

# CONTENTS

## CODES APPLICABLE TO THE PARRAMATTA DISTRICT CRICKET ASSOCIATION

<b>THE LAWS OF CRICKET .....</b>	<b>1</b>
<b>THE PREAMBLE – THE SPIRIT OF CRICKET .....</b>	<b>1</b>
RESPONSIBILITY OF CAPTAINS .....	1
<b>BY-LAWS OF CRICKET NSW .....</b>	<b>2</b>
4A RACIAL AND RELIGIOUS VILIFICATION CODE .....	2
4A.1 BACKGROUND .....	2
4A.2 PURPOSE OF CODE .....	2
4A.3 CONDUCT COVERED BY THE CODE.....	2
4A.4 THE RELATIONSHIP BETWEEN THIS CODE AND OTHER RULES AND REGULATIONS .....	3
4A.5 PROCEDURES FOLLOWING ALLEGATIONS .....	3
4A.6 PROCEDURE WHERE ALLEGATION NOT RESOLVED TO SATISFACTION OF COMPLAINANT.....	3
4A.7 CONTINUOUS BREACHES OF THE CODE .....	3
4A.8 REPORTING.....	3
4A.9 CONTINUOUS EDUCATION .....	3
<b>PARRAMATTA DISTRICT CRICKET ASSOCIATION - CODE OF CONDUCT .....</b>	<b>4</b>
<b>PARRAMATTA DISTRICT CRICKET ASSOCIATION – RULES .....</b>	<b>6</b>
1 DOMESTIC VARIATIONS TO MCC LAWS OF CRICKET .....	6
2 PDCA EXECUTIVE AUTHORITY.....	7
3 PDCA RULES.....	7
4 ALTERATION TO RULES .....	7
5 SPONSORSHIP .....	7
6 GROUNDS .....	8
7 ELIGIBILITY OF CLUBS.....	8
8 ENTRIES .....	8
9 REGISTRATION AND FEES.....	8
10 ELIGIBILITY OF PLAYERS .....	9
<i>Junior Competition Players</i> .....	9
11 GRADING OF TEAMS AND PLAYERS (REFER TO RULE 46) .....	9
12 LATE REGISTRATIONS (REFER TO RULE 47).....	10
13 TRANSFER BETWEEN CLUBS DURING THE CURRENT SEASON .....	10
14 CLEARANCE REQUIRED.....	10
15 DEFAULTERS.....	11
16 MODIFIED CRICKET .....	11
17 ALTERATIONS TO FIXTURES OR GROUNDS.....	11
18 FITNESS OF LIGHT, GROUND AND WEATHER .....	12
19 PLAYING OF MATCHES.....	12
<i>Duration</i> .....	12
<i>Match Result</i> .....	12
<i>Allocation of Overs</i> .....	12
<i>Adjusted completion time</i> .....	12
<i>Over Rate</i> .....	13
<i>Declaration of Players</i> .....	13
20 THE BALL.....	13
21 PITCHES AND PLAYING AREAS .....	14
22 BOUNDARY MARKINGS .....	14
23 CRICKETING UNIFORM.....	14
24 CODE OF CONDUCT.....	15
25 BREACH OF CODE OF CONDUCT .....	15
26 INJURED BOWLER.....	15
27 ALCOHOL .....	16
28 THE TOSS.....	16

29	FOLLOWING INNINGS .....	16
30	DECLARATIONS.....	16
31	START AND CLOSE OF PLAY AND INTERVALS .....	16
32	NO BALL.....	16
33	FAIR AND UNFAIR PLAY – PENALTY RUNS .....	17
34	SCORE BOOKS AND SCORING .....	17
35	REPORTING LATE STARTS AND CLAIMS FOR FORFEITS .....	17
36	FORFEITS AND BYES .....	18
37	PROTESTS AND DISPUTES .....	19
38	POINTS SCORE.....	20
39	MATCH RESULTS .....	20
40	POINTS TABLE .....	20
41	QUOTIENT .....	21
42	SEMI-FINALS AND FINALS .....	21
	PROVIDING UMPIRES FOR SEMI-FINALS AND FINALS .....	22
43	TROPHIES .....	22
44	COMPETITION PERIOD .....	22
45	UMPIRES .....	23
	<i>Payment</i> .....	23
	<i>Fees</i> .....	23
	<i>Junior Umpires</i> .....	23
	<b>COMPETITION RULES – SENIORS .....</b>	<b>23</b>
46	GRADING OF SENIOR TEAMS AND PLAYERS .....	23
47	LATE REGISTRATION.....	25
48	PLAYERS PARTICIPATING IN A LOWER GRADE AFTER ORIGINAL REGISTRATION .....	25
49	REGRADING .....	26
50	PLAYERS PARTICIPATING IN HIGHER GRADES .....	27
51	BOWLING (LIMITATION OF OVERS FOR PACE BOWLERS), BATTING AND FIELDING RESTRICTIONS .....	27
52	PLAYER UMPIRE.....	28
	<b>TWO HALF-DAY MATCHES .....</b>	<b>28</b>
53	HOURS OF PLAY .....	28
54	SCHEDULED NUMBER OF OVERS.....	29
55	ADJUSTED COMPLETION TIME .....	30
56	ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY .....	30
57	DRINKS BREAK.....	30
	<i>Wickets lost in last over</i> .....	
	<b>ONE HALF-DAY MATCHES.....</b>	<b>31</b>
58	HOURS OF PLAY .....	31
59	SCHEDULED NUMBER OF OVERS.....	31
60	ADJUSTED COMPLETION TIMES .....	31
	DRINKS BREAK .....	32
61	ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY .....	32
	<i>Loss of playing time prior to commencement</i> .....	32
	<i>Loss of playing time during innings of team batting first</i> .....	32
	<i>Loss of playing time after completion of team batting first</i> .....	33
	<b>COMPETITION RULES – JUNIORS .....</b>	<b>34</b>
62	TEAM MANAGERS/COACHES .....	34
63	NOMINATIONS OF PLAYERS .....	34
64	SUBSTITUTES.....	34
65	ELIGIBILITY OF PLAYERS .....	34
66	TRANSFER TO DIFFERENT AGE GROUP.....	35
67	TRANSFER TO SIMILAR AGE GROUPS .....	35
68	BALLS.....	35
69	TROPHIES .....	35
70	REPORTING LATE STARTS AND CLAIMS FOR FORFEITS .....	36

71	RESTRICTIONS - BOWLING, FIELDING & BATTING.....	36
	<i>Under 11, 12 and 13 Bowlers .....</i>	36
	<i>Under 14 ,and 15 Bowlers .....</i>	36
	<i>Under 16 Bowlers .....</i>	36
	<i>Fielding.....</i>	36
	<i>Wicket keepers.....</i>	37
	<i>Batting.....</i>	37
<b>CA STAGE 3 MATCHES - Under 14, 15, 17 .....</b>		<b>37</b>
<b>ONE DAY MATCHES</b>		
72	HOURS OF PLAY .....	37
73	ADJUSTED COMPLETION TIME .....	37
74	SCHEDULED NUMBER OF OVERS.....	37
75	ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY .....	38
	<i>Loss of playing time prior to commencement.....</i>	38
	<i>Loss of playing time during innings of team batting first.....</i>	38
	<i>Loss of playing time after completion of team batting first .....</i>	39
<b>TWO DAY MATCHES</b>		
76	HOURS OF PLAY .....	40
77	ADJUSTED COMPLETION TIME .....	40
78	SCHEDULED NUMBER OF OVERS.....	41
79	ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY .....	42
<b>C.A. STAGE 2 MATCHES - Under 12, 13.....</b>		<b>42</b>
	FOREWORD.....	42
80	PLAYING CONDITIONS.....	42
<b>C.A. STAGE 1 - Under 10,11.....</b>		<b>44</b>
	FOREWORD.....	44
81	PLAYING CONDITIONS.....	44
<b>COMPETITION RULES GIRLS THUNDER LEAGUE.....</b>		<b>46</b>
82	HOURS OF PLAY .....	46
83	ADJUSTED COMPLETION TIME .....	46
84	SCHEDULED NUMBER OF OVERS.....	46
85	ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY .....	46
86	THE BALL.....	49
87	PLAYING CONDITIONS STAGE 3 GIRLS.....	49
88	PLAYING CONDITIONS STAGE 2 GIRLS.....	49
89	PLAYING CONDITIONS STAGE 1 GIRLS.....	50

# CODES APPLICABLE TO PARRAMATTA DISTRICT CRICKET ASSOCIATION

## THE LAWS OF CRICKET 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. Participants found to be in breach of the following codes will be subject to discipline as determined by the Board.*

1. 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.

2. **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.

3. **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

4. **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

5. **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 batter is not out
- (b) to advance towards an umpire in 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

**6. Violence**

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

**7. Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

## **BY-LAWS OF CRICKET NSW**

### **4A RACIAL AND RELIGIOUS VILIFICATION CODE**

#### **4A.1 Background**

Cricket is a game where polite interaction between participants and with spectators has always been an essential component.

It is part of each captain's role to ensure that the behaviour of players in a team meet the expectations of the community generally and the cricket community in particular.

The cricket community is anxious to ensure that people of all ethnic and religious backgrounds enjoy playing and watching the game of cricket.

To facilitate this endeavour and to demonstrate that cricket is in tune with the wider community in opposing racial and religious vilification in all its forms, Cricket New South Wales (CNSW) introduces this Code.

#### **4A.2 Purpose of Code**

The purpose of this Code is to:

- i) recognise the commitment of CNSW to the avoidance and elimination of racial and religious vilification;
- ii) foster an environment where captains, in appropriate circumstances, deal with any alleged breach of this Code, and
- iii) establish a framework for dealing with alleged breaches of this Code where action taken to resolve such matters has not been to the satisfaction of those concerned.

#### **4A.3 Conduct Covered by the Code**

No person who is participating in a match under the jurisdiction or auspices of CNSW or its affiliates will engage in any conduct, act towards or speak to any

other person in a manner which offends, insults, humiliates or vilifies such person on the basis of that person's race, religion, colour descent or ethnic origin.

#### **4A.4 The Relationship Between This Code and Other Rules and Regulations**

This Code does not restrict any other action which may be taken in relation to the conduct covered by the Code under the Australian Cricket Board Code of Conduct.

#### **4A.5 Procedures Following Allegations**

Any allegation of a breach of this Code against a player should be directed, either verbally or in writing, to the captain of the team who shall:

- a) immediately request the player involved to apologise appropriately to the complainant, or
- b) if the allegation is not admitted, undertake an investigation of the matter at the conclusion of the match.

Any person found to be in breach of this Code as a result of an investigation by the captain, shall be required to apologise appropriately to the complainant before being permitted to play in any future match.

Where the allegation of a breach of this Code is against the captain of a team who admits such behaviour, the captain shall apologise appropriately to the complainant before being permitted to play in any future match.

#### **4A.6 Procedure Where Allegation Not Resolved to Satisfaction of Complainant**

Where a complainant who had directed an alleged breach of this Code to the captain of a team is not satisfied with the outcome, the complainant is entitled to lodge a complaint with the Association governing the competition in which the team participates (the Association)

#### **4A.7 Continuous Breaches of the Code**

Where a breach of this Code is alleged against a player who has previously breached the Code, the captain shall again attempt to resolve the matter. However, if the captain regards the allegation to be more serious than the earlier occasion, the captain shall refer the matter to the Association for appropriate action.

#### **4A.8 Reporting**

Any allegation of a breach of this Code and the action taken to resolve it, shall be recorded by the captain.

#### **4A.9 Continuous Education**

CNSW will prepare, maintain and make available to all member clubs and affiliates a booklet covering issues relating to racial and religious vilification. The Code will be included along with references illustrating examples of racial and religious vilification identified in other sports. Where any difficulty is experienced or is expected in implementing the principles of this Code, application should be made to CNSW for assistance.

