

COMPETITION RULES 2009-2010 SEASON

1 - CONDUCT OF MATCHES

(a) Matches will be played in accordance with the Laws of Cricket as recognised by the Australian Cricket Board, with any adopted New South Wales Cricket Association or Australian Cricket Board recommendations together with the competition rules included in this book.

(b) All matches must be played on the grounds as programmed by the Management Committee, who may in cases of emergency, alter the program in respect of dates of play, the grounds, or playing times on which any of the matches will be played.

(c) All grounds, wickets and wicket coverings are subject to the approval of the Management Committee. First & second grade matches will be played on turf wickets where practicable. All other lower grade matches will be played on turf wickets, synthetic or matting concrete wickets.

Transfer policy of 3rd grade matches from Turf to synthetic wickets

Two Day matches:

Day 1 – if Council is not able to prepare any wickets (due to rain) then NO matches in 3rd grade are played – irrespective of turf or synthetic wicket.

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 3rd grade are played – irrespective of turf or synthetic wicket.

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.**

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).

Third, Fourth & Fifth grade One Day Matches:

If Council/University 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.**

(d) All first, second & third grade matches will be programmed as either a scheduled Two-Day or One-Day match. In the event that there is no play on the first day of a scheduled Two-Day match that match will be played as a One-Day match as per Rule 3.3, but may continue into a second innings should time permit. Should matches continue into a second innings, play cannot continue beyond the scheduled time for stumps under any circumstances, other than those covered in the laws of the game including “20 overs in the last hour” rule.

(e) All fourth & fifth grade matches will be played as One-Day matches under Rule 4

(f) Prior to the scheduled commencement of play, the question of fitness of grounds and conditions for play will be entirely in the hands of the Management Committee as per Rule 7. If a Council curator is present at a ground used for either competition or final 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. At the scheduled commencement of play, the question of fitness of grounds and conditions for play will be entirely in the hands of the officiating Umpires. If no official Umpires are present the decision will be made by the Captains.

(g) Either Club participating in a match may use whatever protective wicket covering it sees fit. In all 1st & 2nd grade matches regardless of weather conditions, wickets must be covered on the night preceding play. Turf wickets must be covered no later than 7.00 pm on the

evening before the commencement of the match.

If the wicket is too wet to be covered, the club must advise the CI on the day before play.

The covers must be removed by 8.00 am on the morning of the match unless weather conditions are unfavourable.

Penalty for non compliance will be loss of competition points for the offending home team and the opposition team will receive the maximum competition points gained from any match in that particular grade round.

Once matches have been abandoned due to rain, wicket covers must be removed from the wicket on the day of the match abandonment.

(h) Either Club participating in a match can work on the wicket or ground prior to the scheduled starting time on any day. However, 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.

(i) In all matches the designated home team will provide the stumps, bails and boundary markers. The designated home team must supply this equipment necessary to start the match within a reasonable time after scheduled commencement of play. Failure to do so may result in the Management Committee awarding the match to the away team. The fielding team will provide the ball in each case.

(j) Intervals for Drinks:

One Day games – two drinks breaks per sessions shall be permitted in Over 17 & Over 34.

Two Day games - Two drinks breaks per sessions on the hour.

Under condition of extreme heat the umpires may permit extra interval for drinks.

An individual player may be given a drink 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. Any player taking drinks onto the field shall be dressed in proper cricket attire.”

(k) The fielding team will be responsible to provide any adjustments to sightscreens (where available).

(l) if a player leaves the field to play another sport (as a professional player) or work commitments in general, a substitute fielder is allowed in these circumstances.

(m) if a player has to work and arrives late for their match – they are able to start bowling as soon as they are enter the field to play i.e. there are no time restrictions before they can bowl in the innings.

2 - PLAYER GRADING AND QUALIFICATIONS

(a) No player is qualified to play until duly registered with the

Association as per By-Law 4. Any substitute fielder must be a registered member of the ICA. The minimum age for a player to play in a competition match is 14 years of age.

(b) No player can play with more than one Club in a season unless approval has been given by the Management Committee.

In the case of a player seeking to transfer from one Illawarra Club to another Illawarra Club after the commencement of the season (having already played a competition match for the first Club during that season) the Management Committee will only consider an application for

such transfer if it is lodged in writing with the Administrator by 31 October of the relevant season.

(c) Any Club playing a player who is not fully qualified in a particular grade competition will lose the match or matches in which such player took part and will receive no competition points. The maximum number of points gained from any match in that particular grade round concerned will be allotted to the opposing team.

