, being determined by quotients or net run rate as listed for the respective competition. (Refer to Competition Placing)
- (d) The general formats shall be
  - Quarterfinals – (pools in a division) – Team Rank 1 shall play Team Rank 4 and Team Rank 2 shall play Team Rank 3 across the pools.
  - Quarterfinals – (Single division only) – Team Rank 1 shall play Team Rank 8, Team Rank 2 shall play Team Rank 7, Team Rank 3 shall play Team Rank 6 and Team Rank 4 shall play Team Rank 5.



Semi-finals – (3 or 4 pools) – top ranked team from each pool (In the event of 3 pools the Team Rank 4 shall be the next highest ultimate divisional placing team from any pool) – Team Rank 1 shall play Team Rank 4 and Team Rank 2 shall play Team Rank 3.

Semi-finals – (2 pools) – top two ranked teams from each pool – Team Rank 1 shall play Team Rank 2 across the pools.

Semi-finals – (Single division only) – Team Rank 1 shall play Team Rank 4 and Team Rank 2 shall play Team Rank 3.

Final only – Team Rank 1 shall play Team Rank 2.

- (e) In the event of a draw or tie, the team from the two contesting sides having the highest ranking shall advance to the next stage.
- (f) All final series fixtures shall be played on the best available pitches and grounds.
- (g) The participating teams in each competition final series will be allocated the nominated responsibilities as the home team and/or the responsibilities for teas and drinks as required.
- (h) The question of fitness of the grounds and conditions for play shall be entirely in the hands of the officiating umpires.

**1.9 TROPHIES**

- (a) The Association shall present Premier / Champion team trophies and any individual player awards as listed and determined in the Association Awards & Trophy document. The respective winning Clubs/teams/players shall have the responsibility of the safe storage of these trophies during the coming year.
- (b) Association perpetual trophies shall be returned to a nominated location by the first Monday of February each year. Clubs failing to comply shall incur a fine (as per fine schedule) and/or may take no further part in the competition.
- (c) Association trophies held by disbanded Clubs must be returned to the Association before players from disbanded Clubs are allowed to register with other Clubs.

**1.10 FINES & ACCOUNTS**

**1.10.1 Ground Fees**

- (a) Ground usage fees shall be determined each season and shall be incurred by each Club team.
- (b) Each Club / team participating on a specific ground will pay an agreed amount of the ground fees incurred for that particular match in any preliminary competition rounds in which such Club competed. (Note: Agreements with University grounds shall be determined each year).
- (c) Each Club will pay an equal share of the total ground fees incurred for the final series in all competitions in which such Club entered and competed.
- (d) Clubs utilising privately operated grounds (eg University, Sid Parrish), may apply to the Association for a rebate or dispensation of any fees incurred in using these private grounds in competitions.

**1.10.2 Disputes & Judiciary Fees**

- (a) The fee to accompany any lodgement of a Dispute or Protest shall be \$30, which shall be refunded if the matter is not considered frivolous.
- (b) The fee to accompany any lodgement for a request to appear before a Judiciary Committee shall be \$50.
- (c) The fee to accompany any lodgement of an appeal against a Judiciary Committee decision shall be \$100.
- (d) The fee to accompany any lodgement of an appeal against a Judiciary decision made by the Association shall be \$200.
- (e) These judiciary appeal fees shall be refunded if the person is exonerated in each case.

**1.10.3 Fines**

<b>Offence</b>	<b>Fine</b>
Team Nominations notification – late or withdrawal	\$50
Player registrations – late initial pre-competition group	\$50
Player registrations – late in season (per player)	\$50



<b>Offence</b>	<b>Fine</b>
Ineligible player (each instance)	\$200
Match results disputes – not signing off	\$50
Match results – not entering / confirming into MyCricket (per result) & (accumulative per week)	\$50
Player scores – not entering / late into MyCricket (per match) & (accumulative per week)	\$50
Captain's Report – not submitting / late (per match) & (accumulative per week)	\$40
Players dress code (per offence)	\$20
Players as Umpires Code (per offence)	\$20
Trophies – late return or lost (per trophy)	\$100
Accounts – late payments	\$50
General meetings – non attendance (per delegate)	\$50
Working with Children – late non declaration	\$50
Forfeits – incorrect team numbers for match	\$100
Forfeits – reason deemed frivolous	\$100
Covers – non-use of	\$50
Covers – non removal after abandonment	\$100
Scoreboard – non-operation of	\$30
Ball type – incorrect type	\$100
Etiquette – non compliance (per offence)	\$20

**1.10.4 Account Terms**

- (a) Accounts for payment of nomination fees, affiliation fees, ground fees; fines and other monies owing to the Association by affiliated Clubs will be issued periodically. Accounts are due and payable within 30 days of the date of issue of the account.
- (b) Clubs with accounts outstanding beyond the due date for payment will be fined (as per fine schedule). Clubs which fail to settle their accounts within 7 days thereafter (or such other time as may be granted by the Association) will be excluded from playing in all grades of cricket under the control of the Association until such time as the accounts are paid.

**1.10.5 Defaulters**

- (a) A defaulter shall mean failure to pay an amount owing for entry fees, subscriptions, competition fees, umpiring fees, registration fees, fines and levies, tickets for social functions properly issued by the Association to a Club or by a Club to a player and all other payments or dues imposed in accordance with Association rules, by-laws or regulations or those of an affiliated Organisation.
- (b) Where a Club is in default to the Association, each member of such Club shall be notified in writing by the Association as to the amount of the default and be offered an opportunity of meeting their portion of the liability within 14 days of the issue of such notice.
- (c) Where Club posts one of their member(s) as a defaulter, the Association shall investigate and satisfy itself that the member in question is liable for the amount claimed.

**1.11 CLUB REQUIREMENTS**

**1.11.1 Association General Meetings**

All Clubs must have two (2) approved delegates at all Association general meetings. Failure to do so, without prior satisfactory explanation will result in a fine (as per fine schedule) for each delegate non-attendance.

**1.11.2 Grounds**

- (a) Clubs utilising private grounds shall organise and arrange preparation of pitches and provide other equipment where necessary.



- (b) Clubs shall direct all Wollongong City Council operated ground matters (such as conditions, damage, repairs, bookings, etc) through the association. The Association shall be the sole liaison and contact with Wollongong Council on such matters.
- (c) Clubs are reminded that they are responsible to ensure all grounds are clearly marked and fit for play and that toilets are unlocked. This applies to all grounds that have been allocated as home grounds.
- (d) Clubs should arrange or hire keys for facilities/toilets from the appropriate Council or ground authority.

#### **1.11.3 Insurance & Participant Injury**

- (a) All Clubs shall take out and maintain appropriate club & official insurance and player accident insurance for all registered players each year. This shall form part of their member registration process.
- (b) When a player sustains an injury, the player's name and the nature of the injury must be advised to the Club secretary as soon as practicable.
- (c) Should the player wish to lodge an insurance claim, details can be obtained on the Internet [www.jltsport.com.au](http://www.jltsport.com.au) or by contacting their Club secretary.
- (d) The Association shall accept no insurance liability for injury or incident beyond that provided for under the national Club insurance scheme.