## PARRAMATTA DISTRICT CRICKET ASSOCIATION - CODE OF CONDUCT

All matches will be conducted in the true spirit of the game of Cricket. All Club participants, being Officials, Umpires, Team Managers, Coaches, Captains, players, spectators and others will adopt this policy. Clubs will engage with all participants to ensure that they are aware of and acknowledge their responsibilities under the Code.

1

***Zero Tolerance: Players should be aware that Zero Tolerance to misconduct or behaviour referred to in the Code of Conduct will be exercised in the Parramatta District CA. This means that players will be reported for Breaches of The Code of Conduct without any warning being given and if found guilty of an offence will be suspended and the players team penalised 5 competition points.***

2

No participant will, whether on or off the field of play, engage in conduct unbecoming to the game of cricket, as defined in this code. **This includes in the use of social media where related to cricket or to PDCA activities. (Social Media means any online media that allows a participant to create, share, broadcast, participate, interact, or exchange information, ideas, and pictures/videos in virtual communities and networks.)**

3

***Participants will***

- a) respect the Umpire
- b) generally, assist the Umpire in the carrying out of his duties
- c) not verbally abuse any Umpire
- d) not physically abuse any Umpire
- e) comply with the Umpire's decision, and in so doing when dismissed, move off without reaction, including a disapproving or threatening manner, argument or dissent

4

***Participants will not***

- a) verbally abuse any other participant
- b) physically abuse any other participant
- c) indulge in sledging opposition players, that is, by word or action, either directly or indirectly, try to intimidate or upset a player
- d) indulge in loud unseemly behaviour, **which will includes swearing which can be heard by those off the field.**

5

Captains, Team Managers and Coaches will be responsible for their team's behaviour. ***They will***

- a) ensure participants are aware of their responsibilities under this code
- b) brief participants on the behaviour requirements and ensure participants conduct conforms to the traditional image of the game
- c) control their players. If an incident is brought to their attention and they do nothing to prevent its reoccurrence, they may be liable to discipline.
- d) ensure players avoid wasting time. Incoming and outgoing batters should pass inside the boundary line and at over change fielders should move quickly into position.

- e) ensure the maximum amount of play occurs in a game. When called upon to decide if play should cease or continue, they will use common sense, fair play and not be influenced by the state of the game.

**6 *Junior Cricket non-playing participants; coaches, managers, parents and spectators.***

I acknowledge that junior cricket is provided solely for the benefit and enjoyment of the child players, not the other participants.

I will not attempt to influence the conduct or result of the match by word or action, including as follows;

- a) No yelling from the boundary except for applause or compliments, quiet talking only.
- b) No on-field coaching is permitted for both Stages 2 & 3.
- c) Coaching is restricted to breaks between innings and other scheduled breaks or, when dangerous situations become apparent. Off field coaching is allowed provided it does not interfere with the game. For example; quietly talking to fielders on the boundary is okay, but no yelling from the boundary, passing messages through fielding substitutes.
- d) Umpires are not permitted to stand at the bowlers end whilst their own son or daughter is batting or bowling. At a minimum umpires must swap with the other umpire and exchange ends, but preferably, they are not on the field.
- e) That part outside the boundary 10 metres either side of the line of the stumps at both ends of the field is to be marked and kept clear of spectators. Non-playing participants and spectators may not be in these areas while play is occurring.

**7 Participants found in Breach of this Code of Conduct, the Racial and Religious Vilification Code, and/or The Spirit of Cricket shall be subject to discipline as determined by the Board.**



## **PARRAMATTA DISTRICT CRICKET ASSOCIATION – RULES**

### **1 DOMESTIC VARIATIONS TO MCC LAWS OF CRICKET**

1.1 All games are to be played under the MCC Laws of Cricket 2017 Code, with the amendments and additions as made by the New South Wales Districts Cricket Association as adopted by the Parramatta District Cricket Association Incorporated. These Laws, as varied, are set out within this book and will be noted as such; eg PDCA Rule Number followed by (LAW 1.2).

#### **Fielder Absent or Leaving the Field**

1.2 (Law 24.2 & 24.3 are replaced by the following).

(a) If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 24.4). The umpire shall give such consent as soon as practicable.

(b) If the player is absent from the field during play, for longer than 15 minutes:

(i) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent. In the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.

(ii) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost three wickets.

(c) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional reasons (other than injury or illness), wholly acceptable to the umpire(s).

(d) This restriction shall not apply at the commencement of a new day's play, nor exceed 90 minutes.

#### **Player Conduct (Law 42)**

1.3 Law 42, regarding player conduct does not apply in PDCA Competitions. Player behaviour & discipline issues are dealt with by the PDCA Code of Conduct, by way of report.

#### **Extreme Heat Policy**

1.4 The fitness of conditions for play at each venue are at the sole discretion of the Umpire who shall decide whether play begins, continues or is suspended based on the conditions and circumstances at that venue. If play is taking place

it becomes subject to the Extreme Heat Policy if temperatures reach levels described in that Policy.

SMARTPHONE APP “The Weather Channel” shall be the official App for sourcing temperature data. The “feels like” temperature shall be the official temperature measurement. Smartphone location settings must be enabled.

#### CESSATION OF PLAY

Level 1 – The umpires shall schedule additional drinks intervals in the event that the “feels like” temperature exceeds 37 degrees Celsius (32 degrees for Junior matches). The drinks interval shall be of 5 minutes duration. Players and umpires may leave the field of play during this interval.

Level 2 – Play shall cease immediately in the event that The Weather Channel “feels like” temperature, at the location, exceeds 41 degrees Celsius (37 for Junior matches). Resumption of play – Play shall resume if the “feels like” temperature drops to 41 degrees (37 for Juniors) or less. Loss of playing time due to Extreme Heat is treated as any other weather-related interruption.

PDCA reserve the right to cancel a round based on a forecast of extreme heat.

## **2 PDCA EXECUTIVE AUTHORITY**

2.1 The PDCA Board has arbitrary power in the determination and application of the Rules listed herein.

## **3 PDCA RULES**

3.1 The PDCA Rules covered herein are applicable to both Senior and Junior teams, unless otherwise stated within their respective sections.

## **4 ALTERATION TO RULES**

4.1 Notices of Motion to alter Rules are to be submitted in writing to the Executive Officer by 31<sup>st</sup> May each year.

## **5 SPONSORSHIP**

5.1 Shirts may carry a maximum of five club or sponsor’s logo as follows; One on each breast and each sleeve of 50cm<sup>2</sup> maximum area each, and one on the back between the shoulders of 200cm<sup>2</sup> maximum area. Trousers may carry two club or sponsors logos; one on each thigh of 50cm<sup>2</sup> maximum area. Hats may carry one club or sponsors logo of 50cm<sup>2</sup> maximum area.

5.2 Clubs are required to submit a sample of the proposed badge, logo or emblem to the Board for approval.

## **6 GROUNDS**

6.1 Competition matches are not necessarily played on a home and away basis and the draw will need to be read closely.

6.2 Where matches are played on neutral grounds, the first mentioned team is the home team and is responsible for supplying boundary markers, access to facilities etc.

## **7 ELIGIBILITY OF CLUBS**

7.1 The competition will be open to all Clubs affiliated with the Parramatta District Cricket Association Incorporated.

## **8 ENTRIES**

8.1 The Association may admit any team free of all fees.

8.2 Club Secretaries, when submitting team entries, must forward on the proper forms, a list of all players registered in each team, showing full name and averages. In addition, for junior players, their date of birth.

8.3 The team entries and player lists must be received by the Executive Officer on or before the date set down for the closing of the competition entries.

## **9 REGISTRATION AND FEES**

9.1 The player lists referred to in Rule 8.3 will be used for the purposes for both registering members as players and for grading of teams.

9.2 An affiliation fee, as fixed at the Annual Delegates Meeting, must accompany each registration. Affiliation fees not paid 30 days after the commencement of the competition may attract a penalty of 5 competition points for each team entered by the debtor club. A further 5 points penalty may be applied for each subsequent period of 30 days that the fees remain unpaid.

9.3 The Registration Register will be laid on the table by the Executive Officer/Registrar for inspection at all Board meetings and the Board may review all registrations.

9.4 When approval is given, a player is deemed to be registered on the day the Executive Officer receives their name, address and details, in writing.

9.5 It is the Club's responsibility to check with the Executive Officer/Registrar whether registration of a player has been approved.

9.6 Registrations made subsequent to the grading of teams will be known as 'Late Registrations' and are dealt with under Rule 12.

## **10 ELIGIBILITY OF PLAYERS**

10.1 Any team playing a person before registration, or otherwise unqualified, will lose the match in which that person played. Their opposition will receive points as determined by the Board. The offending team will not be awarded any points and may be fined a maximum of \$200. Any team who knowingly allows a player to play under an assumed name will lose any points gained from the match and in addition the team will be penalised 20 points.

10.2 Reports of breaches under Rule 10.1 must be in writing, but need not be defined as protest.

10.3 No player may play with more than one team in fixtures set down for the same dates with the exception of a junior player who is also playing in a senior competition.

10.4 A Club will be permitted, subject to the approval of the Board; to replace a player who has been promoted to the Parramatta District CC, Blacktown District CC or the Fairfield District CC (Grade) after a match has commenced, with another player.

10.5 The replacement player referred to in Rule 10.4 will participate as if he was in the original team, including continuing the innings of the replaced player. The replacement player must be a registered member of the Club and be eligible to play in the grade concerned.

### **Junior Competition Players**

10.6 All Junior Competition players are considered to be registered in the Senior Competition with the same Club in the lowest grade that Club has entered. They will then be subject to all the existing Senior Competition Rules relating to grading and eligibility. Also refer to Rule 66.

## **11 GRADING OF TEAMS AND PLAYERS (REFER TO RULE 46)**

11.1 Players will be graded individually to the criteria described herein within these Rules. A sub-committee known as the Grading Committee will grade teams. This Committee will consist of the Chairman, Vice-Chairman, Executive Officer and Financial Officer.

11.2 The Grading Committee may decline to accept individual names on team entries where insufficient information is included. Players so declined will be subsequently considered under the Late Registration (Rule 12) including a late registration fee if applicable.

11.3 The Association will have the power to grant permission to any player under certain disabilities or circumstances to play in any grade. Only one player playing under batting and bowling restrictions may be named in any team.

11.4 If a team withdraws from the competition after grading and prior to

commencement of the competition the Board may impose a fine of \$500 on the club involved

11.5 Any players whose registration advice is found to have been incorrect or incomplete, or nominated "not played before", may be subject to regrading by the P.D.C.A. Board, at any time during the relevant season.

11.6 PDCA reserve the right to regrade teams between grade competitions, or between divisions of the same age group after between three and six rounds inclusive, as may be required by circumstances. Regraded teams will retain earned competition points.

## **12 LATE REGISTRATIONS (REFER TO RULE 47)**

12.1 Applications for Late Registrations must be in the hands of the Executive Officer in time for the Board Meeting held prior to the first match in which the player is to play.

12.2 It is the responsibility of the Clubs to check with the Executive Officer to ascertain whether or not the late registration has been approved.

## **13 TRANSFER BETWEEN CLUBS DURING THE CURRENT SEASON**

13.1 No player may play with more than one Club – except for transfer by junior qualified players to or from any Parramatta District Cricket Club team, - or team of the same grade during the season, unless a permit is granted by the Board and a clearance is granted by the original Club. No permit or transfer will be granted after the Board Meeting held prior to the last match to be concluded in January of the current competition.

13.2 A player who was a member of a team, which withdraws from the Competition after entry/grading must make written application to the Board for permission to register with another Club during the current season.

## **14 CLEARANCE REQUIRED**

14.1 A player who has played during the current season and desires to transfer to or from another Association will not do so unless they first obtain a clearance from the Association with which they are playing.

14.2 Such clearance will be issued within seven (7) days of the receipt of a written application thereof and will be withheld only on the grounds that the player is unfinancial.

14.3 Any player or Club failing to comply with the provisions of this Rule will be dealt with under Rule 10 – Eligibility of Players.