(d) (i) All players participating in a semi-final or final in the 1st, 2nd & 3rd grade Limited Overs Competition must have played at least three (3) competition matches in that particular grade or a lower grade at the time of such final. This qualification requirement may be varied by the Management Committee upon application.

(d) (ii) All players participating in a semi-final or final in the 1st, 2nd & 3rd grade Premiership Competition must have played at least five (5) competition matches in that particular grade or a lower grade AND have played THREE (3) out of the last FIVE (5) matches in that grade or a lower grade at the time of such final. This qualification requirement may be varied by the Management Committee upon application.

(d) (iii) All players participating in a semi-final or final in the 4th or 5th grade Premiership Competition must have played at least EIGHT (8) competition matches in that particular grade at the time of such final. This qualification requirement may be varied by the Management Committee upon application.

GRADINGS

(f) The Management Committee 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.

(g) No player will play two grades lower than their highest grade played without first obtaining a re-grade irrespective of matches played.

(h) Any player who has played a first grade match in the preceding season, is not eligible to play fourth or fifth grade without a re-grade, regardless of the amount of matches played in the current season.

(i) All re-grade applications will be resolved by the Re-grade Chairman and it is the responsibility of the approved representatives of the Club concerned to seek approval. In the first instance, re-grade requests must be acquired and approved before 6.00pm two night proceeding the match concerned. Requests are to be supported by a statement of performances for the past five (5) matches for both the person being regraded downwards as well as the replacement player. No re-grade will be valid until it has been confirmed by the Re-grade Chairman.

In the second instance, all re-grade applications, although verbally approved, will be technically invalid until supplied in writing on the "Re-grade application form". All re-grade paperwork must be sent to the Re-grade Chairman and received by the Wednesday after the re-grade approval. Failure to submit the written re-grade application form within the prescribed time renders that player ungraded and unqualified. The Re-grade Chairman will send all re-grade paperwork to the Registrar for CI records.

(j) There is no need to gain a re-grade for fourth or fifth grade players playing between the fourth grade teams within one club.

SUBSTITUTE PLAYERS

(k) In any Two Day match in 2nd or 3rd grade Clubs may nominate a team of up to 12 players for second grade and 13 players for third grade in accordance with this rule.

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.

The team sheet showing such nominations must be:

(i) Delivered to the Administrator by facsimile or email before the start of the match. In this respect the Administrator's facsimile or email record of receipt shall be conclusive proof of the time of delivery and the contents of the team sheet AND

(ii) Given to the opposing captain and where applicable the umpire(s) prior to the toss.

Once so nominated to the Administrator no other change to the team is permitted on either day save that the usual rules as to substitute fielders still apply.

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.

Where a player is nominated to play on day 1 but not day 2 has batted on day 1 and the team's innings in which he has batted is not concluded on day 1 then:

(i) If he was out on day 1 his substitute cannot bat in that innings

(ii) If he was not out on day 1 then his substitute shall commence to bat in his place at the start of day 2 and

(iii) If he has not batted on day 1 in that innings his substitute may bat in any place in the continuing innings on day 2

Except as provided under 6 above the substitute player on day 2 has all rights as a member of the nominated 11 players to play on that day.

Any player nominated to play on either day must otherwise be qualified to play (i.e. as to registration and any required clearance) and 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 semifinal or final otherwise satisfies the requirements to play in same in that grade).

REPRESENTATIVE TEAM SELECTIONS

(k) All players participating in Association competitions are deemed available for selection in all or any Association representative teams. If a player does NOT wish to be considered for representative selection, the player MUST send a letter to the CI Administrator noting this fact. The letter must be received by a date which will be set annually by the Management Committee. The player MAY be able to play for his club during the period of the representative match concerned if approval is granted by the Management Committee. Any player so selected who does not submit the letter noted above and subsequently withdraws from any such team will not be eligible to play for their Club during the scheduled period of the representative match concerned.

(l) No First Grade player can play in a lower grade once selected to represent a District Senior side in the same season, unless a re-grade is approved by the Management Committee.

3 TWO-DAY MATCH CONDITIONS

3.1 (a) Hours of Play:

In all two day competition matches the hours of play each day will be:
Outside Daylight saving: 12.00 noon - 2.45pm and 3.00pm to 5.30pm.

During Daylight saving: 12.30pm - 3.15pm and 3.30pm to 6.00pm.

(b) Limitation of Innings

No Interruptions to Play

(i) 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 that it has received a minimum of 90 overs.

(ii) 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.

