COMPETITION RULES – SENIORS

22. PLAYER UMPIRE.

22.1 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.

21.2 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.

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

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

21.5 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.

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

21.7 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.

21.8 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

23. HOURS OF PLAY

Non Daylight Saving
Commence 1.30pm **Stumps 5.45pm**

Daylight Saving
Commence 1.30pm **Stumps 6.15pm**.

23.2 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.

23.3 An additional period of up to 30 minutes is provided on the second day of the two half-day match to allow the team batting second to receive its full entitlement of first innings overs. If play has continued after a first innings result has been achieved, then the provisional allowance of 30 minutes is not operative.

23.4 (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.

Drinks.

23.5 Two Day matches: A drink break of no more than 5 minutes will be taken after each uninterrupted 17 then 18 overs of play (17, 35, 52). (16 overs in non-Daylight-saving time).

24. SCHEDULED NUMBER OF OVER.

24,1 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)**.

24.2 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.

24.3 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 their full allocation of overs plus the number of full overs not used by the team batting first.

24.4 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:

$$\frac{\text{No of overs received} + 70}{2}$$

E.g. if 30 overs are received,

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

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

24.5 Rule 24.4 also applies in the event of a team batting first declaring its innings after stumps on the first day or before commencement of play on the second day.

24.6 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.

25 ADJUSTMENTS TO OVERS DUE TO LOSS OF PLAY.

25.1 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.

25.2 If play is 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 or achieved a result, the match will be deemed a draw.

ONE HALF-DAY MATCHES

26. HOURS OF PLAY.

26.1 **One half-day match**

Non daylight savings

Commence: 1.30pm Stumps: 5.45pm

Daylight savings
Commence: 1.30pm Stumps: 7.15pm.

27. SCHEDULED NUMBER OF OVERS.

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

Daylight Savings period 40 overs per team
(No bowler will bowl more than 8 overs)

Non-daylight savings period 32 overs per team
(No bowler will bowl more than 7 overs)

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

27.3 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 1st innings result is achieved.

27.4 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 minimum required number of overs to be completed.

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

Drinks.

27.6 In a one-day fixture, one drink break of no more than 5 minutes will be taken half way through the scheduled number of overs in each innings (if 20 or more)

28. ADJUSTMENTS OF OVERS DUE TO LOSS OF PLAY.

Loss of playing time prior to commencement.

28.1 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.

28.2 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.

28.3 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.

28.4 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: 28.4 - 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 28.5).

28.5 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 declared the innings closed beforehand. (See Example 28.4).

Loss of playing time after completion of team batting first

28.6 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: 28.6 - 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 28.11), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

28.7 Notwithstanding the above rule, where a team batting second has had its initial overs quota reduced to less that 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 28.7, 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.

28.8 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 28.11. This will also apply where the number of overs has been reduced due to weather intervention.

28.9 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.

28.10 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.

28.11 If conditions prevent the team 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 ($1/6^{th}$) of an over.
Where a team has 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.