14.4 Once a clearance has been granted to transfer out, such player will be deemed to be unregistered.

14.5 Applications for registration/re-registration of players in this category must be in the hands of the Executive Officer for consideration of the Board Meeting to be held prior to the match in which the player is required.

14.6 A fee of \$50.00 must accompany each registration in this category, which is refundable after the player has participated in three (3) games following the initial registration.

14.7 This Rule does not apply in the case of transfers to or from any Sydney Cricket Association Grade or Shires Club. The player's original registration and games played with the Association stand.

## **15 DEFAULTERS**

15.1 No player who is a defaulter to any Club in the Association, or to any other Association affiliated with Cricket New South Wales will be granted registration with any Club until such non-payment is made good.

15.2 The Club must have written to the alleged defaulter, demanding payment and setting out full details of the monies owed. The Club must retain copies of all correspondence.

15.3 Details of defaulters to any Club of this Association are to be notified, in writing, to the Executive Officer no later than 31<sup>st</sup> May following the competition of the season in which the default has occurred.

15.4 Any Club being in default to the Association, and not making good the default with two (2) weeks after receiving written notice thereof from the Executive Officer, will be suspended for such time as the Board may deem fit and during the suspension will forfeit all rights and privileges.

15.5 No Club, which is a defaulter to another Club, or outside body controlling wickets, will be granted affiliation, or have members registered with another Club until such non-payment is made good.

15.6 No member of a defaulting Club will be granted registration to any other Club until his quota of the amount of default is made good to the Association or other Association or District Club.

## **16 MODIFIED CRICKET (Now Stage 1,2. See Rule 84, 85)**

## **17 ALTERATIONS TO FIXTURES OR GROUNDS**

17.1 No alterations are to be made to fixtures or grounds set down to be played on without the consent of the Board, or of the Executive Officer, acting on behalf of the Board in an emergency.  
No match will be postponed for picnics or any other similar function.

17.3 A wicket being deemed unplayable because of bad weather does not constitute a reason for seeking a change of venue.

## **18 FITNESS OF LIGHT, GROUND AND WEATHER**

18.1 Decisions on the fitness of light, ground or weather will rest with the officially appointed Umpires in line with MCC Laws of Cricket. Player umpires appointed are deemed to be officially appointed Umpires. Should no officially appointed Umpire be present and the two Captains or Managers/Coaches disagree, then the state of affairs existing at the time the question arose will continue.

18.2 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 such lightning flash.

18.3 Teams must attend grounds unless the ground is closed by the council, or the match or day's play is abandoned by PDCA.

## **19 PLAYING OF MATCHES**

### **Duration**

19.1 Teams will meet each other in matches of either one or two days duration, as specified by the competition draw.

### **Match Result**

19.2 Each team will bowl a certain number of overs as decided by the Board, and the team scoring the greater number of runs, irrespective of the number of wickets lost, will be declared the winner. (Also refer to Rules 55.3, 56.2, 74.3 and 75.3) The Board reserves the right to declare the result of any match void or otherwise where it determines that the result of the said match was originally achieved through contrivance or other unfair means.

### **Allocation of Overs**

19.3 If the team batting first is dismissed, or declares its innings closed, in less than its allocated overs, the benefits of such uncompleted full overs will be available to the team batting second, in addition to their allocated number of overs in two day matches only. In one day matches (either scheduled or as a result of no play on the first day) the team batting second will not be entitled to the uncompleted overs.

19.4 The team batting second may declare its innings closed at any time.

19.5 If a team batting second receives its allocated overs, or closes its innings, or is dismissed before the allocated number of overs is bowled, then the over count will no longer apply, and the match MAY continue until the scheduled completion time.

### **Adjusted completion time**

19.6 The adjusted completion time for one-day matches, or the second week of a two-day match, will be the finishing time indicated in this Fixture Book, plus the provisional allowance of 30 minutes to enable the required number of overs to be completed.

## **Over Rate**

19.7 The Board considers the times available for equal over matches to be reasonable in which to bowl the scheduled overs and expects teams to comply with these times. Any serious departure from this over rate could be considered, under these Rules, to be unfair play, any may be dealt with by the Board.

19.8 In all matches play will cease, on each day, on completion of the over in progress at the scheduled time or the adjusted completion time.

## **Declaration of Players (MCC Law 1).**

19.9 In the Senior Competitions twelve (12) players may be named in each team, listed as they appear in PlayHQ. However only eleven (11) of these players will be permitted to participate as batters and only eleven (11) will be permitted to bowl or field or keep wickets in any innings of a match. All players must be named on the original team sheet. This rule does not exclude the use of substitute fielders as allowed in MCC Law 1.

19.10 Captains are entitled to require that opposing nominated players, on request, confirm their identity by way of carried, preferably photographic, identification. Players are therefore obliged to ensure that they carry adequate identification.

Failure to produce the required identification will result in the opposing team reporting the matter to the Executive Officer, Parramatta DCA, by the Monday following the occurrence. The matter will then be investigated by PDCA as appropriate.

**Captains are required to retain a photo of both Team Lists for each match, as exchanged at the toss, until the end of the season.**

## **20 THE BALL (MCC Law 4)**

20.1 The type of ball to be used in all PDCA competition matches shall be red in colour and manufactured by A G Thompson Ltd (Kookaburra). The Kookaburra Practice & Zenith is not approved for use in matches in this Association.

20.2 The ball to be used in each match is to be handed to the respective Captains for their approval, or otherwise, on each day of play.

20.3 In the event of a dispute, the matter will be submitted to the officially appointed Umpires for a decision.

20.4 The fielding side will provide the ball in all matches, and the teams must have a ball, approved by the opposing Captain, in reserve in case of an emergency.

20.5 After 200 runs have been scored from, or 54 overs have been bowled with a ball, the Captain of the fielding team will have the right to replace it with a new or used ball.



20.6 This Law will be varied by the suspension of the right of the batting team to demand the use of a new ball at the commencement of any innings of a match.

## **21 PITCHES AND PLAYING AREAS (MCC Laws 6, 7, 8, 9 & 10)**

21.1 All pitches and playing areas will be subject to inspection by the Grounds Committee.

21.2 Clubs are responsible to ensure their pitches are properly and clearly marked with crease markings and that there is no grass encroachment on the pitch surface of hard wickets. In the event that a ground is reported as not being up to standard an inspection shall be made and if the report is deemed to be correct the club will be informed and given 7 days to rectify the position. If rectification is not effected within 7 days the Executive Officer will arrange for the required work to be carried out and any charge will be directed to the club. Such charge shall not exceed \$100.

21.3 All matches will be played on pitches either covered with grass, synthetic grass carpet or matting or otherwise, as directed by the Board.

## **22 BOUNDARY MARKINGS (Law 19)**

22.1 Each Club will ensure that the boundary around the playing area is clearly defined by markings and/or markers.

22.2 Such markings and/or markers will be clearly visible to the umpires, at an appropriate distance of approximately sixty (60) metres from the centre of the wicket, and not more than ten (10) metres apart.

22.3 Where conditions under this Rule are not practicable, such ground is to be subjected to the decision of the Board on this matter.

22.4 Clubs may be liable to a fine of \$25.00 for a breach of this Rule.

## **23 CRICKETING UNIFORM**

23.1 All players appearing in a competition match must wear proper cricketing attire, white or cream shirt with collar, white or cream trousers or shorts, cricket specific, or predominantly white sports footwear, white or cream cardigan or jumper, white socks. If skins are worn, that are visible, they must be white in colour. Shirts may contain strips in Club colours on the collar and sleeve cuffs. The maximum width will be 2 cms in total with a limit of 1 cm per stripe.

Players in both the Junior and Senior Competitions will be permitted to wear shirts carrying a coloured design but the garment must be predominantly white. The shirt may include a number on the back.

The following conditions must be met:

- Shirts must be predominantly white,

- Where a coloured shirt has been approved for use by a club and is not worn by a player(s) those players will need to comply with the first paragraph of this Rule,
- The proposed shirt must be submitted to the Competition Committee for approval.

23.2 Players in Grades A to B4 inclusive must wear long white or cream trousers. This Rule will not apply to juniors who are also participating in Senior Competition matches. Such juniors may wear white or cream shorts.

23.3 When fielding, trousers must not be tucked into socks. This Rule does not apply to wicketkeeper, except if they are not wearing pads.

23.4 Where shorts are worn, they will not be cut away or padded at the sides, nor transparent and must not include piping or stripes.

23.5 If a wristband or headband is used, it must be white.

23.6 Where head covering is worn, it will be a cricketing cap, club cap or hat, helmet or white hat.

23.7 The above Rules will not apply in the case of a substitute fielder.

23.8 No player will be allowed to play if wearing other than proper cricket uniform, except as provided in Rule 23.7

23.9 No player will be allowed to wear boots or shoes containing iron spikes, nails or any type of sprig whilst playing on a synthetic pitch.

24 23.10 For female **and all junior** competitions, players may wear coloured shirts and pants, should the team/club choose. All players on the same team must wear the same uniform. Teams must wear either: coloured shirts and white pants; or white shirts and coloured pants; or coloured shirts and coloured pants; or white shirts and white pants.

## **24 CODE OF CONDUCT**

24.1 The PDCA Code of Conduct printed at the commencement of this book form part of these Rules. MCC Law 42 does not apply to PDCA Competitions.

## **25 BREACH OF CODE OF CONDUCT**

25.1 Should any breach of the Code occur, or any action deemed to be detrimental to the game of cricket take place, the matter will be reported to the Association in accordance with the Association Rules.

## **26 INJURED BOWLER**

26.1 Where a bowler is injured and unable to complete an over, the over will be completed immediately by another player as per MCC Laws of Cricket. In

one half day matches, part overs will count as a full over, only in so far as each bowler's limit is concerned.

## **27 ALCOHOL**

27.1 Under Local Government Ordinance, it is an offence to consume alcohol on public parks or sporting fields.

27.2 No alcohol will be consumed by any player or team official, on or off the ground, during any competition match.

27.3 Any breach of Rule 27.1 or 27.2 will be investigated and action taken.

## **28 THE TOSS (Law 1)**

28.1 If the toss is completed and it transpires there is no play on the first day, then the toss will be retaken on the second day, i.e. the conditions of the match have been altered.

28.2 The toss shall be taken 15 minutes prior to the scheduled start of play. If a team is not in a position to complete the toss, and exchange Team Declaration forms, then the team who is in position shall be deemed to have won the toss and will determine which team bats and bowls.

## **29 FOLLOWING INNINGS (Law 14)**

29.1 The lead required to enforce the follow-on will be 75 runs.

## **30 DECLARATIONS (Law 15)**

30.1 The Captain of the side to bat first will not declare the innings closed until the side has batted for at least one hour.

## **31 START AND CLOSE OF PLAY AND INTERVALS (Law 12)**

31.1 The over in progress when 'Time' is reached on either day, must be completed, irrespective of any wickets lost during that over.

31.2 Notwithstanding Rule 31.1, where a wicket falls within two (2) minutes of a scheduled tea break, the break will be taken, whether the over is completed or not.

## **32 NO BALL (Law 21)**

32.1 Where artificial covering is used on a pitch made of concrete, or any other hard base, the width of such artificial covering will be regarded as the width of the 'Pitch'. Any ball bowled that pitches off and wide of such covering will be held to be a 'No Ball' and the Umpire will call and signal 'No Ball' as soon as the ball so pitches.

### **33 FAIR AND UNFAIR PLAY – PENALTY RUNS (Law 41)**

33.1 Penalty runs referred to in this Law do not apply in the PDCA Competitions, with the exception of penalty runs for a ball striking a fielder's helmet whilst not being worn, or the incorrect fielding of a ball by a fielder.

### **34 SCORE BOOKS AND SCORING (Law 18)**

34.1 Captains will ensure that the scores are kept together and that both scorers keep the batting and bowling analysis of each team.

34.2 Score books are to be kept only for the current season's competition. The match score sheets are to be signed by both Captains at the close of each day's play, after satisfying themselves that both books are correct and agree in all aspects. Clubs will have no right of appeal if Captains do not comply with this Rule.