(iii) If the team batting second has not been dismissed, declared its innings closed or has not passed the total of the team batting first, it will automatically close its innings once it has received a minimum of 90 overs. The team batting second is also entitled to receive the same number of "completed" overs it

bowled unless it is penalised under Rule 3.1 (b) (ii). 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. 93 overs and 2 balls equals 94 completed overs.).

(iv) Should the game proceed into a second innings the normal rules of cricket apply, including the "20 overs in the last hour" rule.

With Interruptions to Play

(vii) If commencement of play is delayed or there are interruptions to play on the first day, the quota of overs for each team will be reduced equally by one over for every seven (7) minutes of playing time lost. The same conditions as in Rule 3.1 (b) (i) and (ii) will be adjusted accordingly.

EXAMPLE Assume a total of one hour lost time 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 80 overs by 12.55 pm on the second day.

Assume at 12.55 pm only 77 overs are bowled by Team B.

Team B must bowl the remaining 3 overs and is penalised a total of 3 overs accordingly.

Team B will therefore receive 77 overs.

(viii) The team batting second must receive the same number of overs as the team batting first and Rule 3.1 (b) (iii) applies, unless there have been interruptions to play on the second day.

(ix) If commencement of play is delayed on the second day or there are interruptions to play, the allotted overs to be bowled that day will be continually reduced in accordance with the remaining available playing time till stumps. The match cannot proceed past stumps, except to complete, at the option of the team batting second, any shortfall in the number of its allotted overs caused by a slow over rate of the bowling team. If a result has not been achieved at such time the match will be declared a draw.

(x) 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.

3.2 In all Two Day Matches

(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 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 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.

(e) In all 2 day matches, play must continue into Day 2 unless an outright result has already been achieved on Day 1.

3.3 Two Day Matches Reduced To One Day of Play

In the event of the first day of a two day game being washed out, then Day 2 is played under one day rules, but may continue into a second innings should time permit.

Points are still as per two-day games. Clothing is still as per two-day games. A red cricket ball is still used. All other one-day match conditions apply except for –

- The match is not limited to one innings per team.
- Determination of the result (as per Rule 4(vii) – The Result) only applies to determining the winner of first innings points.
- No limitations on bowlers.
- No fielding restrictions apply.
- Bonus points do not apply.

RULES FOR CRICKET ILLAWARRA ONE-DAY CRICKET COMPETITION

1. DURATION OF MATCHES

The matches shall consist of one innings per side and each innings shall be limited to 50 six-ball overs.

A minimum of 25 overs per team, subject to the provisions of Clause 3.1(b), shall constitute a match.

2. HOURS OF PLAY AND INTERVALS

2.1 Hours of Play

First Session: 12.30pm – 3.30 pm

Tea Break: 3.30pm – 3.45pm

Second Session: 3.45pm – 6.45 pm

Notes: In non-daylight savings time, all scheduled hours of play shall be brought forward by 30 minutes.

Session Times on Sundays & Public Holidays: 11am – 2pm; 2:30pm – 5:30pm

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 three (3) hours.

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.

2.2 Intervals for Drinks

Two drinks breaks per session shall be permitted, after the 17th and 34th overs.

The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.

Any player taking drinks onto the field shall be dressed in appropriate cricket attire.

3. LENGTH OF INNINGS

3.1 Uninterrupted Matches

a) Each team shall bat for 50 overs 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. The innings of the team batting second shall be then limited to the same number of completed overs bowled by it, at the scheduled time for cessation of the first session. The tea interval shall be taken at the conclusion of the innings and then the second session shall commence.

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) If the last wicket of the team batting first falls after the over in progress when the scheduled time for the interval occurs, 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.

d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in (c) above.

e) If the team fielding second fails to bowl 50 overs or the number of overs as provided in 3.1 (b), (c) or (d) 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.

3.2 Delayed or Interrupted Matches

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, (minimum 25 overs each team, subject to the provisions of Clause 3.1(b)).

The calculation of the number of overs to be bowled shall be based on an average rate of 17 overs per hour (3.5 minutes per over) 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.

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.

3.2.2 Delay or Interruption to the Innings of the Team Batting First

a) Whenever 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 2.1 and 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 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, 3.1 (c) shall apply.

3.2.3 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 17 overs per hour (3.5 minutes per over), for time lost.

For calculations of target score - refer clause 8.2.

4. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

4.1 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 30 yards (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 5-yard (4.5m) intervals shall mark this fielding restriction area.

4.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.

4.3 For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

4.4 For the remaining overs, only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

4.5 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%) in accordance with the table in 4.7. Fractions of overs are ignored in all calculations re number of overs.