#### **1.11.4 Child Protection – Working With Children**

- (a) All Clubs are expected to comply with the current Working with Children principles and guidelines. (Refer to Working with Children website).
- (b) All Clubs with any teams containing players under the age of 18 years must ensure as a minimum the team captain and vice captains complete a "Working with Children" declaration form. This form shall be duly completed by the intending team officials and shall remain in the custody of the Club.
- (c) All clubs prior to the commencement of the season must supply a written declaration stating these principles have been adopted.
- (d) Failure to provide the declaration shall be a fine (as per fine schedule) and may also render clubs liable to further legal action should events arise.

#### **1.12 ALTERATIONS TO ADMINISTRATIVE OR COMPETITION RULES**

- (a) The Association shall be empowered to reorganise all relevant sections of these rules to facilitate ease of reference, clarity and consistency.
- (b) Unless otherwise stated, all rules apply equally to the final series and competition matches.
- (c) Should any rule or policy require changing or clarification, the written consent to such change from a majority of affiliated Clubs shall suffice in making the change effective until such time as the amendment can be ratified by a general meeting or annual general meeting of the Association.



## 2 SENIOR COMPETITION GENERAL PROVISIONS

### 2.1 LAWS OF CRICKET

#### 2.1.1 MCC Laws

Matches shall be played under the MCC Laws of Cricket (2000 code – 4<sup>th</sup> Edition 2010) and any subsequent Amendments and Experimental Laws (as adopted), and as further amended by the Association to meet local conditions. Where an Association competition rule and the MCC Law of Cricket conflict, the competition rule shall be binding.

#### 2.1.2 Local Laws

- (a) Penalty Runs – The Laws of Cricket covering the awarding of Five Penalty Runs will only apply to those fixtures where official Umpires have been appointed.
- (b) Law 2.5 (Laws of Cricket – Fielder absent or leaving the field) – is amended to allow players arriving late to a fixture, due to work or coaching commitments in general, to participate upon taking the field. (i.e. there are no time restrictions before they can bowl in the innings).
- (c) If a player leaves the field to play another sport (as a professional player), work or other commitments in general, a substitute fielder is allowed in these circumstances.

### 2.2 TEAMS & FORFEITS

#### 2.2.1 Exchange Of Lists

- (a) Team lists must be exchanged by captains prior to the toss and then must be given to one of the officiating Umpires (In the case of no umpires, retained by the captains). The respective Captains must sign the list and no alteration shall be made in either team without the consent of the opposing captain. Failure to comply with this rule will negate any appeal.
- (b) The opposing captain must be notified of all substitutions made, at any stage of the match. All replacement players allowed must also be written on the team list.
- (c) Where an unauthorised alteration to the team list results, the offending team will lose the maximum points gained by any team in that round.
- (d) The ages of ALL players under the age of 19 as at 31 August each year must be indicated on the team list to be exchanged by captains prior to the toss.
  - (i) Umpires MUST be notified of these players.
  - (ii) Age restrictions MUST be enforced for affected bowlers (see Young Bowler Restrictions).
  - (iii) The penalty for failure to enforce age restrictions may result in loss of competition points.

#### 2.2.2 Team Numbers

- (a) A team will be deemed to have forfeited if, 15 minutes after the scheduled commencement time on any playing day, they do not have at least seven players in attendance. If play is delayed at the direction of the Umpires the re-scheduled starting time will be taken as the commencement time.
- (b) A First grade, Second grade or Third grade team will be deemed to have forfeited if 30 minutes after the scheduled commencement time on any day they do not have 10 players (First grade) or 10 players (Second grade) or 9 players (Third grade) in attendance. The fixture will be played as a normal match and the result will stand until the Association investigate the match. The Club concerned must provide evidence explaining the situation to the Association. If the Association considers that the situation was NOT out of the control of the Club and the players concerned, it may declare the match a forfeit and will incur a fine (as per fine schedule).
- (c) After a match has commenced, if a team refuses to proceed with the match, the match will be deemed to have been lost (forfeited) by that team.

#### 2.2.3 Forfeit Penalties

- (a) A Club forfeiting a match or refusing to proceed when directed to do so by the Umpire must pay the ground fees for both teams and will incur a fine (as per fine schedule).
- (b) Any club forfeiting a match will be deemed to be forfeiting all grades (and teams) lower than the forfeited grade.



- (c) The non-offending team, receiving a forfeit, will receive the maximum number of points gained by any team in that competition Grade in that round.
- (d) The offending team, which forfeits a match, will receive no points and the Club to which this team belongs will be awarded no points in all matches in the same or lower grades in which the forfeited match was scheduled.
- (e) In all grades (and teams) lower than the forfeited grade, if matches have been played, all other points gained by the opposing teams will stand as per the match result. If matches have not been played, these will be deemed to have been forfeited.
- (f) If the explanation of a cause of forfeit submitted by a forfeiting team is deemed frivolous the forfeiting team may be fined (as per fine schedule), at the discretion of the Association.

### **2.3 YOUNG BOWLER RESTRICTIONS**

#### **2.3.1 Age of Bowlers**

- (a) For the purposes of this clause, where Umpires are not appointed to the fixture the responsibility falls entirely to the fielding captain.
- (b) Team captains in all competitions must indicate on their declared team sheet for each match those members who are under 19, 18, 17, 16, 15 years of age on 31 August of each season in question.

#### **2.3.2 Maximum Overs**

No medium pace or fast bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a days' play, set out below:

<b>Age at midnight 31 August</b>	<b>Maximum Overs in a Spell</b>	<b>Maximum Overs in a Day's Play</b>
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	10

#### **2.3.3 Minimum Rest Period**

- (a) Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.
- (b) A bowler who has bowled a spell of fewer than the maximum of overs set out in (2) above may resume bowling prior to the completion of the minimum rest period as defined in (a) above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- (c) For the purpose of calculating a bowler's minimum rest as defined in (a) above, any interruption to play due to weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 15 minutes shall count as 2 overs from each end.

#### **2.3.4 Change of Bowling Type**

Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

- (a) If the bowler begins with medium pace (or faster), the bowler is subject to the playing conditions throughout the day: and
- (b) If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.



### **2.3.5 Responsibility of Fielding Captain**

- (a) It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. The Umpires will assist in maintaining records to enable the enforcement of this rule together with the Scorers of the match. Scorers must notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.
- (b) If the Umpire becomes aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- (c) Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires shall make the final decision on its application based on information available from the Scorers or other sources.

### **2.3.6 Penalties**

Failure to enforce these restrictions will result in the following:

- (a) First offence: the offending Club will receive a warning letter from the Association.
- (b) Second offence: Final warning to club – any further breach by ANY team in the club will result in loss of points gained (or a further loss of maximum first innings points if the match was already lost) for the current match and any previous offences.
- (c) Any subsequent breach by that Club will result in the matter being dealt with by the Association.