34.3 The starting time of matches must be noted in the scorebooks and initialled by the umpire.

34.4 In matches where a dispute on the result of a match exists and cannot be resolved by the Umpires, and a discrepancy appears in the particular scorebooks, the books will be forwarded to the Board for a decision.

34.5 The Board will decide on a winner of such match on the batting records of both books, and where they do not agree, the decision will be given on the bowling records of both books. Where they are not in agreement, the Board will decide the result of the match.

34.6 Where a team plays with less than eleven players and all available wickets have fallen, the scorers will record 'nil' against the names of the absent players and ten (10) wickets will be considered as fallen when determining official team averages.

34.7 Where a player is absent, without having commenced batting, this will not be classed as an innings when determining individual averages.

### **35 REPORTING LATE STARTS AND CLAIMS FOR FORFEITS**

35.1 All stumps must be handed over to the Umpire(s) at least fifteen (15) minutes before the scheduled start of play.

35.2 Teams must have at least six (6) players present, excluding substitutes, before play may commence on each day.

35.3 If play does not commence on time, the offending team or teams may be fined an amount of \$100.00 for the first offence and up to \$100.00 for any subsequent offence, at the discretion of the Board.

35.4 Should a team not be ready to commence play fifteen (15) minutes after the scheduled start of play the opposing team may lodge a claim for forfeit with

the Association. Where it is possible to commence play within thirty (30) minutes of the scheduled start of play, the match should proceed pending a decision of the Board. Should a team intend to lodge a claim in this regard they must inform the opposition captain or the umpire before commencement of play. Should a team not be ready to commence thirty (30) minutes after the scheduled start of play, the opposing team is entitled to a forfeit, provided that a written report is forwarded to the Association within seven days.

35.5 Umpires must report all cases of late starts to the Board meeting following completion of the match. Umpires will also inform the Captains or Managers/Coaches of the teams concerned of their intended action.

## **36 FORFEITS AND BYES**

36.1 Absence of a team on either day of a match or a team conceding a match without a reason satisfactory to the Board will be counted as a forfeit. The offending team will be liable to a fine not exceeding \$250.00, **a penalty of 5 competition points** and may be disqualified from the competition.

36.2 In the event of a team forfeiting a match, and not notifying the Umpires Association and the opposing side, they will be liable for all umpire's fees.

36.3 Any team receiving a forfeit will be awarded the maximum number of points gained by any team in that division for that round. Points awarded from byes will not be considered. The Board/Competition Committee has the authority to award maximum points available in the round in the event that a team refuses to continue/resume play when directed by the Umpire (Official or appointed club umpire).

36.4 Where a team withdraws in the first round, remaining matches in that round will be classed as forfeits and maximum points scored in that series are awarded. Second round matches will become byes unless a redraw is necessary because of a prior bye in the competition. The Board may impose a fine of \$500.00 on the offending team.

36.5 Where it is not possible to complete two full rounds in the competition where a bye exists (thus resulting in teams playing an unequal number of matches), all positions immediately prior to the semi-finals will be decided on percentages, ie. points scored against maximum points possible for matches actually played.

36.6 Where a team withdraws in the second round, their remaining matches will be classed as forfeits. The Board may impose a fine of \$500.00 on the offending team.

36.7 When a forfeit occurs after play has commenced scores achieved will be included in team and individual performances.

## **37 PROTESTS AND DISPUTES**

37.1 The Board will investigate all protests, complaints or reports, which must be in writing and signed by the reporting Club Executive Officer. All protests, complaints or reports must be lodged with the Executive Officer no later than the night of the Board meeting following completion of the match concerned.

37.2 The Executive Officer will notify all Clubs concerned in the matter of any intended investigation.

37.3 If a dispute arises between Umpires and/or players and is reported to the Executive Officer, it will be placed before the Board who will, if necessary, forward the matter to a Judiciary Committee for investigation. The Judiciary Committee will comprise of seven (7) persons appointed by the Board at the commencement of the season, at least three (3) of whom will comprise the hearing Committee.

37.4 The Board will elect a Chairman of the Judiciary Committee. Any Judiciary Committee member, who is a member of the same Club as the player(s) or team(s) being investigated, will suspend himself or herself from taking part in that particular meeting.

37.5 The Board will have the power to appoint additional members to the Judiciary Committee if necessary.

37.6 The Judiciary Committee will have the power to impose any penalty they deem fit to meet the case.

37.7 Any person suspended for any offence will not take part in any matches while under suspension. In addition, if a player is found guilty of an offence and is suspended by the Board or Judiciary Committee his team will be penalised five (5) points in the Competition table provided that only one penalty of points will be imposed on any team per match. The Judiciary Committee has the discretion to waive the 5 points penalty.

37.8 Persons cited to appear at an investigation and failing to do so, may be suspended until they do appear.

37.9 A player or Club will have the right to appeal against any decision made by the Judiciary Committee. Such appeals will be heard by the Appeals Committee, which will comprise of the Chairman, Vice Chairman, Executive Officer and Financial Officer of the Association, or any three (3) thereof. The Board will appoint a substitute for any Appeals Committee to hear a particular appeal.

37.10 If a member of the Appeals Committee took part in the original Judiciary Committee hearing, they will not be permitted to take their place on the Appeals Committee to hear that particular appeal.

37.11 Appeals must be lodged, in writing, through the Executive Officer,

within fourteen (14) days of the date of advice of the Judiciary Committee's decision. Appeals must include full details of the reason for the appeal. An Appeal Fee of \$200.00 must accompany the appeal.

37.12 Whilst the Association is affiliated with the New South Wales District Cricket Association, clubs have the right to appeal to that Association on any decision of the Board. Such appeals will be in writing, accompanied by a \$100.00 fee.

## **38 POINTS SCORE**

38.1 Points will be allotted as follows:

Senior and Stage 3 junior Competition:



Stage 2 Junior Competition:



## **39 MATCH RESULTS**

39.1 Each team is responsible for posting the result and their own full score sheet on the PlayHQ Website by 8pm on the Tuesday following completion of the match. In respect of the last round of the Competition Results must be posted immediately upon completion of the match.

39.2 Failure to observe this Rule in its entirety shall, render the offending team liable to penalty of loss of all points gained in the match, or five points whichever is the higher, and be levied a fine of \$50.00 for each infringement. Application of this rule shall be administered by the Competition Committee.

## **40 POINTS TABLE**

40.1 The points table will be displayed on the official web page of the Parramatta District Cricket Association.

## **41 QUOTIENT**

41.1 To determine points table positions, for the semi-final draw, a quotient will be used to separate teams on equal points or percentages.

41.2 For the purpose of ascertaining quotients, the following system is adopted. The batting 'averages for' a team is obtained by dividing the total number of runs scored by the total number of wickets lost. The batting 'averages against' a team is obtained by dividing the total number of runs scored against it by the total number of wickets taken. The former is divided by the latter to arrive at the 'quotient'. The team have the highest quotient is considered to have the better performance.

41.3 When a team forfeits a competition game, they must add to their 'averages for' twenty (20) wickets lost for nil (0) runs.

## **42 SEMI-FINALS AND FINALS**

42.1 At the end of the scheduled rounds, the four (4) leading teams will meet in the semi-finals as follows:

**1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>**

42.2 Should any teams be equal on points or percentage, their positions will be decided by the quotient.

42.3 To be eligible to play in the Semi-finals and/or Finals, a player must have played in three (3) competition matches, with his current Club, prior to the Semi-Finals in the current season, except as varied by Rule 48.1(d).

42.4 Semi-finals and Finals will be played over a two-day duration, or as otherwise decided by the Board. Ground allocation is at the discretion of the Board.

42.5 In Semi-finals and Finals, played on consecutive days, the ground will not be mowed or otherwise altered, after play in the match has commenced. In event the ground is mowed after commencement of play, the breach of this Rule will be reported to the Executive Officer or his representative, verbally and as soon as practicable when known. Reports will be requested as necessary from Captains and Umpires and the matter referred to an appointed Committee who will investigate and decide on a course of action which can include, but is not limited to, awarding the match to either team.

42.6 Unless defeated in the Semi-final by the team who were lower in the competition table immediately prior to the Semi-final, the team who was higher in the competition will advance to the finals.

42.7 Unless defeated in the Final by the team, who was lower in the competition table immediately prior to the Semi-final, the team who was higher in the competition will be declared the premiers.



## **Providing Umpires for Semi-Finals and Finals**

42.8 All teams not participating in the Competition Semi-Finals must provide one competent person who will be appointed by the Umpires' Association to umpire a semi-final.

42.9 Team defeated in the semi-finals must provide one competent person who will be appointed by the Umpires' Association to umpire a final.

42.10 Such persons will be deemed to be official umpires and will receive payment at the normal rate.

42.11 Failure to provide the required umpires or failure to appear at the appointed match(s), will render the Club responsible to a fine of \$100.00 for each umpire that offends.

42.12 In the **Senior Competition** should an umpire be appointed by the Umpires Association to officiate at a semi-final or a final match he will umpire at the bowlers end for the duration of the match and will be paid the appropriate fee for officiating at both ends. Should a club umpire be appointed to the match he will officiate at square leg and will be paid the appropriate fee for umpiring at one end.

42.13 In the **Junior Competition** should an umpire be appointed by the Umpires Association to officiate at a semi-final or final match he will umpire at the bowlers end for the duration of the match and will be paid the appropriate fee. Should a club umpire be appointed to the match he will officiate at square leg and will be paid the appropriate fee also.

## **43 TROPHIES**

43.1 The winner of the final in various grades will be the holder of the various perpetual trophies for the season, and/or other trophies as provided.

43.2 Club Secretaries must forward to the Executive Officer, on the forms provided, a list of averages for each team, and such list must reach the Executive Officer no later than three (3) weeks after conclusion of the competition. Averages will cover all matches played, including semi-finals and finals.

43.3 A fine of \$50.00 will be strictly enforced for any breach of this Rule. The Board will, at its discretion, have power to refuse the subsequent nomination of any Club offending under this Rule.

## **44 COMPETITION PERIOD**

44.1 The competition will commence and conclude on dates decided by Delegates at the Annual General Meeting.

## 45 UMPIRES

### Payment

45.1 The Association will pay Umpires and obtain reimbursement from Clubs. This also applies to eligible Player/Umpires, who must lodge their claim for payment with the Hon Secretary PDCUA. The claim for reimbursement will be in the form of an invoice and any invoice not paid within 30 days of being issued will attract a penalty of 5 competition points for each team for which the fees have not been paid.

45.2 Where a day's play is abandoned without play commencing these fees will be reduced by 50%.

### Fees

45.3 Senior Matches: **\$165.00** per umpire per day (\$82.50 from each team) where a PDCUA Full Member is appointed.

**\$125.00** per umpire per day (\$62.50 from each team) where a PDCUA Player Umpire Member is appointed.

\$15.00 from each day's senior fees will be retained by the PDCUA to be used exclusively for members training and skill development.

Junior Matches: **\$90.00** per umpire per day (\$45 from each team) where a PDCUA Full Member is appointed

**\$60.00** per umpire per day (\$30 from each team) where a PDCUA Associate Member (Community Qualified) is appointed

### Junior Player Umpires

45.4 By virtue of the fact we have many young players participating in our competition, it will be necessary for these players to take their turn at umpiring. We expect all players to accept these player/umpires without question and to encourage them in their duties.

## COMPETITION RULES – SENIORS

## 46 GRADING OF SENIOR TEAMS AND PLAYERS

46.1 When assessing team registrations, the Grading Committee (Rule 11) will not permit a player to be registered in a team graded more than two (2) grades lower than his latest grading.

46.2 When a Club fails, at the end of the last season, to submit averages for any team, then those averages must be provided before players in that team may be registered in the subsequent season.

46.3 A player who has not played competition for five (5) years may be accepted for registration in any grade at the discretion of the Board.

46.4 The following criteria will apply to the grading of individual players at the end of a season:

- (a) Any player with the following figures shall be graded **in that grade**:
  - (1) Batting Aggregate of **200** plus, at an average of less than 30.
  - (2) **15-20** wickets irrespective of average.
  