4.6 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 tea batting first. Refer to table in 4.7.

4.7

Total Overs In Innings	No. of overs when Fielding Restrictions will Apply
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

5. The Ball

Approved 4 or 2 piece red leather balls of an accredited Brand as recognised by the CI will be used with a new ball being used in each innings.

For First Grade only, two approved 4 piece white balls will be used during each innings with the balls being used alternatively from each end.

6. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 10 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, the remaining balls in that over shall be bowled by another bowler. 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 guide in the handbook).

7. NO BALL

7.1 A bowler shall be allowed to bowl one fast short pitched delivery per over.

7.2 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..

7.3 The umpire at the bowlers end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.

7.4 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.

7.5 In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in 6.2 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.

7.6 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 6.5 above and advise the bowler that this is his final warning.

7.7 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.

8. WIDE BOWLING - JUDGING A WIDE

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.

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, 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.

As a guide in judging offside wides, any ball passing the batsman at a point wider than 30cm (12 inches) inside the return crease shall be called a wide.

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.

9. THE RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, subject to the provisions of Clause 3.1(b) and 3.2.2(b), unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs. Should there be insufficient time for 25 overs in the 2nd innings either team may still seek a result in the time available. However the revised target score will be calculated as if the team batting second would be receiving 25 overs.

9.1 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 3.1(b) and 3.2.2(b), the team scoring the higher number of runs shall be the winner. If the scores are equal, the team which has lost the least number of wickets shall be the winner. If the same number of wickets has been lost, the result shall be a tie.

9.2 Delayed or Interrupted Matches - Calculation of the Target Score

If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 25 overs), unless the provisions of 3.1(b) or 3.2.2(b) apply, then a revised target score (to win) shall be set for the revised number of overs which the team batting second shall have the opportunity of facing. This revised target shall be one run more than the run rate of the team batting first, multiplied by the number of overs that the team batting second receives.

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 innings.

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

10. PENALTY FOR NOT BOWLING REQUIRED OVERS WITHIN THE SCHEDULED TIME (SECOND INNINGS ONLY)

If the team fielding second fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

Unless determined otherwise by the Umpires, 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. 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.

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.

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.

11. BONUS POINTS

Bonus points shall be awarded under the current Competition Points scoring structure.

5 - SEMI-FINALS AND FINALS CONDITIONS

5.1 - General Conduct

(a) In the respective competitions the format as to whether there are semi-finals or finals will be determined by the Management

Committee.

(b) Where, at the conclusion of the respective competition rounds in any grade, two or more teams have attained an equal number of competition points, the highest average will determine the final placing's in the competition. The average will be calculated over all the respective competition rounds as follows:

Average = Runs per wicket scored by the team divided by Runs per wicket scored against the team.

However, in the One Day Limited Overs Competitions where a restricted number of matches are played (i.e. each team does NOT play every other team), if teams finish equal on competition points and those teams played each other in that One Day Limited Overs Competition, the winner of the match will progress into the semi-finals/final. If they did not play each other, the current average system above will apply.

(c) For semi-finals, the team leading the competition will play the fourth placed team, while the team second in the competition will play the third placed team.

(d) If in any competition only a final is programmed then the two leading teams in the respective competitions will play.

(e) Grounds allocations for such finals will be determined by the Management Committee.

(f) The team finishing lower on the points score must provide stumps, bails and boundary markers as required. They are also responsible for organising the opening of facilities/afternoon tea facilities etc at the match ground. The team higher on the points score will provide afternoon tea on day one with the lower team on day two. Each team will provide their own requirements for drink breaks.

(g) Turf wickets must be covered no later than 7.00 pm on the evening before the commencement of the match and removed by 8.00 am on the morning of the match unless weather conditions are unfavourable.

5.2 - One-Day Competition Semi-Finals and Finals

(a) The match programming in respect of playing dates and starting times will be determined by the Management Committee.

(b) Conditions for play will be in accordance with Rule 4.

(c) **Fourth & Fifth Grade**

- (i) Semi-Final: Only the scheduled Saturday is available for completion of the match.
- (ii) Final: If there is NO play on the scheduled Saturday of the match, the match will be played on the immediately following Sunday.
- (iii) The semi-finals and the final will commence at noon.

5.3 - Two-Day Competition Semi-Finals and Finals

(a) Two-Day semi-final and final matches will be played on the Saturday and Sunday of one weekend.

(b) Hours of play are 12 noon - 2.45pm and 3.00pm - 5.30pm each day.