## **2.4 FACILITIES & EQUIPMENT**

### **2.4.1 Fitness of Grounds**

- (a) All decisions prior to the scheduled commencement of a match, concerning the fitness of the pitch, grounds, weather and light for play shall be in the hands of the Association.
- (b) If a Council curator is present at a ground used for either competition or final series matches for the purpose of wicket preparation due to wet weather, the ground shall be in his control until he deems it fit for play and hands control of the ground to the officiating umpires.
- (c) All decisions at the commencement or during a match, concerning the fitness of the pitch, grounds, weather and light for play shall be in the hands of the umpire. In the event of no official umpire being present, the team captains shall assume this responsibility.
- (d) Either or both teams shall be allowed to work on the pitch or ground prior to the scheduled starting time on any day. All work done after the scheduled starting time must be done under the supervision of the umpires. No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the groundsman.
- (e) Should a programmed match on any day not utilise a ground for any reason, the respective teams through their Clubs must notify the association by 6pm the Monday immediately following the day concerned. This procedure will allow correct billing records to be kept. Failure to comply will result in full ground fees being payable.

### **2.4.2 Equipment for Grounds**

- (a) The nominated home team is responsible for providing the stumps, bails and boundary markers as required and spares if necessary. The nominated home team are also responsible for organising the opening/closing of facilities/afternoon tea facilities etc at the match ground.
- (b) The necessary ground equipment must be supplied and be in position within 15 minutes of the scheduled commencement time of play.
- (c) Penalty may result in the Association awarding the match to the away team.
- (d) The fielding team will provide the ball in each case.

### **2.4.3 Synthetic Pitch**

- (a) Where synthetic covering is used the width of such artificial covering shall be regarded as the width of the pitch and any ball bowled and pitching off either side of such covering shall be a "NO BALL".
- (b) Any ball pitching fully on the pitch and called a wide will be treated as in the Laws of Cricket.
- (c) The surface of the pitch may be swept during the progress of the match at the discretion of the captains or the umpire.



- (d) No fieldsmen can stand nearer than five feet (1.5m) either side of an imaginary stump to stump centre line of the wicket or a "No Ball" will be called (as per the Laws of Cricket).

#### **2.4.4 Boundary Provisions**

- (a) The boundary on unenclosed grounds shall be deemed to be a series of imaginary straight lines drawn between adjacent markers (not an imaginary curved line).
- (b) Boundary markers (of a plastic construction only) are to be used to highlight where a line, a rope or permanent marking encloses the ground. The line, rope or permanent marking constitutes the boundary as distinct from clause (a) provisions.
- (c) The boundary shall be determined; by two semi-circles measured from the middle stump at either end and joined by straight lines parallel to the edge of the pitch.
- (d) The boundary dimension on unenclosed grounds and / or where physical restrictions do not interfere, shall be a minimum of 60 metres.

#### **2.4.5 Pitch Covers**

- (a) At each club's First Grade ground pitch covers shall be provided and it shall be compulsory for them to be used in all First Grade, Second Grade and Under 21 fixtures regardless of weather conditions. Hessian underlay shall be used in conjunction with covers.
- (b) At lower grade turf grounds pitch covers shall be provided and used (where possible) in all fixtures regardless of weather conditions. Hessian underlay shall be used in conjunction with covers.
- (c) The nominated home club shall be responsible for the pitch covering, whilst the Association shall determine the responsibility for pitch covers in all competitions for the final series.
- (d) Where covers are required, the pitch shall be protected in the event of rain wherever possible from the afternoon prior to the commencement of play (7pm latest) and as required during the days play.
- (e) In the event of the pitch being wet beforehand or too wet at the time the covers are to be laid, the home club is permitted to exercise discretion as to whether to cover or not cover the pitch. The Association must be notified by 7pm latest if covers are not used on the day.
- (f) The covers must be removed by 8am on the morning of the match unless weather conditions are unfavourable.
- (g) Once matches have been abandoned due to rain, pitch covers must be removed from the wicket and outfield on the day of the match abandonment.
- (h) The penalty for non compliance will be:
- A fine (as per fine schedule) and the loss of competition points for the offending home team. The opposition team will receive the maximum competition points gained from any match in that particular grade round.
  - A fine (as per fine schedule) for the non-removal after abandonment.

#### **2.4.6 Scoreboards**

- (a) At each club's First Grade ground a scoreboard shall be provided and they shall operate in all First Grade, Second Grade, Under 21 and Twenty20 fixtures. It is the responsibility of the batting side to update the scoreboard at a maximum of five (5) over intervals and more frequently in limited over fixtures.
- (b) If scoreboards are not so operated the Umpires shall indicate accordingly in their report and a fine (as per fine schedule) for each offence shall be payable unless in the opinion of the Association there are extenuating circumstances.

#### **2.4.7 Sightscreens**

- (a) Where sightscreens are available, the fielding team will be responsible to provide any minor adjustments to sightscreens.
- (b) Movement of the sightscreens to accommodate consistent over and around the wicket bowling shall be the responsibility of the batting side. If this does not occur, the Umpires will require play to continue without the sightscreen being moved.
- (c) Where sightscreens are on the playing surface they shall be boxed in by lines and/or appropriate markers.



#### **2.4.8 Ball Types**

- (a) The approved brand shall be Kookaburra leather balls, being RED in colour and 156 grams in weight, unless otherwise stated.
- (b) Four-piece "Regulation" balls will be used in all First grade matches unless otherwise stated.
- (c) Four-piece "Regulation" or "Club Match" balls will be used in all Second grade and Under 21 matches unless otherwise stated.
- (d) Two-piece "Tuff Pitch" or "Special Test" will be used for Third, Fourth and lower grade matches. However, four piece balls may be used.
- (e) Four-piece WHITE coloured balls of any brand will be used in the Twenty20 Competition.
- (f) Penalty for not adhering to this Rule is a fine (as per fine schedule) in each instance.

#### **2.4.9 Wearing of Batting Helmets**

Players are recommended to wear a specifically designed properly fitting cricket helmet with face guard while batting. It is also in the player's best interest for the helmet to conform to the relevant Australian Standard (currently AS/NZS4499: 1997 – Protective Headgear for Cricket).

#### **2.5 SCORING**

- (a) Team scorers will sit with their counterpart throughout the match in a position where they can be clearly seen and from where they can acknowledge signals by the umpires.
- (b) No balls and wides shall be recorded against the bowler. The general symbols used for analysis entries are "O" for a no ball and "+" for a wide.
- (c) Scorers to maintain a list of progress score at the end of each over.
- (d) Scorers to maintain a record of the number of overs bowled by a young bowler in a spell and shall advise the umpire and fielding captain when such bowler has completed bowling one over earlier than the permissible spell and innings requirement.
- (e) Scorebooks are to be frequently crosschecked to ensure scoring accuracy. However, if a discrepancy is evident at the end of an innings, the bowling total shall be regarded as being correct and the batting analysis adjusted accordingly.
- (f) If after leaving the field of play, the scorebooks reveal an error has occurred affecting the result, play shall recommence and continue, providing time permits, until the result is achieved.
- (g) Umpires (or captains) to initial calculations at the end of each innings.
- (h) At the completion of a match, the Umpire (and captains or team official in lower grades) shall countersign the oppositions score sheets to signify the scores are balanced and correct, and have agreed to the match result. If this is not done and there is a dispute in that match, the dispute will not be considered valid.