- (b) Any player with the following figures will be graded **one grade above** the latest grade played:
  - (1) Batting Aggregate of **300 to 399** runs, or
  - (2) Batting Average of **30.00 to 39.99** with a minimum aggregate of 200 runs, or
  - (3) **25 to 39** wickets irrespective of average, or
  - (1) A Bowling Average of **15.00 to 19.99** for twenty (20) or more wickets.
  
- (c) Any player with the following figures will be graded **two grades above** the latest grade played:
  - (1) Batting Aggregate of **400 to 499 runs**, or
  - (2) Batting Average of **40.00 to 49.99** or more with a minimum aggregate of 200 runs, or
  - (3) **40 to 49** wickets irrespective of average, or
  - (4) A Bowling Average of **10 to 14.99** for twenty (20) or more wickets.
  
- (d) Any player with the following figures will be graded **three grades above** the latest grade played:
  - (1) Batting Aggregate of **500 or more runs**, or
  - (2) Batting Average of **50.00 or more** with a minimum aggregate of 200 runs, or
  - (3) **50 or more wickets** irrespective of average, or
  - (4) A Bowling Average of **less than 10.00** for twenty (20) or more wickets.

**Note: The 'latest grade played' will relate to the grade in which he is eligible by games played.**

46.5 The following equivalent grades will be assumed for players returning from the Sydney Grade (or equivalent as judged by the Grading Committee) or Sydney Shires competitions:

1 <sup>st</sup> and 2 <sup>nd</sup> Grade	
Shires 1 <sup>st</sup> Grade	A Grade
3 <sup>rd</sup> Grade	
Shires 2 <sup>nd</sup> Grade	No lower than B1

4 <sup>th</sup> Grade	No lower than B3
5 <sup>th</sup> Grade	
Shires 3 <sup>rd</sup> Grade	No lower than B5
Shires 4 <sup>th</sup> Grade	No lower than B8

46.6 In the event that a player becomes permanently unavailable to a team and Club, e.g. through illness or leaves the district, and the Club is prepared to de-register him, then, at the discretion of the Board, the Club will be permitted to register as a Late Registration a player of equivalent grading. The word equivalent in this context refers to both his actual grading and specialisation. This Rule may also apply for regrading players to a lower team, providing an equivalent player is deregistered. (Refer Rule 49 – Regrading)

#### **47 LATE REGISTRATION**

47.1 A Late Registration Fee of \$5.00 will apply to, and be submitted with, each application for a graded player or ungraded player who wishes to drop back a grade, where such application applies for the first or second competition match.

47.2 Late Registrations will only permit a player to play according to his individual grading. Where such grading does apply, or for special reasons, the Board will have power to grant a permit to the player, under principles set down in Rules 11 and 46 – Grading.

47.3 Ungraded players, whose averages permit them to play in a lower grade, may play only in one grade lower than the equivalent grade last played. However, if a player has participated in less than six matches in the grade last played, then his previous grading will apply.

47.4 It is the responsibility of the Clubs to check with the Executive Officer/Registrar to ascertain whether or not the registration of a player has been approved.

47.5 The Board has the power to review late registrations after a player has participated in three (3) matches.

#### **48 PLAYERS PARTICIPATING IN A LOWER GRADE AFTER ORIGINAL REGISTRATION**

48.1 Any three (3) players per team, each round, will be permitted to play in the Club's next lower grade, without applying for regrading, providing the conditions below are met. The provisions of this rule do not apply when the higher graded team is not playing in that round for any reason.

- (a) The players concerned must have appeared on the original registration sheet. Late Registrations are not covered under this Rule.

- (b) The players concerned must be either ungraded or be graded in the lower grade or below to which they are to transfer. Higher graded players must apply for regrading. (Refer Rule 49)
- (c) The players concerned may only drop to the Club's next grade, which will be no more than two (2) grades lower than the grade in which they were originally registered.
- (d) To qualify for a semi-final in a lower grade, a player must play in three (3) of the last five (5) matches in that grade or play in a lower grade in accordance with Rule 49.
- (e) A player who participates in six (6) or more matches in the grade, in which they were originally registered, is only entitled to play in a lower grade in accordance with Rule 49.

## **49 REGRADING**

49.1 The Board will elect a Committee of three (3) from season to season for the purpose of regrading players.

49.2 A Chairman of the above Regrading Committee will be appointed. All applications for regrading must be submitted in writing to such Chairman, through the Executive Officer, no later than the night of the Board meeting held before the match in which the player wishes to play.

49.3 All applications for regrading are to be accompanied by the scorebook containing all relevant details for the current season.

49.4 The Regrading Committee's decision will be subject to appeal to the Board. Any appeal must be lodged in writing, and within fourteen days of the decision being made.

49.5 A player must play a minimum of three (3) matches in a particular grade before being eligible for regrading to a lower grade.

49.6 After regrading, a player must play a minimum of three (3) matches in that particular grade to qualify for semi-finals and finals.

49.7 Notwithstanding Rule 49.6, for semi-finals and finals, a club may apply for the regrading of a player to the Club's next most senior team, provided that both teams are engaged in such matches, except that the downward movement of a player will be restricted to two (2) grades.

49.8 Where a club has teams in consecutive grades competing in semi-finals and finals, the teams may be selected openly between/among those grades.

49.9 The Regrading Committee has the authority to impose any restrictions it sees fit on the regraded players.

49.10 Clubs with teams in A and A Reserve grades may select any three (3) A grade players to play in the A Reserve grade regardless of the individual gradings of those players. This rule does not apply for semi-finals or finals except as detailed in 49.8 **nor does it apply in the case of the A Grade Team having a Bye or being involved in a Forfeited match.**

## **50 PLAYERS PARTICIPATING IN HIGHER GRADES**

50.1 Any player, having played six (6) or more matches in a grade higher than that grade in which they were originally registered, will not play in a lower grade without the permission of the Regrading Committee.

## **51 BOWLING (LIMITATION OF OVERS FOR PACE BOWLERS), BATTING AND FIELDING RESTRICTIONS**

51.1 As part of the 'Bowler Injury Prevention' plan, there will be a limitation on Pace Bowlers as follows: (a pace bowler is broadly defined, by one or both umpires, as one to whom the wicketkeeper normally stand back.

<b>Age</b>	<b>Maximum overs per spell</b>	<b>Maximum overs per day</b>
U19	7	20
U17	6	16
U16	6	16
U15	5	12
U14	5	12
U13	4	8

Maximum overs per day is to include any overs bowled in any other Competition on that day (including Juniors). The age of players affected by this rule should be shown on the Team Declaration sheet which is made available to the Umpire and the opposing team prior to commencement of the match. Any breach of this rule must be reported to the Competition Committee who will consider action against the Captain/Manager of the offending team.”

51.2 Following any spell of bowling, as detailed above, the pace bowler must be rested for the double the number of overs that they bowled.

51.3 When a player bowls less than his maximum allowable overs per spell, and then wishes to resume bowling, he is entitled to do so and does not have to rest for double the overs bowled until he has attained his 'maximum overs in a spell' above.

51.4 At the conclusion of day's play, any bowling spell by a pace bowler will be deemed to be completed and a new spell may be commenced by the pace bowler on the second day of play. E.g, U19 bowler has bowled 6 overs at the end of play he can then bowl a spell of 8 overs on the second day. The number of overs vary depending on the age group.

51.5 Junior Rule 71 (batting, bowling & fielding restrictions) applies to all players under the age of 18 years at 31 August.

## 52 **PLAYER UMPIRE**

52.1 A bye may be scheduled in each grade of the Senior Competition. Each team having a bye will provide competent umpires to umpire all games in the grade to which they are appointed if that grade does not have a bye.

52.2 Failure to provide the required umpires or should any fail to appear at their appointed matches, will render the Club responsible to a fine of \$250 for each occasion that each umpire offends. The Board will have the discretion to impose other conditions/sanctions in lieu of fines and suspensions.

52.3 A team that provides its full complement of three (3) umpires will be awarded an additional ten (10) competition points.

52.4 The player/umpire will be considered to be an Official Umpire and will officiate at the bowler's end.

52.5 It is expected the player/umpires are dressed appropriately, with the following assumed to be the minimum: White shirt with a collar, dark trousers or shorts, white socks and white shoes or boots.

52.6 Player/umpires, if financial members of the Parramatta District Cricket Umpires Association, and compliant with the dress code, will be paid at the normal rate.

52.7 In the event of the Umpires Association not appointing umpires to officiate at a match, and no player/umpires are in attendance, the matter will be vested in the two Captains, with consideration to be given to any PDCUA Umpire present at the match.

52.8 Members of the batting team acting as square leg umpire will not carry a bat, stump or other similar item or use any personal devices (such as mobile phones) whilst officiating. They are required to wear a non-white top preferably a fluoro or coloured vest.

### **TWO HALF-DAY MATCHES**

## 53 **HOURS OF PLAY**

53.1 **Non Daylight Saving**  
**Commence 1.30pm**

**Stumps 5.45pm**

**Daylight Saving**  
**Commence 1.30pm**

**Stumps 6.15pm**

53.2 Cessation of Play: On the second day of a match play must continue until at least 4pm unless an outright result is obtained before that time. The Board will investigate reports of breaches of this rule and may penalise either or both teams. After 4pm stumps may be called with the agreement of both captains

## 54 SCHEDULED NUMBER OF OVERS

54.1 The scheduled number of overs for a two half-day match is **70** overs per team (**daylight saving**) and **63** overs per team (**non daylight saving**)

54.2 If a minimum **66** overs in daylight saving (**59** overs in non-daylight saving) has been received by the team batting first (and they are not all out) but not the allotted **70** overs in daylight saving, (**63** in non-daylight saving) the match will be reduced such that the team batting second will receive the same number of overs as their opponents.

54.3 If the team batting first is dismissed, or closes its innings before 70 overs have been bowled, in daylight saving (63 in non-daylight saving) the team batting second is entitled to receive its full allocation of overs plus the number of full overs not used by the team batting first.

54.4 However in the event of the team batting on the first day losing its final wicket in over 66-70, in daylight saving (59-63 in non-daylight saving), which commenced four (4) minutes or less prior to the scheduled close of play, the team batting second will only receive the same number of overs as the team batting first.

54.5 If the team batting first does not receive 66 overs at the end of day one, in daylight saving (59 in non-daylight saving) and they are not all out, play will start 10 minutes earlier on the second day, and the match will be reduced as follows:

(a) Non daylight savings

$$\frac{\text{No of overs received} + 63}{2}$$

E.g., if 46 overs are received,

$$\frac{46 + 63}{2} = 54.5$$

Therefore, the match will become a 54 overs per team match.

(b) Daylight savings

$$(1) \quad \frac{\text{No of overs received} + 70}{2}$$

E.g. if 30 overs are received,

$$\frac{30 + 70}{2} = 50$$

Therefore, the match will become a 50 overs per team match.



54.6 Rule 54.5 also applies in the event of a team batting first declaring its innings closed after stumps on the first day or before commencement of play of the second day.

54.7 When the team bowling first completes its allocated overs and less than 20 minutes of **actual** playing time remains, that team shall have the right to determine if play will continue or stumps drawn. When a team bowling first dismisses the opposing team in less than its allocated overs and less than 20 minutes actual playing time remains, that team shall have the right to determine if play will continue or stumps drawn but will not receive the unused overs of the team batting first.

## **55 ADJUSTED COMPLETION TIME**

55.1 An additional period of up to 30 minutes is provided in the two half day match to allow the team batting second to receive its full entitlement of overs.

55.2 If play has continued after a first innings result has been achieved, then the provisional allowance of 30 minutes is not operative.

55.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved, then the result of the match will be a draw.

55.4 The completion time on the first day of a two half-day match will be the finishing time as indicated in the Fixture Book. The adjusted completion time for the second week of a two half-day match will be the finishing time indicated in the Fixture Book, plus the provisional allowance of thirty (30) minutes to enable the required number of overs to be completed.