Should there be no play on the first day, the hours of play on the second day are 10.00am - 12.15pm, 12.45pm - 3.00pm and 3.15pm - 5.30pm.

If time is lost on the first day, the time of play available on the second day can be extended. The starting time on the second day will be brought forward to add the time lost on the first day. The maximum amount of time that may be added to the second day is two hours i.e. the second day may commence at 10.00 am at the earliest to make up time lost from the first day's play.

Whenever any additional time is added onto the hours of play for Day 2 because of interruptions to play on Day 1, 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.

(c) Conditions for play are in accordance with Rule 3.1(b) except that sub-paragraph (vii) is deleted and in sub-paragraph (x) 90 overs is substituted for 50 overs. The team higher on the points score must have the opportunity to receive a minimum of 90 overs in 5.25 hrs batting time to be beaten unless it is penalised for slow over rates in its bowling innings then it must received 90 overs less the penalised number of overs to be beaten. (See Rule 3.2 which also applies).

(d) Should a decision not be achieved, or a tie occurs, the team finishing higher in the points score will be declared the winner.

(e) In all 2 day semi-finals & finals, whenever there has been any play on Day 1, the match must continue into Day 2 unless an outright result has been achieved on Day 1.

6 - CONDITIONS RELATING TO TEA INTERVALS

(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) In any two day match, 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) In any two day match, 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 of a two day competition match does not commence before 2.00pm there will be no tea interval on the day.

(e) Where play on either day of a two day semi-final or final does not commence before 1.40pm, there will be no tea interval on the day.

(f) In all one day matches there will be a tea interval of 15 minutes between innings except where there has been a delay or interruption to play in which case the interval will be limited to 10 minutes.

7 - ABANDONMENT OF PLAY

(a) In the event of a ground or grounds being unfit for play the Executive has the right to declare play abandoned in one or more competition matches as well as a semi-final or final, prior to the commencement of play, on any day. The Executive shall be the sole judge as to the fitness of any ground in these circumstances.

(b) In the event of adverse weather and Rule 7(a) has not been invoked, both teams must be at the ground at the appointed time unless representatives have mutually agreed on the day of the match that play be abandoned. The Association Secretary and the officiating Umpires must be immediately informed to that effect.

8 - FORFEITS

(a) A team will be deemed to have forfeited if, 15 minutes after the scheduled time of commencement 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 time of commencement.

(b) 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 of \$50.

9 - LIST OF PLAYERS

(a) Lists of players will be exchanged by the opposing Captains prior to tossing. The list will then be given to one of the officiating Umpires prior to the players taking their positions on the field. The list must be signed by the respective Captains and no alterations can be made without the consent of the opposing Captain.

10 CLOSURE OF INNINGS

(a) The Captain of a batting team may declare the innings closed at any time.

(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 Nil (0) points will be awarded to either team for the match.

11 - BALLS

(a) Approved **KOOKABURRA** Brand four piece leather balls will be used in first and second grade matches.

(b) Approved **KOOKABURRA** Brand two piece leather balls are acceptable for other grade matches. However, four piece balls may be used.

(c) The right of the batting Captain to demand the use of a new ball at the start of a second innings is revoked.

(d) The bowling team is entitled to call for a new ball after 80 overs in any one innings.

12 - FOLLOW-ON

A first innings lead of 75 runs is required before a team can enforce a follow-on.

13 - WIDES (Artificial Grass and Concrete Wickets Only)

(a) Any ball pitching off the wicket will be called a wide and one run will be added to the score irrespective of the outcome of the delivery. The batsman cannot be out off such a delivery. (Note: Any ball striking the edge of the wicket is considered to have pitched off the wicket).

(b) Any ball pitching fully on the wicket and called a wide will be treated as in the Laws of the game.

(c) For wickets covered by matting, any ball landing between or on the joint of the two mats will be called and signalled as a "Dead Ball" and treated as in the Laws of the game.

(d) No fieldsman 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).

14 - COMPETITION POINTS

(a) Competition points will be awarded as follows for all matches other than those scheduled as part of the One Day Limited Overs

Competition in 1st, 2nd & 3rd grade.

Outright win after leading on the first innings	12
Outright win after tying on the first innings	9
Outright win after being behind on the first innings	8
First innings win	7
First innings lead and outright loss	7
Draw	3
First innings loss	1
Outright loss after losing the first innings	0
Outright loss after tying on the first innings	5
Tie on the first innings	5
Outright tie after leading on the first innings	9
Outright tie after losing on the first innings	5
Tie on both innings	6

(Note: A first innings tie is when both teams score the same number of runs regardless of the number of wickets lost and providing both teams have received their maximum entitlement of overs).