#### **2.6 CODES & POLICIES**

##### **2.6.1 Game Day Checklist**

- (a) All team captains (or their delegates) are responsible for ensuring that the Game Day Checklist provided is completed before the start of play on each day of a match.
- (b) The Home team captain should complete the form WITH the Visiting team captain and then both captains must sign the form as appropriate.
- (c) The completed forms are to be returned to the Club Secretary for safekeeping until the end of the season.
- (d) Failure to comply may jeopardise any future insurance claim and may result in club officials being held liable for damages, so it is essential that all team captains are compliant on every day of every match.
- (e) The Association will conduct random checks to ensure that clubs are complying. Non-compliance will result in the loss of competition points.

##### **2.6.2 Disputes / Protests / Grievances**

- (a) Should any dispute or difference arise between competing teams, (as opposed to matters relating to behaviour and conduct), the match shall be played under protest subject to the dispute or difference being dealt with by the Association.



- (b) All protests / disputes / grievances shall be reported and handled in accordance with the Associations' Disputes and Protests (Grade) Document.

### **2.6.3 Disorderly Conduct**

- (a) All Clubs, teams, players must adhere to the Associations' "Codes of Behaviour" as adopted.
- (b) All breaches of the code of conduct shall be reported and handled in accordance with the Associations' Code of Conduct (Grade) document.

### **2.6.4 Race Related Vilification Policy**

#### **RACE RELATED VILIFICATION IS NOT PART OF THE GAME**

- (a) The Association has adopted procedures to deal with racial and race related (e.g. religious) vilification. It is not acceptable for any player or official of any affiliated Club to comment or remark upon, make reference to, or otherwise criticise any player, official or other participant in any match conducted by the Association or any meeting, practice session or other activity connected with the game on the basis of that person's race, religion or any other aspect of their background.
- (b) All breaches of the policy shall be reported and handled in accordance with the Associations' Code of Conduct (Grade) document.
- (c) In addition to any powers of the Association, racial or race related vilification can give rise to liability in the civil and in some instances criminal courts of Australia.

### **2.6.5 No Smoking Or Drinking**

- (a) No smoking is permitted on the field or at council grounds at any time whilst a match is in progress.
- (b) No alcohol is allowed on the ground during the hours of play.
- (c) No player, umpire or anyone else participating in a match may consume alcohol between the time the match begins and the time when stumps are officially drawn on that day.
- (d) The team of any player or player umpire breaching this rule shall be regarded as having lost the match and shall forfeit any points gained. Where such team lost the match, a first innings points shall be deducted from the total points gained by that team for the season.
- (e) All breaches of this policy shall be reported and handled in accordance with the Associations' Code of Conduct (Grade) document.

### **2.6.6 Etiquette**

- (a) At all drink breaks the batting team will have drinks prepared on time and will have at least two players standing at the boundary ready to enter the field of play at the calling of the drinks break. The players with the drinks are to walk at least 50% of the way to the wicket before handing out drinks.
- (b) At the commencement of play no player is to enter the field before the Umpires, who will be followed by the fielding side and then the batsmen.
- (c) In all First grade, Second grade, Under 21 and Twenty20 fixtures, and in all competition the final series, teams failing to adhere to this etiquette code will cause their Club to be fined (as per fine schedule) for each offence.
- (d) Offences will be reported by each Umpire in his match report.

### **2.6.7 Lightning Safety Code**

- (a) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
- (b) It is recommended that no person enter the field of play during the period that play is suspended under this rule.

### 3 TWO-DAY FIXTURE PLAYING CONDITIONS

All fixtures are played in accordance with the Senior Competition Administrative rules, Senior Competition General Provisions and the Laws of Cricket, except as amended below.

#### 3.1 DURATION OF MATCHES

- (a) Fixtures shall be of two day's duration and shall consist of up to two innings per side with a minimum of one completed innings per side required for a result.
- (b) In all two-day fixtures, play must continue into Day 2 to at least the scheduled tea break unless an outright result has already been achieved.

#### 3.2 HOURS OF PLAY & INTERVALS

##### 3.2.1 Hours of Play

In all fixtures the hours of play each day will be as follows unless there are interruptions to play:

Daylight saving: 12:30pm – 3:15pm and 3:30pm – 6:00pm.

Final Series & Non-Daylight saving: 12:00 noon – 2:45pm and 3:00pm – 5:30pm.

##### 3.2.2 Intervals for Tea

- (a) In all matches the full allotted time of 15 minutes for the tea interval will be taken commencing from the time play ceases.
- (b) If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the time for the tea interval, the interval will be taken immediately. The interval will be of the normal length and, if applicable, include the 10-minute interval between innings.
- (c) If at the time for the tea interval, nine wickets are down, play will continue for a period not exceeding 30 minutes or until the innings is concluded, whichever occurs first.
- (d) Where play on either day does not commence before 2:00pm (during daylight savings) or 1:30pm (outside daylight savings) there will be no tea interval on the day.

##### 3.2.3 Intervals for Drinks

- (a) Two drinks breaks per session shall be permitted with a minimum spacing of 1-hour.
- (b) 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.
- (c) 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.
- (d) Any player taking drinks onto the field shall be dressed in appropriate cricket attire.

#### 3.3 LIMITATION OF INNINGS

##### 3.3.1 No Interruptions to Play

- (a) If the team batting first has not been dismissed or declared its innings closed, it will automatically close its innings at the end of the first days play, provided it has received a minimum of 90 overs.
- (b) If it has not received its 90 overs it may bat on into the second day until such overs are bowled. The team batting second will forfeit the number of overs it failed to bowl on the first day as well as three overs for the time of the change of innings it caused.
- (c) The team batting second is entitled to receive the same number of "completed" overs it bowled unless it is penalised under clause (b) above. If necessary the team batting second has the option to continue its innings past the scheduled time of stumps to allow it to receive its designated overs. If the team batting second does not take this option, the match will be declared a draw. ("Completed" overs means that the over in progress counts as a completed over e.g. 83 overs and 2 balls equals 84 completed overs).
- (d) Should the game proceed into a second innings the normal rules of cricket apply, including the "20 overs in the last hour" rule.
- (e) Unless an outright result is achieved the winner of the match will be the team, which has scored the most runs in its allotted overs regardless of the number of wickets lost.

**3.3.2 Two-Day Fixtures – General**

- (a) Should the team batting first be dismissed or declares its innings closed on the first day before 90 overs have been bowled, the team batting second is entitled to receive as many overs as can be bowled prior to the scheduled time for stumps on the first day, plus the total number of overs bowled prior to the scheduled time for stumps on the second day with a minimum of 90 overs to be bowled on that day. If necessary the team may bat past the scheduled time for stumps on the second day in order to receive its minimum number of allotted overs.
- (b) Should the team batting first be dismissed or declares its innings closed on the first day after having received in excess of 90 overs, the team batting second is entitled to receive the same number of overs in the time remaining for the match. If necessary the team may bat past the scheduled time for stumps on the second day in order to receive its required number of overs.
- (c) Should the team batting first not be dismissed prior to the scheduled time for stumps on the first day and it has received a minimum of 90 overs the team batting second is only entitled to receive the same number of completed overs at which time stumps will be drawn.
- (d) Should the above conditions not be achieved because of interruptions to play the match will be declared a draw.