55.5 (LAW 12.5) The over in progress when 'Time' is reached on either day, must be completed, irrespective of any wickets lost during that over.

## **56 ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY**

56.1 Should no play occur on the first day, the match will revert to a one-half day match the following week and all Rules associated with a one half-day match will apply.

56.2 Should play be interrupted in the first innings of the team batting second, there is no adjustment to the number of overs to be received by that team, nor should any run rate calculation be used. Should the team batting second not be all out and not have received their allotted overs the match will be deemed a draw.

## **57 DRINKS**

57.1 Drinks will be taken in accordance with the MCC Laws of Cricket.

## ONE HALF-DAY MATCHES

### 58 HOURS OF PLAY

#### 58.1 One half-day match

##### **Non daylight savings**

Commence: 1.30pm                      Stumps: 5.45pm

##### **Daylight savings**

Commence: 1.30pm    Stumps: 7.15pm

### 59 SCHEDULED NUMBER OF OVERS

59.1 The scheduled number of overs for a one half-day match is as follows:

- (a) One half-day match  
**Daylight Savings period**    40 overs per team  
**(No bowler will bowl more than 8 overs)**
- (b) One half-day match  
**Non-daylight savings period**    32 overs per team  
**(No bowler will bowl more than 7 overs)**

59.2 The bracketed figures below apply to matches played in non-daylight saving periods.

59.3 If there has been NO interruption to scheduled play, then:

- (a) if the team fielding first fails to bowl its 40 (32) overs by 4.20pm (3.30pm), it will continue to bowl until it has completed its 40 (32) overs, providing the team batting first has NOT been dismissed or has not declared its innings closed, and
- (b) the innings of the team batting second will be limited to a MAXIMUM number of overs, not exceeding the actual number of overs completed by 4.20pm (3.30pm) by the team bowling first including the over in progress at 4.20pm (3.30pm)
- (c) The winner will be the team with the HIGHER NUMBER OF RUNS SCORED. The match will conclude when a 1<sup>st</sup> innings result is achieved.

### 60 ADJUSTED COMPLETION TIMES

60.1 The adjusted completion time for a one half-day match, will be the finishing time indicated in the Fixture Book, plus the provisional allowance of thirty (30) minutes to enable the required number of overs to be completed.

60.2 If the required number of overs has not been completed at the adjusted time, and no result has been achieved, then the result of the match will be a draw.

### **Drinks Break**

60.3 In a one-day fixture, a drinks break may be taken, in accordance with the Laws of Cricket, at the halfway point (overs) of each innings.

## **61 ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY**

### **Loss of playing time prior to commencement**

61.1 If for any reason there has been a loss of scheduled playing time, the quota of overs to be bowled should be calculated as set out below.

Note: In all calculations, fractions are to be ignored

61.2 For any time lost prior to the actual commencement of play at the rate of one over for each team for each whole nine (9) minute time period of scheduled playing time remaining, providing that a minimum of 23 (18) overs is achievable by each side, i.e, at least 207 (162) minutes of scheduled playing time remains.

Example: 61.2 (a)

Rain delays the start of the game until 2.30pm. Therefore there are 305 minutes left to play (2.30pm to 7.45pm less 10 mins changeover). The game will then become a 33 over match (305/9). The first innings will be deemed to be completed at the end of the over in progress at 4.50pm (4.20 plus 30 minutes).

61.3 Should there be no play possible before 4.09 pm (3.34 pm), (i.e. only 206 (161) minutes of scheduled playing time remaining) then the match should be abandoned and declared a draw.

### **Loss of playing time during innings of team batting first**

61.4 For any time lost during the innings of the team batting first, a rate of one over for each whole nine (9) minute period of scheduled playing time lost, provided that a minimum of 23 (18) overs is achievable by each side, (ie at least 207 (161) scheduled playing time remains).

#### **Example: 61.4**

During the first innings of the team batting first, rain interrupts play and 37 minutes are lost before play resumes. It then becomes a 36 over match (40 – 37/9) and the first innings will be deemed to be completed at the end of the over in progress at 4.38 pm (4.20 pm + 37/2). (see 61.5).

61.5 If any time is lost for any reason before or during the innings of the team batting first, then that innings should be deemed to have completed at the end of the over in progress at a time calculated by adding 50% of the time lost to 4.20pm (3.30pm) unless the team is dismissed or has declared the innings closed beforehand. (See Example 61.4).

### **Loss of playing time after completion of team batting first**

61.6 Calculation of overs, for any time lost after the completion of the innings of the team batting first, is at a rate of one over for each completed four and one half (4 ½) minute time period of scheduled playing time lost, provided that the team batting second can achieve a minimum of 23 (18) overs.

#### **Example: 61.6**

During the innings of the team batting second, rain interrupts play and 29 minutes are lost before play resumes. (The first team batted out their 40 overs). The match is then reduced to a 34 over (40 – 29/4.5) match. The match will be decided on a run rate (Rule 61.11), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

61.7 Notwithstanding the above rule, where a team batting second has had its initial overs quota reduced to less than 23 (18) overs as a result of a slow over rate, this will not cause the match in question to be declared a draw, before the adjusted completion time, unless further scheduled playing time is lost during the innings of this team.

Note: In further clarification of Rule 61.7, if the team batting second, upon commencement of its innings, theoretically has insufficient time to receive the minimum number of overs, play should continue as it may be possible for the team batting second to score the required number of runs in reduced overs. Should the finishing time be reached before this has occurred, and the minimum number of overs has not been bowled, then the result will be a draw.

61.8 In the event that the required number of overs has not been bowled by 7.45pm (6.15pm), and provided that the minimum number of overs 23 (18) has been completed by both sides, the game will cease at that point and the game will be decided on a run rate as covered in Rule 61.11. This will also apply where the number of overs has been reduced due to weather intervention.

61.9 If the finishing time of 7.45pm (6.15pm) has been reached, and the required minimum number of overs 23 or (18) has not been received by both sides, play will cease and the result will be a draw.

61.10 If less than 23 (18) overs are completed by each team, then the match will be declared a draw, provided a result has not previously been achieved.

61.11 If conditions prevent the team from batting second from receiving its quota of overs, the match will be decided by a comparison of the run rates of both teams. These run rates are calculated by dividing the total runs scored by the total number of overs bowled. For the purposes of calculating this run rate, each legitimate ball bowled will count as one sixth (1/6<sup>th</sup>) of an over.

Where a team had been dismissed, or has declared its innings closed, before receiving its full quota of overs, its run rate will be calculated by dividing the total runs scored by the quota of overs it should have received. All this is provided that each side has completed a minimum of 23 (18) overs. The side with the better run rate will be the winner.

## **COMPETITION RULES – JUNIORS**

### **62 TEAM MANAGERS/COACHES**

62.1 Club Secretaries will advise the Association of the names and addresses of all Team Managers.

62.2 Any person approved by the Board will have complete charge of all players during the progress of games and whilst they are on the grounds.

62.3 All coaches of junior teams from under 10 to under 17 must hold Cricket Australia Coaching Certificate to at least level 1 standard or commit to undertake the course.

### **63 NOMINATIONS OF PLAYERS**

63.1 (LAW 1.1) In the Junior Stage 3 Competitions twelve (12) players may be named in each team. However, only eleven (11) of these players will be permitted to participate as batters and only eleven (11) will be permitted to field or bowl in any innings of a match. Any of the original 12 nominated players will be permitted to keep wickets.

63.2 In Stage 2 Competitions eleven (11) may be named in each team. However, only nine (9) of these players will be permitted to participate as batters and only nine (9) will be permitted to field at one time, up to eleven (11) may bowl in any innings of a match. Any of the original 11 nominated players will be permitted to keep wickets.

63.3 In Stage 1 Competitions nine (9) may be named in each team.

### **64 SUBSTITUTES (Law 24)**

64.1 In Junior Competitions a fielder may be substituted at any time (injury or illness is not a pre-requisite), but this law must be complied with in all other respects. The substitute must be qualified by age. The substitute is permitted to keep wickets.

### **65 ELIGIBILITY OF PLAYERS**

65.1 All players must be under the age of the Competition in which they wish to play, as of midnight on 31 August of the current season. On application, the Board may, at its sole discretion and based upon performance in prior years or after three (3) matches, permit girls or disabled children to participate in a lower age group.

65.2 Proof of the birth dates of all players will be in the hands of the Executive Officer no later than 8 weeks after the start of the Competition.

65.3 Any team playing a person before registration, disqualified or otherwise unqualified, will lose the match(s) in which the person played. Their opposition

will receive maximum numbers of points gained by any team in that division, or the points gained by themselves (whichever is the greater), in that particular round. The offending team will receive no points.

## **66 TRANSFER TO DIFFERENT AGE GROUP**

66.1 A player may be transferred, without clearance, from the team with which he was originally registered, to a team in a higher age group within the same Club, except as limited by Rule 66.3.

66.2 Should this player play for more than three (3) matches in a higher age group, he cannot return to the original team without application to, and permission from, the Board.

66.3 A player wishing to transfer to a higher age group, but a lower division, will require application to, and permission from, the Board. This Rule will apply to a player who:

- was originally registered in a higher age division, and
- is eligible, by age, to play in a lower division, and
- wishes to play in the lower age group, and
- has played more than three (3) matches in the higher age group.

## **67 TRANSFER TO SIMILAR AGE GROUPS**

67.1 A player may transfer from one group to a similar age group team within the same club on application to, and after permission from, the Board.

## **68 BALLS**

68.1 Plastic coated balls are to be used in all Under 10, 11 (Stage 1) and under 12, Stage 2 (**except Division 1**) competition matches irrespective of the pitch surface. The balls must be manufactured by AG Thompson (Kookaburra) and weigh 142 grams. In **Under 12 Division 1**, Under 13 (Stage 2), **Girls Stage 2 & Stage 3**, a 142g leather ball is used.

68.2 In all other Junior Age groups the ball must be manufactured by AG Thompson (Kookaburra) and weigh 156 grams.

## **69 TROPHIES**

69.1 Individual trophies will be awarded for the best batting average, highest aggregate, highest individual score, bowling average, most wickets except in Stage 2 Competition where trophies will be awarded for the highest aggregate and most wickets only.

69.2 Qualifications attached to individual trophy winners will be:

**Bowling** A bowler must have bowled at least forty (40) overs or obtained 20 wickets and played in at least half of the Competition matches his team played.

**Batting** A batter must have played in at least half the Competition matches his team played and have scored a minimum of two hundred runs.

69.3 The best performances will be recorded in the Annual Report each year.

## **70 REPORTING LATE STARTS AND CLAIMS FOR FORFEITS**

70.1 This rule relates to the Junior Competition and should be read in conjunction with Rule 35. If play does not commence on time, the offending team or teams may be fined an amount of \$20.00 for the first instance and up to \$40.00 for any subsequent offence, at the discretion of the Board.

70.2 The Coach/Manager will report all cases of late starts to the Board following the completion of the match.

## **71 BOWLING, FIELDING & BATTING RESTRICTIONS**

**The following fielding restrictions will apply;**

71.1 **Bowlers; P.D.C.A. Senior Rule 51 applies**, as well as following:

(a) As part of the 'Bowler Injury Prevention' plan, there will be a limitation on Pace Bowlers as follows: (a pace bowler is a bowler who would be broadly defined, by one or both umpires, as one to whom the wicketkeeper normally stand back).

(b) Following any spell of bowling, as detailed below, the pace bowler must be rested for the double the number of overs that they bowled.

When a player bowls less than their 'maximum allowable overs in a spell', and then wishes to resume bowling, before completing their minimum rest period, they are entitled to do so but this will be considered as part of the same spell and the limit of overs in total will still apply.

<b>Age</b>	<b>Maximum overs per spell</b>	<b>Maximum overs per day</b>
U17	6	16
U16	6	16
U15	5	12
U14	5	12
U13	4	8
U12	4	8
U11	4	8

71.3 **Fielding;**

(a) No player under 17 years of age as at midnight 31 August shall field within a ten metre circle at the striker's end, with the exception of the wicketkeeper off side slip and gully fielder.