Competition points for matches scheduled as part of the One Day Limited Overs Competition and the Fourth & Fifth Grade competitions.

Win	4
Tie	3
Draw	2
Loss	1

Competition points awarded in the Limited Overs competition WILL COUNT towards the points score in the Two Day competition.

Bonus Points – Limited Overs Competition

Teams shall be awarded bonus points for achieving the following results during competition matches –

(i) Should the team bowling second dismiss or restrict the batting side for between 50 and 74 runs short of the target score, irrespective of overs remaining, 1 bonus point shall be awarded to the bowling side.

(ii) Should the team bowling second dismiss or restrict the batting side for 75 runs or more short of the target score, irrespective of overs remaining, 2 bonus points shall be awarded to the bowling side.

(iii) Should the team batting second achieve the target score with greater than 10 overs but less than 15 overs remaining in the match, irrespective of wickets lost, 1 bonus point shall be awarded to the batting side.

(iv) Should the team batting second achieve the target score with greater than 15 overs remaining in the match, irrespective of wickets lost, 2 bonus points shall be awarded to the batting side.

Bonus Points ONLY apply to the Limited Overs Competition pointscore for 1st, 2nd & 3rd grades. They do NOT count towards the points score in the Two Day competition

(b) A team receiving a forfeit will receive the maximum number of points gained in the round concerned in their grade. A 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 below the grade in which the forfeited match was scheduled.

In all cases, the priority order for club team rankings is that the B team is regarded as a lower grade than the A team etc.

If the lower grade matches have been played, all other points gained by the opposing teams will stand. If the lower grade matches have not been played, they will be deemed to have been forfeited.

(c) After a match has commenced, if a team refuses to proceed with the match, the match will be deemed to have been lost by that team. Such team will receive no points and the maximum number of points gained in the round concerned in that grade will be awarded to the opposing team.

(d) The Club Championship competition will be determined by summing for each Club the points gained in both the Two Day and One Day competitions by its leading team in First Grade multiplied by 4, Second Grade multiplied by 3, Third Grade multiplied by 2 & Fourth & Fifth grade multiplied by 1. The leading team for a club with more than one team in a grade is the team highest on the pointscore.

(e) In all Fourth & Fifth grade matches, The team receiving the bye will receive the points for a first innings win in the competition. If all matches are washed out in a round, draw points are awarded to all teams.

15 - CRICKET ATTIRE

(a) All players must be correctly attired in neat and tidy cricket dress i.e. cream or white long trousers, white boots or shoes, cream or white shirt, cream or white socks, white hat or approved Club cap or, approved 1 day coloured clothing. The wearing of football socks coloured undershirts or non Club caps or hats is strictly forbidden. Approved club playing shirts may be worn in competition matches only if each member of the side is similarly dressed. The rules for coloured clothing are as follows,

1. Two day senior & all junior shirts needs to be no more than 20% colour including all logos and a written confirmation from the clothing manufacturer needs to be supplied to CI confirming this.

2. One day, Twenty/20 & U 21 comp shirts are not restricted as long as colours used are as per the colours stated in the clubs constitution.

(b) 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.

(c) Any player failing to adhere to the dress code will cause his club to be fined an amount of \$5 for each offence.

(d) Offences will be reported by each umpire in their match report. In the lower grades the match committee will carry out random inspections.

16 - 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 1st and 2nd grade matches, and in all semi-finals and finals, teams failing to adhere to this etiquette code will cause their Club to be fined an amount of \$5 for each offence.

(d) Offences will be reported by each Umpire in his match report.

17 – UMPIRES

(a) Official Umpires will be paid for their services at a rate to be determined by this

Association from time to time.

(b) Official Umpires' fees are the responsibility of the competing teams. 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.

(c) If due to wet weather, no play is possible no Umpires' fee will be paid. 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 normal match Umpires Fees to the Umpire.

(d) All players acting as an Umpire must act within the spirit of the game and the following clauses of this law.

All players acting as Umpire will wear clothing that distinguishes them from fieldsmen and shoes must be worn at all times.

2. All players acting as Umpire will assist the Official Umpire by counting the number of balls bowled and signaling to the Umpire when four balls have been bowled.

3. All players acting as square leg Umpire 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.

4. All players acting as Umpire must not be involved in discussions with the batsmen and are definitely not allowed to coach in any way.