**3.3.3 With Interruptions to Play**

- (a) If the commencement of play is delayed on Day 1 or there are interruptions to play, the minimum quota of overs for each team will be reduced by one over for every seven minutes of playing time lost.

**EXAMPLE**

Assume of a total of one hour lost on day one.

Then 60 minutes plus 10 minutes change of innings = 70 minutes total lost.

Overs lost by each team =  $70/7 = 10$

Therefore Team A must receive a minimum of 80 overs by 12:55pm on the second day.

**Table 1 – Interruptions – Overs Lost per Team**

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
7	1	147	21
14	2	154	22
21	3	161	23
28	4	168	24
35	5	175	25
42	6	182	26
49	7	189	27
56	8	196	28
63	9	203	29
70	10	210	30
77	11	217	31
84	12	224	32
91	13	231	33
98	14	238	34
105	15	245	35
112	16	252	36
119	17	259	37
126	18	266	38
133	19	273	39
140	20	280	40

- (b) If the team batting first has not been dismissed or declared its innings closed, it will automatically close its innings at the rescheduled finishing time of the innings on Day 2, provided it has received its minimum quota of overs.
- (c) If it has not received its minimum quota of overs it may continue batting until such overs are bowled. The team batting second will forfeit the number of overs it failed to bowl by the rescheduled finishing time of the innings.
- (d) The team batting second must receive the same number of overs as the team batting first unless it is penalised under clause (c) above and unless there have been further interruptions to play on the Day 2.



- (e) If commencement of play is delayed on Day 2 or there are interruptions to play, the quota of overs to be bowled that day will be continually reduced in accordance with the remaining available playing time till stumps.
- (f) The match will conclude at the scheduled time of stumps and if the team batting second has not received its quota of overs due to a slow over rate of the bowling team the match will be declared a draw, however the batting team may instead elect to continue play to receive its quota of overs.
- (g) In all circumstances the team batting first must receive a minimum of 50 overs, unless it is dismissed or declares its innings closed, to constitute a match.
- (h) Should there be insufficient time for team batting second to receive its overs, either team may still seek a result in the remaining time available. However the target score will be that of the team batting first.

### **3.3.4 With Interruptions to Play – General**

Should the team batting first be dismissed or declares its innings closed before the rescheduled finishing time of its innings, the team batting second is entitled to receive as many overs as can be bowled prior to the rescheduled finishing time of that innings, plus the minimum quota of overs to be bowled on Day 2 prior to the scheduled time for stumps. If necessary the team may bat past the scheduled time for stumps on the Day 2 in order to receive its minimum number of allotted overs.

### **3.3.5 Two-Day Fixtures Reduced To One Day of Play**

#### **3.3.5.1 During Daylight Saving**

- (a) Scheduled hours of play are 12:30pm – 6:45pm with a maximum limit of 50 overs on the first innings for each team.
- (b) The team batting first must receive its 50 overs by 3:30pm. If this does not occur the play will continue until the 50 overs are completed unless the team batting first is dismissed or declares its innings closed. The team bowling first will forfeit the number of overs it failed to bowl by 3:30pm (the over in progress at 3:30pm is counted as completed). The team batting second is entitled to receive its allotted overs in 3 hours of playing time and has the option to continue past the scheduled time for stumps to allow this to occur. If due to unforeseen circumstances, a “lost ball” or “injury” occurs, the time lost will be added to the scheduled finish times i.e. 3:30pm or 6:45pm respectively.
- (c) Should matches be continued into a second innings, play cannot continue past 6:45pm under any circumstances other than those covered by the Laws of the game including the “20 overs in the last hour” rule.
- (d) Provided play commences by 2:30pm the team batting first must receive 50 overs regardless of interruptions to play caused by weather, light or any other cause. The average over rate must be maintained or the forfeit of overs rule as per clause (b) above will apply.
- (e) In the event of a match not commencing by 2:30pm the match will be abandoned and declared a draw.
- (f) In all matches should the team batting first be dismissed or declare its innings closed before the allotted time the team batting second is entitled to its full complement of 50 overs.
- (g) Should the innings of the team batting second be interrupted by weather or light for a period in excess of 10 minutes, or should the players be off the field at 6:45pm or leave the field after that time, and no result has been achieved the match will be declared a draw.

#### **3.3.5.2 Outside Daylight Saving**

- (a) Play will commence at 12 noon with a maximum of 50 overs on the first innings for each team. Should the team batting first not be dismissed by 2:50pm the over limit for each team will be the over in progress at 2:50pm.
- (b) Should matches be continued into a second innings play cannot continue past 6:00pm under any circumstances other than those covered by the Laws of the game including the “20 overs in the last hour” rule.
- (c) In the event of play being delayed or interrupted during the first innings of the match the quota of overs allotted to each team will be reduced by one over for every seven minutes of playing time lost. However, the team batting first is entitled to a minimum of 35 overs.
- (d) If play is interrupted during the innings of the team batting second, play cannot proceed past the scheduled time for stumps and if no result has been achieved the match will be declared a draw.
- (e) In the event of a match not commencing by 2:00pm the match will be abandoned and declared a draw.



### **3.4 CLOSURE OF INNINGS**

The Captain of a batting team may declare the innings closed at any time except as follows.

- (a) An innings may not be closed during the afternoon tea interval or before the commencement of play on Day 2 of a two-day fixture unless such declaration is made not less than 10 minutes prior to the time set down for resumption of play and in such case play shall resume at the expiration of the time allotted for the interval or as soon thereafter as weather conditions or pitch conditions permit.
- (b) The closure of an innings by mutual agreement of Captains is definitely not allowed.
- (c) If an innings has been closed by mutual agreement zero (0) points will be awarded to either team for the match.

### **3.5 FOLLOW-ON**

A first innings lead of 100 runs is required before a team can enforce follow-on.

### **3.6 NEW BALLS**

- (a) The right of the batting Captain to demand the use of a new ball at the start of a second innings is revoked.
- (b) The bowling team is entitled to call for a new ball after 80 overs in any one innings.

### **3.7 PLAYER REPLACEMENTS**

#### **3.7.1 Representative Duties**

- (a) A player or official selected in any official Association or higher representative fixture may replace, or be replaced by, a player in a grade match on either day as applicable subject to the provisions of this rule and with the prior approval of the Association.
- (b) The player's Club shall make a written application to the Association prior to midnight on the Thursday before Day 1 of the match seeking such a replacement.
- (c) This match will be counted as a playing day(s) in the higher grade for the replacement substitute player.
- (d) The principle of replacement of players will apply to all lower grade teams so affected in the Club involved.
- (e) The Association will use its best endeavours to advise the opposing Club(s) and at least one of the Official Umpires in the match(es) concerned, prior to the commencement of the days play in question, of the player(s) concerned.