(b) If a fielder is in breach of 71.3(a) above, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal "dead ball".

(c) In all Junior Competitions no player may field in the position of **Back-Stop**. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps. The prohibited area is to be marked on the field and at the boundary with markers or paint to assist enforcement.

#### 71.4 **Wicketkeepers:**

All Wicketkeepers under 17 years of age at midnight 31 August are to wear, **whilst keeping wicket**, a specifically designed properly fitting cricket helmet with face guard in all matches.

#### 71.5 **Batters:**

All batters under 17 years of age at midnight 31 August are to wear, whilst batting, a specifically designed properly fitting cricket helmet with face guard in all matches

### **CA STAGE 3 Under 14, 15 & 17**

#### **ONE DAY MATCH**

#### **72 HOURS OF PLAY**

Commence: 8.15 am

Stumps: 12.15 pm

#### **73 ADJUSTED COMPLETION TIME**

73.1 The adjusted completion time for a one half-day match, will be the finishing time above, plus the provisional allowance of fifteen (15) minutes to enable the required number of overs to be completed.

73.2 The period of 15 minutes is the maximum overall extension of the finishing time as indicated in Rule 72. **The match must end after the over in progress at 12.30pm.**

#### **74 SCHEDULED NUMBER OF OVERS**

74.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 71 also applies.

74.2 In all Stage 3 matches, if there has been NO interruption to play, then:

- (a) if the team fielding first fails to bowl its 30 overs by 10.10 am, it will continue to bowl until it has completed its 30 overs, providing the team batting first has NOT been dismissed or has not declared its innings closed, and
- (b) the innings of the team batting second will be limited to a MAXIMUM number of overs, not exceeding the number of overs completed by 10.10 am by the team bowling first including the over in progress at 10.10 am.



- (c) The winner will be the team with the HIGHER NUMBER OF RUNS SCORED. The match will end when a 1<sup>st</sup> innings result is achieved.

74.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 75.8, 75.9, 75.10), then the result of the match is a draw.

## 75 ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

### Loss of playing time prior to commencement

75.1 If for any reason there has been a loss of scheduled playing time, the quota of overs to be bowled should be calculated as set out below.

Note: In all calculations, fractions are to be ignored

75.2 For any time lost prior to the actual commencement of play at the rate of one over for each team for each whole seven (7) minute time period of scheduled playing time remaining, providing that a minimum of 15 overs is achievable by each side

### Loss of playing time during innings of team batting first

75.4 For any time lost during the innings of the team batting first, a rate of one over for each whole seven (7) minute period of scheduled playing time lost. Provided that a minimum of 15 overs is achievable by each side.

<b>CALCULATION FOR TIME LOST BEFORE THE MATCH or DURING INNINGS 1</b>				
New Start Time	Minutes Lost	Over Lost	New over total	New break time
8.25am	10	0	30	10.20am
8.32am	17	1	29	10.24am
8.39am	24	2	28	10.27am
8.46am	31	3	27	10.31am
8.53am	38	4	26	10.34am
9.00am	45	5	25	10.38am
9.07am	52	6	24	10.41am
9.14am	59	7	23	10.45am
9.21am	66	8	22	10.48am
9.28am	73	9	21	10.53am
9.35am	80	10	20	10.55am
9.42am	87	11	19	10.59am
9.49am	94	12	18	11.02am
9.56am	101	13	17	11.06am
10.03am	108	14	16	11.09am
10.10am	115	15	15	11.13am

10.20am Match is **abandoned before starting**, at 10.20am if no play has taken place.

Match is **abandoned after starting** if delays leave insufficient time for at least 15 overs each

### Loss of playing time after completion of team batting first

75.6 Calculation of overs for any time lost after the completion of the innings of the team batting first is at a rate of one over for each completed three and one half (3 ½) minute time period of scheduled play in time lost, provided that the team batting second can achieve a minimum of 15 overs.

CALCULATION FOR TIME LOST DURING INNING 2		
Minutes Lost	Over Lost	New over total
3.5	1	29
7	2	28
10.5	3	27
14	4	26
17.5	5	25
21	6	24
24.5	7	23
28	8	22
31.5	9	21
35	10	20
38.5	11	19
42	12	18
45.5	13	17
49	14	16
52.5	15	15

Match **may continue** although insufficient time remains for 15 overs

#### Example: 75.6

During the innings of the team batting second, rain interrupts play and 29 minutes are lost. (The first team batted out their 30 overs). The match is then reduced to a 22 over (30 – 29/3.5) match. The match will be decided on a run rate (Rule 75.12), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

75.7 Notwithstanding the above rule, where a team batting second has had its initial overs quota reduced to less than 15 overs as a result of a slow over rate, this will not cause the match in question to be declared a draw, unless further scheduled playing time is lost during the innings of this team.

Note: In further clarification of Rule 75.7, if the team batting second, upon commencement of its innings, even though it theoretically has insufficient time to receive the minimum number of overs, play should continue as it may be possible for the team batting second to score the required number of runs in the reduced number of overs. Should the finishing time be reached before this has occurred, and the minimum number of overs has not been bowled, then the result will be a draw.

75.8 In the event that the required number of overs has not been bowled by 12.30pm, and provided that the minimum number of 15 overs has been completed by both sides, the game will cease at that point and the game will be



## 78 SCHEDULED NUMBER OF OVERS

78.1 The scheduled number of overs for two-day fixtures is 60 (minimum 57)

78.2 (a) **Under 14 and 15 Bowlers** (see also Rule 71)

For matches played in the Under 14 and 15 competitions, no bowler, may bowl more than ten (10) overs per innings. If the match extends into a second innings, no pace bowler may bowl more than twelve (12) overs in a day's play.

(b) **Under 17 Bowlers** (see also Rule 71)

For two-day matches played in the Under 17 competitions, no bowler, may bowl more than twelve (12) overs per innings. If the match extends into a second innings, no pace bowler may bowl more than sixteen (16) overs in a day's play.

78.3 If a minimum 57 overs have been received by the team batting first (and they are not all out) but not the allotted 60 overs, the match will be reduced such that the team batting second will receive the same number of overs as their opponents.

78.4 If the team batting first is dismissed, or closes its innings before 60 overs have been bowled, the team batting second is entitled to receive its full allocation of 60 overs plus the number of full overs not used by the team batting first. However, in the event of the team batting on the first day losing its final wicket in over 57-60, which commenced four (4) minutes or less prior to the scheduled close of play, the team batting second will only receive the same number of overs as the team batting first.

78.5 If 57 overs are not received by the team batting first, and they are not all out, the match will be reduced as follows:

$$\frac{\text{No of overs received} + 60}{2}$$

Eg, if 53 overs are received,

$$\frac{53 + 60}{2} = 56.5$$

Therefore, the match will become a 56 overs per team match.

Similarly, if no overs are received on the first day, the match becomes

$$\frac{0 + 60}{2} = 30$$

Therefore, the match will become a 30 overs per team match.

78.6 Rule 78.5 also applies in the event of a team batting first declaring its innings closed after stumps on the first day or before commencement of play of the second day.

78.7 If 60 overs are bowled on the first day before finishing time, play will continue after the change of innings until the scheduled close of play.

## **79 ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY**

79.1 In all limited over matches, up to 15 minutes extra time may be played each day for lost time at the commencement of play for any reason other than weather conditions. See also Rule 77.2.

79.2 Should no play occur on the first day, the match will revert to a one-half day match the following week and all Rules associated with a one half-day match will apply.

79.3 Should play be interrupted in the first innings of the team batting second, there is no adjustment to the number of overs to be received by that team, nor should any run rate calculation be used. Should the team batting second not be all out and not receive their allotted overs the match will be deemed a draw.

## **C.A. STAGE 2 Under 12 & Under 13 age group**

### **Foreword**

A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window. Stage 2 is to be played under the published "Australia Cricket Stage 2 30 Over Rules", summarised here:

## **80 PLAYING CONDITIONS**

80.1 **Teams** - 9 players per team (maximum 11 can be named in the team). 7 players per team minimum are required to play the game, 11 players per team maximum are to be allocated to a team. Only 9 players can be on the field at any given time, only 9 can bat and up to 11 can bowl, however, any non-batter(s) must bowl (in the first 15 overs), on-bowler(s) must bat (in the first 5).

80.2 **Hours of Play** - commence 8.15 am. It is expected that these matches will conclude within approximately three hours.  
**P.D.C.A. Rules 72, 73, 74 & 75 apply, regarding scheduling & time lost.**

80.3 **Ball to be used – Under 12** (except Division 1): plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball. – **Under 12 Div 1, Under 13 & Girls Stage 2:** leather ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Colt is the recommended ball

- 80.4 **Boundary** - maximum 45 metres measured from the batting end stumps and clearly marked. Batting is from one end only.
- 80.5 **Pitch Length** - pitch to be 18 metres in length measured from stump to stump.
- 80.6 **Stumps** - normal at batting end with portable stumps at bowling end.
- 80.7 **Creases** - at the bowling end to be marked with white chalk or white tape.
- 80.8 **Overs** - 30 per team.
- 80.9 **Bowling** – from one end (portable stumps end) for the entire game.
- 80.10 **Batting** – All batters retire at 35 balls (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen.  
If a team has more than 9 players, those that did not bowl must bat (in the first 5 batters).
- 80.11 **Bowler** Maximum 5 overs per bowler, 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled. All players are to bowl (excluding the wicket keeper where only one is used). Players that did not bat must bowl (in the first 15 overs). If more than 9 players are named, up to 11 players may bowl.
- 80.12 **Fielding** - Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres of the batter (except regulation off side slips, gully and wicket keeper). Each team may use two (2) wicket keepers (15 overs each). If more than 9 players are present at a match, they should rotate onto the field each over.  
No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.
- 80.13 **Wicketkeepers** - Each team may use 2 Wicketkeepers (15 overs each).
- 80.14 **Dismissals** - All modes of dismissal count.

## **MODIFIED CRICKET / C.A. STAGE 1**

### **Under 10 & Under 11 age groups**

#### **Foreword**

Modified Cricket has been designed in an effort to provide a form of cricket especially suited for players Under 11 years of age, in order that all players will have an equal opportunity to participate.

Matches will be conducted in line with the Junior Cricket Stage1 of Cricket Australia Junior Pathway.

The Competition Committee may allow a player over the age of 11 years to play in Modified matches if it is considered special circumstances apply. The Club must make application to the Competition Committee and clubs are expected to use this rule in the spirit intended.

There will be no points awarded for Modified Cricket, therefore, there will be no semi-finals or finals.

#### **81 PLAYING CONDITIONS**

**81.1 Teams** - will consist of up to nine (9) players each. If either team has less than 9 players the match will proceed as the primary purpose of this format is to provide a game of cricket for the players.

**81.2 Hours of Play – Matches will be scheduled at either 7.45am, 8.30am or 10.15am:** It is expected that these matches will conclude within approximately two hours.

7.45am Scheduled Matches: The innings of team batting first commences at 7.45am and must cease at 8.55am, Innings of team batting second commences at 9.00am and must cease at 10.10am.

8.30am Scheduled Matches: Commence 8.30am with stumps no later than 12 noon.

10.15am Scheduled Matches: The innings of team batting first commences at 10.15am and must cease at 11.25am, the innings of team batting second commences at 11.30am and must cease at 12.40pm.

The number of deliveries faced by the team batting first will be available to the team batting second, provided the above completion times are met.

**81.3 Ball to be used** – plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball.

**81.4 Boundary** – maximum 40 metres measured from the batting end stumps and clearly marked.

81.5 **Pitch Length** – pitch to be 16 metres in length measured from stump to stump.

81.6 **Stumps** – normal at batting end with portable stumps at bowling end.

81.7 **Creases** – at the bowling end to be marked with white chalk or white tape.

81.8 **Overs** – 20 per team of 6 balls each including No Balls and Wides.

81.9 **Bowling** – from one end (portable stumps end) for the entire game.

81.10 **Batting** – each player shall face the number balls as determined by the following calculations.