(e) Any player failing to adhere to this Umpires Code will cause his Club to be fined an amount of \$5 for each offence.

(f) Offences will be reported by each Umpire in his match report.

18 - REPLACEMENT OF PLAYERS

(a) A player or official selected in any official CI representative match 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 Management Committee. This match will be counted as a match in the higher grade for the substitute player

(b) The player's Club shall make a written application to the Management Committee prior to 5.00pm on the Thursday before the first day of the match seeking such a replacement.

(c) The principle of replacement of players will apply to all lower grade teams so affected in the Club involved.

(d) Where a player being replaced has batted and been dismissed, the replacement player is not entitled to bat in that innings.

(e) In all other cases the replacement player has the full rights of the player being replaced.

(f) The Management Committee will use its best endeavours to advise the opponent Club(s) and at least one of the Association Appointed Umpires in the match(es) concerned, prior to the commencement of the day's play in question, of the name(s) of the player(s) concerned.

19 - FAILURE TO SUBMIT MATCH RESULTS, UMPIRES REPORTS and GROUND & WICKET REPORTS

All Clubs are required to submit match result sheets to the Registrar by the Friday after the completion of the match. Failure to do so will result in a fine of \$20 for each outstanding result, with a further fine of \$20 for every additional period of seven days that the result sheet is outstanding.

Care must be taken in completing the result sheets. Not-outs must be shown whilst wides and no balls must be included in the bowling figures. Second innings performances in both batting and bowling must be entered against the name of the players concerned. Unsatisfactory result sheets will be returned and must be re-submitted within 10 days. Failure to do this will result in a fine as set out above.

(b) All Clubs are required to submit Umpires Reports for First and

Second Grade (and Third Grade if official Umpires are present) to the Registrar by the Friday after the completion of the match. Failure to do so will result in a fine of \$10 per outstanding report.

(c) All Clubs are required to submit Ground & Wicket Reports for First and Second Grade (and Third Grade matches on turf wickets) to the Registrar by the Friday after the completion of the match. Failure to do so will result in a fine of \$10 per outstanding report.

20 - PROTESTS AND DISPUTES

All protests and disputes relating to the result of any competition match or the qualification of players must be in the hands of the

Secretary no later than 48 hours after the scheduled completion time of the match concerned.

(b) All such protests will be dealt with in accordance with Item 46 of the Association's Constitution.

21 - ADOPTED RECOMMENDATIONS

The following Cricket New South Wales or Cricket Australia

recommendations have been adopted for use within the competition. These recommendations will form part of the Association By-Laws and competition rules in every respect.

The Association has also adopted the revised Laws of Cricket: 2000 Code - with the exception of Law 42 Fair and Unfair Play Clauses 4 & 5.

21.1 - No Ball Rules

(a) In all competition matches, a no ball is worth one (1) run plus what ever other runs are scored of the delivery. The batsman will be awarded any runs actually scored from the bat.

21.2 Wearing of batting helmets

Players are recommended to wear a specifically designed properly fitting cricket helmet with face guard. 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).

21.3 - Code Of Conduct - (extract from the By-Laws of the NSWCA)

(a) 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.

(b) Players, Umpires, Officials and Office Bearers shall not at any time engage in disorderly or improper conduct, or conduct which could bring them or the game into disrepute.

(c) Disorderly or improper conduct or behaviour includes, but is not restricted to: -

(i) Acting in a provocative or disapproving manner towards an umpire;

(ii) Disputing, as distinct from questioning, an umpire's decision;

(iii) Using crude or abusive language towards an umpire, another player, official or spectator. This includes racially and/or sexually offensive remarks;

- (iv) Making offensive gestures towards an umpire, another player, official or spectator;
- (v) Intimidating, assaulting or attempting to intimidate or assault an umpire, another player, official or spectator. This can be either verbal or physical conduct.
- (vi) Any other action that in an umpire's opinion is detrimental to the spirit or to the proper conduct of the game.
- (d) No Player, Umpire, Official or Office Bearer shall disclose or comment upon any hearing, report or decision arising from any alleged breach of this By-Law.
- (e) In the event that any person is to be reported for breaching the code in any way, the procedures set out in the By-Laws shall apply as if they formed part of the Code.

21.4 - NSWCA Policy On Bowling Restrictions – Junior players

The following is recommended to reduce the risk of injury and enhance the bowling development of junior cricketers both in game and training situations.

5-12 years-of-age

- Restrictions in place for player development – all players to bowl in every match unless injured or at risk of injury;
- Six (6) legal balls per over with a maximum of eight balls in any one over including wides and no-balls.