#### **3.7.2 Interchange Players**

- (a) Clubs may use interchange players for work or other commitments on either day of a match in accordance with this rule.
- (b) Second grade may nominate a team of up to 12 players (one interchange player) while Third grade may nominate a team up to 13 players (two interchange players).
- (c) The player's Club shall make application to the Association no later than 30 minutes prior to the start of play on Day 1 of the match seeking such interchanges. In this respect the Association's facsimile, email record of receipt or text message shall be conclusive proof of the time of delivery.
- (d) No interchange player can play in another grade in the same round except players from Fourth or lower grades being limited over fixtures.

#### **3.7.3 Replacement Conditions**

- (a) Any player nominated to play on either day must otherwise be qualified to play (i.e. registered and clearance as required) and be eligible to play in that grade on that day (i.e. is properly graded or re-graded as required, and where the match is a final series otherwise satisfies the requirements to play in that grade).
- (b) The team sheet must clearly show all players nominated for the match and identify those players who are not playing on Day 1 and those who are not playing on Day 2 such that a total of eleven players are nominated to play on each day.
- (c) The opposing captain and where applicable the umpire(s) must be notified prior to the toss.
- (d) Once nominated no other change to the team is permitted on either day except that the usual rules as to substitute fielders still apply.



- (e) Participation by a player on either day shall count as playing in a match for all purposes and a player's performance counts towards all statistics.
- (f) Where a player being replaced has batted and been dismissed, the replacement player is not entitled to bat in that innings.
- (g) Where a player being replaced is currently batting his performance shall be recorded as retired not out, and the replacement player shall commence to bat in his place in that innings.
- (h) In all other cases the replacement player has the full rights of the player being replaced.

### **3.8 TWO-DAY – FINAL SERIES**

All matches shall be as per the two-day fixtures except as amended below:

- (a) The semi-final and final fixtures will be played on the Saturday and Sunday of one weekend.
- (b) The team ranked higher in the points score will provide afternoon tea on Day 1 with the lower ranked team providing on Day 2. Each team will provide their own requirements for drink breaks.
- (c) Should there be no play on Day 1, the hours of play on Day 2 are 10:00am – 12:15pm, 12:45pm – 3:00pm and 3:15pm – 5:30pm.
- (d) Where the commencement of play is delayed, or there is any interruption(s) to play on Day 1, the hours of play available on Day 2 can be extended. The starting time on Day 2 will be brought forward to add the time lost from Day 1. The maximum amount of time that may be added is two hours (i.e. Day 2 may commence at 10am at the earliest to make up time lost from Day 1).
- (e) Whenever any additional time is added onto the hours of play for Day 2, no session of play on Day 2 should exceed 2 hours and 15 minutes. Further, there should be an interval of at least 15 minutes between each session.
- (f) Where the commencement of play is delayed, or there is any interruption(s) to play, NO adjustment shall be made in respect of shared batting time. The team ranked higher on the points score must have the opportunity to bat 5.25 hours of batting time and receive a minimum of 90 overs to be beaten, unless it is penalised for slow over rates in its bowling innings. If penalised it then must receive 90 overs less the penalised number of overs to be beaten. (See Rule 3.3.2, which also applies).
- (g) Should a decision not be achieved, or a tie occurs, the team ranked higher in the points score will be declared the winner.

## 4 LIMITED OVER FIXTURE PLAYING CONDITIONS

All fixtures are played in accordance with the Senior Competition Administrative rules, Senior Competition General Provisions and the Laws of Cricket, except as amended below.

### 4.1 DURATION OF MATCHES

- (a) Fixtures shall be of one day's duration and shall consist of one innings per team.
- (b) (50 Over Fixture) – each innings shall be limited to 50 six-ball overs with a minimum of 25 overs per team, subject to the provisions of Clause 4.3.1(b), to constitute a match.
- (c) (45 Over Fixture) – each innings shall be limited to 45 six-ball overs with a minimum of 25 overs per team, subject to the provisions of Clause 4.3.1(b), to constitute a match.
- (d) (20 Over Fixture) – each innings shall be limited to 20 six-ball overs with a minimum of 8 overs per team, subject to the provisions of Clause 4.3.1(b), to constitute a match.

### 4.2 HOURS OF PLAY & INTERVALS

#### 4.2.1 Hours of Play

##### 4.2.1.1 (50 Over Fixture)

First Session: 12:30pm – 3:30pm, Tea Break: 3:30pm – 3:45pm, Second Session: 3:45pm – 6:45pm

Non-Daylight savings times: 12 noon – 3pm, 3:15pm – 6:15pm

Times on Sundays & Final Series: 11am – 2pm, 2:30pm – 5:30pm

##### 4.2.1.2 (45 Over Fixture)

First Session: 12:30pm – 3:10pm, Tea Break: 3:10pm – 3:25pm, Second Session: 3:25pm – 6:05pm

Times for non-daylight savings, Sundays & Final Series: 12:00 noon – 2:40pm, 2:55pm – 5:35pm

##### 4.2.1.3 (20 Over Fixture)

**Midweek Game:** First Session: 5:00pm – 6:15pm, Break: 6:15pm – 6:25pm, Second Session: 6:25pm – 7:40pm

**Midweek Game 2:** (Under lights at North Dalton Park or University Oval) – First Session: 8:00pm – 9:15pm, Break: 9:15pm – 9:25pm, Second Session: 9:25pm – 10:40pm

Game 2 may start earlier if Game 1 finishes before 7:40pm. If so the session starting times will be adjusted accordingly.

**Sundays:** Play in each match shall commence at the time designated in the draw.

#### 4.2.1.4 Hours of Play – General

- (a) The scheduled session duration is 180 minutes (50 Over Fixture) or 160 minutes (45 Over Fixture) or 75 minutes (20 Over Fixture) from the time the innings commences subject to interruptions.
- (b) If the innings of the team batting first concludes before the scheduled time for the end of the first session, the tea break shall be taken immediately and then the scheduled second session shall commence. The time for this session shall remain the scheduled session duration time.
- (c) For the purposes of these Rules, an over is always considered as completed if it is in progress when the scheduled or re-scheduled cessation time for an innings occurs.

#### 4.2.2 Intervals for Tea / Breaks

- (a) In all matches the full-allotted time for the tea interval will be taken between innings commencing from the time play ceases.

#### 4.2.3 Intervals for Drinks

- (a) (50 Over Fixture) – Two drinks breaks per session shall be permitted, after the 17th and 34th overs.
- (b) (45 Over Fixture) – Two drinks breaks per session shall be permitted, after the 15th and 30th overs.
- (c) (20 Over Fixture) – There shall be No drinks breaks permitted during either session.
- (d) 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.



- (e) 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.
- (f) Any player taking drinks onto the field shall be dressed in appropriate cricket attire.