120 balls (20 overs by 6 balls) divided by the number of batters, e.g. 7 batters would face 17 balls each with the last man continuing until he receives 18 balls (8 batters = 15 each; 9 batters = 13 each with last 2 batters facing remaining 3 balls).

All balls regardless of whether Wides or No Balls will be included in the batter's ball count.

81.11 **Bowler** – maximum of 6 balls per over (including Wides and No Balls).

All players to bowl (e.g. minimum of 2 and maximum of 4 each with the exception of the Wicketkeepers who are required to bowl at least one over each).

81.12 **Fielding** – a maximum of 9 (same number for each team) players (including Wicketkeeper and Bowler) may field at any one time. Rotation of Fielding Positions is required to ensure players experience all positions.

No fielder may field within 15 metres of the batter or each other (except the wicketkeeper).

No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.

81.13 **Wicketkeepers** - Each team is required to use a minimum of 2 Wicketkeepers (10 overs each).

81.14 **Dismissals** – unlimited dismissals. Each player will face the allocated number of balls.

For each dismissal the Bowling Team's batting score will be increased by 4 runs at the end of the innings.

The LBW Law will not apply.



## GIRLS THUNDER LEAGUE

### 82 HOURS OF PLAY

Commence: 2.00 pm

Stumps: 6.00 pm

### 83 ADJUSTED COMPLETION TIME

83.1 The adjusted completion time for a one half-day match, will be the finishing time above, plus the provisional allowance of fifteen (15) minutes to enable the required number of overs to be completed.

83.2 The period of 15 minutes is the maximum overall extension of the finishing time as indicated in Rule 82. **The match must end after the over in progress at 6.15pm.**

### 84 SCHEDULED NUMBER OF OVERS

84.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 71 also applies.

84.2 In Stage 2 & 3 matches, if there has been NO interruption to play, then:

- (a) if the team fielding first fails to bowl its 30 overs by 3.55 pm, it will continue to bowl until it has completed its 30 overs, providing the team batting first has NOT been dismissed or has not declared its innings closed, and
- (b) the innings of the team batting second will be limited to a MAXIMUM number of overs, not exceeding the number of overs completed by 3.55 pm by the team bowling first including the over in progress at 3.55 pm.
- (c) The winner will be the team with the HIGHER NUMBER OF RUNS SCORED. The match will end when a 1<sup>st</sup> innings result is achieved.

84.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 85.8, 85.9, 85.10), then the result of the match is a draw.

### 85 ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

#### Loss of playing time prior to commencement

85.1 If for any reason there has been a loss of scheduled playing time, the quota of overs to be bowled should be calculated as set out below.

Note: In all calculations, fractions are to be ignored

85.2 For any time lost prior to the actual commencement of play at the rate of one over for each team for each whole seven (7) minute time period of scheduled playing time remaining, providing that a minimum of 15 overs is achievable by each side

### Loss of playing time during innings of team batting first

85.4 For any time lost during the innings of the team batting first, a rate of one over for each whole seven (7) minute period of scheduled playing time lost. Provided that a minimum of 15 overs is achievable by each side.

<b>CALCULATION FOR TIME LOST BEFORE THE MATCH or DURING INNINGS 1</b>				
New Start Time	Minutes Lost	Over Lost	New over total	New break time
2.10pm	10	0	30	4.05pm
2.27pm	17	1	29	4.09pm
2.24pm	24	2	28	4.12pm
2.31pm	31	3	27	4.16pm
3.38pm	38	4	26	4.19pm
2.45pm	45	5	25	4.23pm
2.52pm	52	6	24	4.26pm
2.59pm	59	7	23	4.30pm
3.06pm	66	8	22	4.33pm
3.13pm	73	9	21	4.37pm
3.20pm	80	10	20	4.40pm
3.27pm	87	11	19	4.43pm
3.34pm	94	12	18	4.47pm
3.41pm	101	13	17	4.51pm
3.48pm	108	14	16	4.54pm
3.55pm	115	15	15	4.57pm

4.05pm Match is **abandoned before starting**, at 4.05pm if no play has taken place.

Match is **abandoned after starting** if delays leave insufficient time for at least 15 overs each

### Loss of playing time after completion of team batting first

85.6 Calculation of overs for any time lost after the completion of the innings of the team batting first is at a rate of one over for each completed three and one half (3 ½) minute time period of scheduled play in time lost, provided that the team batting second can achieve a minimum of 15 overs.

<b>CALCULATION FOR TIME LOST DURING INNING 2</b>		
Minutes Lost	Over Lost	New over total
3.5	1	29
7	2	28
10.5	3	27
14	4	26
17.5	5	25
21	6	24
24.5	7	23
28	8	22
31.5	9	21
35	10	20

38.5	11	19
42	12	18
45.5	13	17
49	14	16
52.5	15	15

Match **may continue** although insufficient time remains for 15 overs

**Example: 85.6**

During the innings of the team batting second, rain interrupts play and 29 minutes are lost. (The first team batted out their 30 overs). The match is then reduced to a 22 over (30 – 29/3.5) match. The match will be decided on a run rate (Rule 75.12), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

85.7 Notwithstanding the above rule, where a team batting second has had its initial overs quota reduced to less than 15 overs as a result of a slow over rate, this will not cause the match in question to be declared a draw, unless further scheduled playing time is lost during the innings of this team.

Note: In further clarification of Rule 85.7, if the team batting second, upon commencement of its innings, even though it theoretically has insufficient time to receive the minimum number of overs, play should continue as it may be possible for the team batting second to score the required number of runs in the reduced number of overs. Should the finishing time be reached before this has occurred, and the minimum number of overs has not been bowled, then the result will be a draw.

85.8 In the event that the required number of overs has not been bowled by 6.15 pm, and provided that the minimum number of 15 overs has been completed by both sides, the game will cease at that point and the game will be decided on a run rate as covered in Rule 85.11. This will also apply where the number of overs has been reduced due to weather intervention.

85.9 If the finishing time of 6.15 pm has been reached, and both sides have not received the required minimum number of 15 overs, play will cease and the result will be a draw.

85.10 If less than 15 overs are completed by each team, then the match will be declared a draw, provide that a result has not previously been achieved.

85.11 If conditions prevent the team batting second from receiving its quota of overs, then the match will be decided upon by a comparison of the run rates of both teams. These run rates are calculated by dividing the total runs scored by the total number of overs bowled. For the purposes calculation this run rate, each legitimate ball bowled will count as one sixth (1/6<sup>th</sup>) of an over.

85.12 Where a team had been dismissed, or has declared its innings closed, before receiving its full quota of overs, its run rate will be calculated by dividing the total runs scored by the quota of overs it should have received. All this is

provided that each side has completed a minimum of 15 overs. The side with the better run rate will be the winner.

**86 Ball to be used** – Leather ball manufactured by AG Thompson (Kookaburra)142 grams. Kookaburra Colt is the recommended ball.

### **87 C.A. STAGE 3 Girls - PLAYING CONDITIONS**

**Teams** - 9 players per team, 6 players per team minimum are required to play the game, 10 players per team maximum are to be allocated to a team. 9 players can be on the field at any given time. Any 9 can bat and any 9 can bowl.

### **88 C.A. STAGE 2 Girls PLAYING CONDITIONS**

#### **Foreword**

A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window. Stage 2 is to be played under the published “Australia Cricket Stage 2 30 Over Rules”, summarised here:

### **80 PLAYING CONDITIONS**

**80.1 Teams** - 9 players per team (maximum 11 can be named in the team). 7 players per team minimum are required to play the game, 11 players per team maximum are to be allocated to a team. Only 9 players can be on the field at any given time, only 9 can bat and up to 11 can bowl, however, any non-batter(s) must bowl (in the first 15 overs), on-bowler(s) must bat (in the first 5).

**80.2 Hours of Play** - commence 8.15 am. It is expected that these matches will conclude within approximately three hours.

**P.D.C.A. Rules 72, 73, 74 & 75 apply, regarding scheduling & time lost.**

**80.3 Ball to be used** – Leather ball manufactured by AG Thompson (Kookaburra)142 grams. Kookaburra Colt is the recommended ball.

**80.4 Boundary** - maximum 45 metres measured from the batting end stumps and clearly marked. Batting is from one end only.

**80.5 Pitch Length** - pitch to be 18 metres in length measured from stump to stump.

**80.6 Stumps** - normal at batting end with portable stumps at bowling end.

**80.7 Creases** - at the bowling end to be marked with white chalk or white tape.

**80.8 Overs** - 30 per team.

**80.9 Bowling** – from one end (portable stumps end) for the entire game.

**80.10 Batting** – All batters retire at 35 balls (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen.

If a team has more than 9 players, those that did not bowl must bat (in the first 5 batters).

**80.11 Bowler** Maximum 5 overs per bowler, 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled. All players are to bowl (excluding the wicket keeper where only one is used). Players that did not bat must bowl (in the first 15 overs). If more than 9 players are named, up to 11 players may bowl.

**80.12 Fielding** - Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres of the batter (except regulation off side slips, gully and wicket keeper). Each team may use two (2) wicket keepers (15 overs each). If more than 9 players are present at a match, they should rotate onto the field each over.

No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.

**80.13 Wicketkeepers** - Each team may use 2 Wicketkeepers (15 overs each).

**80.14 Dismissals** - All modes of dismissal count.

## **89 C.A. STAGE 1 Girls PLAYING CONDITIONS**

### **Foreword**

Modified Cricket has been designed in an effort to provide a form of cricket especially suited for players Under 11 years of age, in order that all players will have an equal opportunity to participate.

Matches will be conducted in line with the Junior Cricket Stage1 of Cricket Australia Junior Pathway.

The Competition Committee may allow a player over the age of 11 years to play in Modified matches if it is considered special circumstances apply. The Club must make application to the Competition Committee and clubs are expected to use this rule in the spirit intended.

There will be no points awarded for Modified Cricket, therefore, there will be no semi-finals or finals.

**89.1 Teams** - will consist of up to nine (9) players each. If either team has less than 9 players the match will proceed as the primary purpose of this format is to provide a game of cricket for the players.

89.2 **Hours of Play** – Commence 2.00pm with stumps no later than 5.30 pm. It is expected that these matches will conclude within approximately two hours. The number of deliveries faced by the team batting first will be available to the team batting second, provided the above completion times are met.

89.3 **Ball to be used** – plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball.

89.4 **Boundary** – maximum 40 metres measured from the batting end stumps and clearly marked.

89.5 **Pitch Length** – pitch to be 16 metres in length from stump to stump.

89.6 **Stumps** – normal at batting end with portable stumps at bowling end.

89.7 **Creases** – at the bowling end to be marked with white chalk or tape.

89.8 **Overs** – 20 per team of 6 balls each including No Balls and Wides.

89.9 **Bowling** – from one end (portable stumps end) for the entire game.

89.10 **Batting** – each player shall face the number balls as determined by the following calculations.

120 balls (20 overs by 6 balls) divided by the number of batters, e.g. 7 batters would face 17 balls each with the last man continuing until he receives 18 balls (8 batters = 15 each; 9 batters = 13 each with last 2 batters facing remaining 3 balls).

All balls regardless of whether Wides or No Balls will be included in the batter's ball count.

89.11 **Bowler** – maximum of 6 balls per over (including Wides and No Balls).

All players to bowl (e.g. min of 2 and max of 4 overs each with the exception of the Wicketkeepers who are required to bowl at least one over each).

89.12 **Fielding** – a maximum of 9 (same number for each team) players (including Wicketkeeper and Bowler) may field at any one time. Rotation of Fielding Positions is required to ensure players experience all positions.

No fielder may field within 15 metres of the batter or each other (except the wicketkeeper).

No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.

89.13 **Wicketkeepers** - Each team is required to use a minimum of 2 Wicketkeepers (10 overs each).

89.14 **Dismissals** – unlimited dismissals. Each player will face the allocated number of balls.

For each dismissal the Bowling Team's batting score will be increased by 4 runs at the end of the innings.

The LBW Law will not apply.