13 years and above

- Restrictions are in place predominately for safety but also for development purposes;
- Maximum overs in a day includes all overs on that day and that if a second innings commences on the same day (i.e. outright opportunity) restrictions still apply.

For players playing more than one match in a given day the daily restrictions should still apply.

REST PERIODS The minimum rest periods between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowlers' immediately concluded spell.

AGE	BOWLING RESTRICTIONS
5-8 years	One (1) over per bowler Maximum eight (8) balls in any one over
Under 10	All players (unless injured or at risk of injury) minimum one (1) over Two (2) overs maximum each spell Four (4) overs maximum for day Maximum eight (8) balls in any one over
Under 11	All players (unless injured or at risk of injury) minimum one (1) over Three (3) overs maximum each spell Six (6) overs maximum for day Maximum eight (8) balls in any one over including wides/no-balls
Under 12	All players (unless injured or at risk of injury) minimum one (1) over Four (4) overs maximum each spell Eight (8) overs maximum for day Maximum eight (8) balls in any one over including wides/no-balls
Under 13	Four (4) overs maximum each spell Eight (8) overs maximum for day
Under 14	Five (5) overs maximum each spell Ten (10) overs maximum for day
Under 15	Five (5) overs maximum each spell Twelve (12) overs maximum for day

Under 16	Six (6) overs maximum each spell	Fourteen (14) overs maximum for day
Under 17	Six (6) overs maximum each spell	Sixteen (16) overs maximum for day
Under 18	Seven (7) overs maximum each spell	Eighteen (18) overs maximum for day
Under 19	Eight (8) overs maximum each spell	Twenty (20) overs maximum for day

WORKLOAD GUIDELINES FOR PLAYING & TRAINING

It is recommended that the following guidelines be adopted for junior cricketers' training schedules.

	U10	U11	U12	U13	U14
Sessions per Week*	1	1	2	2	2
Balls per session	24	24	24	30	30
	U15	U16	U17	U18	U19
	2	2	3	3	3
	30	36	36	42	48

*substitute at least one practice session for each additional match played in the week

Bowling: guidelines for total weekly workload (Under-14 to Under-19 bowlers) - Current research suggests that the total number of deliveries bowled in a week is closely linked to the potential for injury. At first-class level (average age 27years) it has been shown that total workloads of more than 170 balls results in a 1.45 times increase in the risk of injury. This is a potential area of concern in younger age groups when growth, motor development and physical maturity factors are taken into account.

For under-14 to under-19 bowlers it is recommended that a sensible strategy is:

- if one (1) to ten (10) overs of match deliveries are bowled in a week a bowler should follow the workload training guidelines.
- if eleven (11) to twenty (20) overs of match deliveries are bowled in a week a bowler should NOT bowl more than twice at training during that week.
- if twenty one (21) to Thirty (30) overs of match deliveries are bowled in a week a bowler should NOT bowl more than once at training during that week.
- if thirty (30) overs or more of match deliveries are bowled in a week a bowler should NOT bowl at all at training during that week.

Despite these guidelines, injury may still occur. If symptoms develop, particularly in the lower back, seek early medical assessment of the problem.

The above recommendations were developed with weekly club/school cricket in mind and they are not necessarily appropriate for junior cricket carnivals, which may have children playing multiple days of cricket consecutively. It should also be noted that coaches, administrators and parents should be aware of the training workloads and any other competition playing commitments, in the 2-3 days leading up to and immediately after the aforementioned competitions/junior carnivals. These recommendations have been developed with the junior cricket player's best interest in mind. Cricket Australia hopes that coaches and team managers can understand this and help to provide the safest possible environment for our junior players.

21.5 Race Related Vilification Policy

RACE RELATED VILIFICATION IS NOT PART OF THE GAME

The Illawarra Cricket 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 club belonging to the Association 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.

Complaints

Complaints may be made to the Association by any player, umpire or other official. Complaints will be taken seriously and investigated by the Management Committee. If found to be established, significant penalties will be imposed on the persons concerned.

Penalties

A penalty for any instance of race related vilification will be imposed as is appropriate to the individual offense. Without limiting the powers of the Management Committee in this regard, penalties could include fines, suspension and/or expulsion.

Other Liabilities

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.

RACE RELATED VILIFICATION IS NOT PART OF THE GAME

Prepared with the assistance of Russell McLelland Brown Lawyers.

21.6 Lightning Safety Code

(i) - 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.

(ii) - It is recommended that no person enter the field of play during the period that play is suspended under this rule.