### **4.3 LENGTH OF INNINGS**

#### **4.3.1 Uninterrupted Matches**

- (a) Each team shall bat for the full allocated overs (50 overs (50 over fixture), 45 overs (45 over fixture) or 20 overs (20 over fixture)) unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.  
*(Matches With Official Umpires only) – Unless otherwise determined by the umpires, the innings of the team batting second shall be limited to the same number of completed overs bowled by it, at the scheduled time for cessation of the first session and the slow over rate penalty clause 10 applies.*  
*(Matches With Official Umpires only) – The Umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.*
- (c) (Matches With Official Umpires only) – If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- (d) If the team batting first is dismissed in less than the full allocated overs, the team batting second shall be entitled to bat for the full-allocated overs, except as provided in (c) above.
- (e) If the team fielding second fails to bowl full allocated overs or the number of overs as provided in (b), (c) or (d) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, following the slow over rate penalty clause 10.

#### **4.3.2 Delayed or Interrupted Matches**

##### **4.3.2.1 General**

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (The minimum overs to constitute a match for each team for the specified fixture are required, subject to the provisions of Clause 3.1(b)). The calculation of the number of overs to be bowled shall be based on 3.5 minutes per over (50 Over Fixture & 45 Over Fixture) or 3.75 minutes per over (20 Over Fixture) in the total time available for play. This rate is required throughout the match regardless of any interruptions to play.
- (b) If the team fielding second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, following the slow over rate penalty clause 10.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) A team shall not be permitted to declare its innings closed.
- (e) Fractions are to be ignored in all calculations of the number of overs.

##### **4.3.3 Delay or Interruption to the Innings of the Team Batting First**

- (a) If the number of overs of the team batting first is reduced, a fixed time shall be specified for the completion of the first session, as calculated by applying the provisions of Clauses 4.2.1 and 4.3.2.1 (a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and 4.3.1 (b) shall apply.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, 4.3.1 (c) shall apply.



**(50 Over Fixture) – Example of over re-calculation** – after 1 hour's play in which 17 overs were bowled, play is delayed for 1 hour:

Total Possible Playing Time = 240 minutes remaining + 60 minutes already played  
= 300 minutes (150 minutes per innings)  
Overs to be bowled = 300 minutes/3.5 minutes per over  
= 85 overs  
= 42 overs per team (disregarding fractions)

The team bowling first must now bowl another 25 overs in the remaining 90 minutes of the session.

The team bowling second must bowl their 42 overs in 150 minutes.

#### **4.3.4 Delay or Interruption to the Innings of the Team Batting Second**

- If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 3.5 minutes per over (50 Over Fixture & 45 Over Fixture) or 3.75 minutes per over (20 Over Fixture), for time lost.
- For calculations of target score - refer to The Result clause 4.9.

#### **4.4 RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

- At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- In the event of an infringement in the fielding restrictions, either Umpire shall call and signal No Ball.
- In the event of either Umpire failing to call or signal No Ball when the fielding restrictions have been breached or, when at the point of delivery more than two (2) fieldsmen other than the wicketkeeper are behind the popping crease on the leg side, immediately the ball becomes dead, the striker may draw the matter to the attention of the striker's end Umpire. If, after consultation with the other Umpire, he is able to verify the breach he shall call and signal No Ball. If he is not able to verify the breach he will confirm that the events of the delivery will be unchanged.

##### **4.4.1 (First, Second & Under 21 grades only)**

- Two semi circles shall be drawn on the field of play. The semi circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles shall be 27.5m. The ends of each semi circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
- Continuous painted white lines or "dots" at 4.5m intervals shall mark this fielding restriction area.
- (50 Over Fixture) – For the first 15 overs only 2 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- (20 Over Fixture) – For the first 6 overs only 2 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- For the remaining overs, only 5 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- Where the maximum number of overs available to each team is reduced as a result of a delay in play or interruption to the innings of the team batting first, the fielding restrictions shall be reduced proportionately in a ratio of 15:50 (30%) (50 Over Fixture) or 6:20 (30%) (20 Over Fixture) in accordance with the tables below. Fractions of overs are ignored in all calculations re number of overs.
- Where the maximum number of overs available to the team batting second only is reduced as a result of a delay in play or interruption to play, the field restrictions to the team batting second, the field restrictions for the innings of the team batting second shall apply in the same proportion (30%) as those for the innings of the team batting first. Refer to the following tables.

<b>(50 Over Fixture) Total Overs In Innings</b>	<b>(50 Over Fixture) No. of overs when Fielding Restrictions will Apply</b>
25 – 26	7
27 – 29	8
30 – 33	9
34 – 36	10
37 – 39	11
40 – 43	12



44 – 46	13
47 – 49	14
50	15

(20 Over Fixture) Total Overs In Innings	(20 Over Fixture) No. of overs when Fielding Restrictions will Apply
8 – 9	2
10 – 13	3
14 – 16	4
17 – 19	5
20	6

#### 4.5 THE BALL

- Approved RED coloured balls as listed in the general provisions shall be used with a new ball being used in each innings.
- (20 Over Fixture) – an approved WHITE four-piece leather balls shall be used with a new ball being used in each innings.

#### 4.6 NUMBER OF OVERS PER BOWLER

- (50 Over Fixture) – no bowler shall bowl more than 10 overs in an innings.
- (45 Over Fixture) – no bowler shall bowl more than 9 overs in an innings.
- (20 Over Fixture) – no bowler shall bowl more than 4 overs in an innings.
- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may thereafter bowl more than one-fifth of the total overs allowed.
- Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler breaking down and being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over in so far as **each bowler's** limit is concerned.
- Restrictions shall apply to young bowlers of medium pace or faster in regard to the number of overs, which are allowed in a spell and in a days' play. (Refer to young bowler restriction guide).

#### 4.7 NO BALL

##### 4.7.1 Short Pitched Bowling – (No Official Umpires & 20 Over Fixture)

Any delivery that passes or would have passed above the shoulder of the batsman standing upright in his normal guard position at the crease will be called a No Ball.

##### 4.7.2 Short Pitched Bowling – (With Official Umpires)

- A bowler shall be allowed to bowl one fast short pitched delivery per over.
- A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- The umpire at the bowlers end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No ball and shall also count as the one allowable ball above shoulder height for that over.
- In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in (b) above, the umpire at the bowlers end shall call and signal No ball on each occasion. A differential signal shall be used to signify a No ball for a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.



- (f) If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (e) above and advise the bowler that this is his final warning.
- (g) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

#### **4.7.3 No Ball Penalty – (20 Over Fixture)**

The penalty on the call of a No Ball will be 2 runs.

#### **4.7.4 Free Hit After A Foot Fault No Ball – (20 Over Fixture)**

- (a) In addition to the No Ball penalty above, the delivery following a No Ball caused by a foot fault will be a free hit for whichever batsman is facing it.
- (b) If the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.
- (c) For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the free hit is called a Wide.
- (d) Field changes are permitted for free hit deliveries.
- (e) The Umpire will signal a free hit delivery by crossing his arms in front above his head.

#### **4.8 WIDE BOWLING – JUDGING A WIDE**

- (a) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (b) Any off side or high or leg side delivery, not being a no ball, which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score by playing a normal cricket stroke, shall be called a Wide.  
As a guide in judging offside wides, any ball passing the batsman at a point wider than 900mm from off stump shall be called a wide.
- (c) (First, Second, Under 21 only) – As a guide, any delivery that passes outside the leg stump without any contact with the striker's bat or person, irrespective of where it pitches, shall be a wide unless the ball passes between the striker and the stumps.
- (d) (Third and lower grades only) – As a guide, any delivery that passes outside the leg stump at a point wider than 300mm from leg stump without any contact with the striker's bat or person, irrespective of where it pitches, shall be a wide unless the ball passes between the striker and the stumps.
- (e) Pitch Markings – To assist in the judging these guidelines above suitable markings (using chalk on synthetic pitches) should be applied to the pitch creases.
- (f) A penalty of one run shall be scored for a Wide. 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 wide balls.

#### **4.9 THE RESULT**

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least the minimum number of overs to constitute a match as per Clause 1, (subject to the provisions of Clause 4.3.1(b) and 4.3.2.2(b)), unless one team has been all out in less than the minimum number of overs to constitute a match or unless the team batting second scores enough runs to win in less than the minimum number of overs to constitute a match.
- (b) Should there be insufficient time for the minimum number of overs to constitute a match in the second session either team may still seek a result in the remaining time available. However the revised target score is one run more than the run rate of the team batting first, multiplied by the minimum number of overs to constitute a match.
- (c) In matches where both teams have had the opportunity of batting for the agreed number of overs, (subject to the provisions of Clauses 4.3.1(b) and 4.3.2.2(b)), the team scoring the higher number of runs shall be the winner.
- (d) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:



- (i) The result shall be decided on the average run rate throughout both innings;
  - (ii) If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average run rate scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- (e) Where the match is not constituted the result shall be a draw.

#### **4.9.1 Tie – (20 Over Fixture)**

In the event of a tie, a Super Over will take place to determine the winner.

- (i) Prior to the commencement of the Super Over each team elects 3 batsmen and one bowler.
  - (ii) The nominated players are given to the umpires in writing.
  - (iii) The umpires shall stand at the same end in that they finished the match.
  - (iv) The umpires shall choose what end to bowl and both teams will bowl from the same end.
  - (v) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
  - (vi) The team batting second in the match will bat first in the Super Over.
  - (vii) The same ball as used at the end of the team's innings shall be used for the Super Over.
  - (viii) The loss of two (2) wickets in the Super over ends the team's Super Over innings.
  - (ix) The team scoring the most runs in the Super over shall be declared the winner. In the event of the team's having the same score after the Super over has been completed, the team that hit the most sixes combined from its innings in the main match and in the Super over shall be the winner.
- If the number of sixes hit by both team's is equal, the team that hit the most number of boundaries (fours and sixes) from its innings and in the Super Over will be declared the winner.

#### **4.10 SLOW OVER RATE PENALTY**

##### **4.10.1 50 Over & 45 Over Fixtures with Official Umpires – (Team Fielding Second)**

- (a) Unless otherwise determined by the Umpires, if the team fielding second fails to bowl the required number of overs on time, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.
- (b) All penalties in this regard shall be imposed at the end of the last over considered to have been completed before the scheduled or re-scheduled cessation of time for the innings and before the first ball of the penalised overs is bowled.
- (c) If the team batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second and the match shall cease immediately.
- (d) If the team batting second is dismissed before the end of the last over considered to have been completed before the scheduled or rescheduled cessation time for the innings and a result is therefore achieved, no penalty runs shall be imposed.

##### **4.10.2 20 Over Fixture – (Both Fielding Teams)**

- (a) Unless determined otherwise by the Umpires, in both sessions of the match, if the team fielding fails to bowl the required number of overs on time, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled or rescheduled cessation time.
- (b) All penalties in this regard shall be imposed at the end of the last over considered to have been completed before the scheduled or re-scheduled cessation of time for the innings and before the first ball of the penalised overs is bowled.
- (c) If the team batting second is credited with runs in this way and this consequently takes their score past that of the team batting first, then the match shall be deemed won by the team batting second and will cease immediately.



#### **4.11 SPECIAL ADDITIONAL PLAYING CONDITIONS (20 OVER FIXTURE)**

##### **4.11.1 Time Wasting & Timed Out**

- (a) Umpires are expected to apply a strict interpretation of time wasting by either team and to impose 5 run penalties where applicable. All players are expected to be ready for play as soon as each ball is to be delivered.
- (b) The incoming batsman must be in position to take guard or ready for his partner to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way onto the field immediately a wicket falls and is expected to jog to the wicket.
- (c) The incoming batsman may be timed out on appeal

##### **4.11.2 General**

- (a) Covering The Pitch – in the event of wet weather in any match, it is the responsibility of both teams to cover the pitch as quickly as possible. The umpires are responsible for supervising this operation.
- (b) Umpires – during each match the umpires will change ends at the commencement of the second innings.
- (c) Clothing – all players MUST wear an approved club issued coloured shirt. Coloured long trousers or pants are optional, however all players must be similarly dressed

##### **4.11.3 Sightscreens**

- (a) Where available, should sightscreens be used, they shall be covered in black material.
- (b) Sightscreens not in use shall be removed from behind the pitch in play.
- (c) Movement of the sightscreens as required by batsmen shall be the responsibility of the batting team. If this does not occur, the Umpires will require play to continue without the sightscreen being moved.

#### **4.12 SPECIAL ADDITIONAL PLAYING CONDITIONS (FIRST GRADE)**

- (a) Clothing – all players MUST wear an approved club issued coloured shirt.
- (b) Coloured long trousers or pants are optional, however all players must be similarly dressed.

#### **4.13 SPECIAL ADDITIONAL PLAYING CONDITIONS (UNDER 21)**

- (a) All fixtures shall be played on Sundays commencing at the specified times.
- (b) Wickets will be played on from the previous day and the nominated home team is required to cover and uncover the wickets.
- (c) Should the field restriction circles not be marked on grounds, the umpires will make judgement calls in the enforcement of this rule.
- (d) Match Balls – shall be 4 piece RED BALLS as approved with 1 new ball per innings.
- (e) Clothing – players shall wear normal white or cream pants and may wear an approved club issued coloured shirt provided all players are similarly dressed.
- (f) A team may play and nominate twelve (12) players on the team list.
- (g) One player in each team NOT being the wicket keeper shall NOT be permitted to bat.
- (h) One player in each team NOT being the wicket keeper shall NOT be permitted to bowl.
- (i) The nominated non-batter and non-bowler are to be indicated on the team sheet.
- (j) Eleven fieldsmen only shall be on the field of play at any one time.
- (k) Interchange of fieldsmen without restriction is permitted provided no playing time is wasted. Umpires are to be informed of each interchange.

#### **4.14 FINAL SERIES – LIMITED OVER FIXTURES**

All matches shall be played as the specified limited over fixtures unless amended below.

- (a) In all final fixtures there shall be a nominated reserve date for the completion of the competition.
- (b) In the final series fixtures, should a decision not be achieved, or a tie occurs, the team ranked higher in the points score will be declared the winner.