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CODES APPLICABLE TO PARRAMATTA DISTRICT CRICKET ASSOCIATION

THE LAWS OF CRICKET

Preamble: The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.

- Play hard and play fair.

- Accept the umpire's decision.

- Create a positive atmosphere by your own conduct, and encourage others to do likewise.

- Show self-discipline, even when things go against you.

- Congratulate the opposition on their successes, and enjoy those of your own team.

- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

PARRAMATTA DISTRICT CRICKET ASSOCIATION - CODE OF CONDUCT

All CNSW affiliated cricket participants are bound by Cricket NSW By Laws, policies and Code of Conduct. These will apply in conjunction with this PDCA Code of Conduct.

Breaches of these Codes reported to the association must be forwarded as a written report from a club's Executive Officer on behalf of the club's committee. Reports will be forwarded to the PDCA Judiciary Committee for evaluation and investigation. The Judiciary Chair may make a determination of outcome and penalties based on reports, or they may elect to conduct a Judiciary Committee hearing which will determine the outcome and penalties. The rights of appeal are detailed in Rule 17

The Code:

All matches will be conducted in the true spirit of the game of Cricket. All Club participants, being Captains, players, Officials, Umpires, Team Managers, Coaches, spectators and others

are bound by and 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. ***Captains, Team Managers and Coaches will***

a) will be responsible for their team's behaviour and for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

b) ensure participants are aware of their responsibilities under this code and 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.

f) In Senior Cricket, at all times while fielding one member of the team will be clearly identified as Captain by an appropriate arm-band.

g) In Junior Cricket, at all times during play participant umpires will wear an identifying vest. Only identified umpires and the nominated players are permitted on the field during play.

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 includes swearing which can be heard by those off the field.

5. No participant 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, ethnicity, gender identity or sexual orientation. Such conduct should be reported immediately to umpires and both Captains (or junior Coaches/Managers) as well as to the association after the match. Offences under this clause will necessarily attract more severe sanctions than those under clause 4**.**

6. 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.)

7. ***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, 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 bowler's 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.

PARRAMATTA DISTRICT CRICKET ASSOCIATION – RULES

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

1. PDCA AUTHORITY

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

2. DOMESTIC VARIATIONS TO MCC LAWS OF CRICKET

2.1 All games are to be played under the MCC Laws of Cricket 2017 Code, Fourth Edition, with the amendments and additions as made by the Parramatta District Cricket Association Incorporated. These Laws, as varied, are set out within this book and will be noted as such; e.g. PDCA Rule Number followed by (LAW 1.2).

Fielder Absent or Leaving the Field

2.2 (Law 24.2.2 – 24,2,9 & 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)

2.3 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 (Law 2.7)

2.4 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 reserves the right to cancel a round based on a forecast of extreme heat.

Fair & Unfair Play – Penalty Runs (Laws 27, 28, 41)

2.5 Penalty runs referred to in the Laws do not apply in the PDCA Competitions, except Laws 28.2 & 28.3, penalty runs for a ball striking a fielder's helmet or equipment whilst not being worn, or the incorrect fielding of a ball by a fielder, which do apply.

3. REGISTRATION

Nomination of teams

3.1 Affiliated clubs may nominate teams for competitions, lodged on the proper forms containing a list of full names of players to be registered in each team, showing averages and any other required information. Clubs are responsible for verifying the accuracy of the information including junior players dates of birth. Nominations must be received prior to the closing date.

3.2 Affiliation fees as determined by the Board not paid 30 days after falling due 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.

Registration of Players

3.3 Players named on Team Nomination Forms and accepted by the Grading Committee are deemed registered with PDCA in the allocated grade. Clubs may register other qualified players by application on the Late Registration Form, prior to playing. Late Registrations are subject to the discretion of the Grading Committee and Rule 6. Such players, accepted in writing are deemed registered with PDCA in the grade confirmed.

3.4 All players must hold a current registration with their club on the PlayHQ platform and an allocation to a team prior to playing. All players must be named and visible on the PlayHQ platform before the match details are locked on the Tuesday following the match, with exceptions at the discretion of the Board.

3.5 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.

4. QUALIFICATION

4.1 Clubs are responsible for checking that players are correctly registered with both the association and PlayHQ, and qualify in all other respects, before allowing them to play. Law 1 applies regarding Team Lists.

4.2 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. Captains of such teams will be referred to the Judiciary Committee.

4.3 No player may play in more than one fixture set down for the same time, including any with concurrent scheduled playing time, with the exception of a junior player who is also playing in a senior competition, and under Rule 4.4.

4.4 A Club will be permitted, subject to the approval of the Board; to replace a player who has been promoted to any Premier Cricket Club (for a First – Fifth Grade match) after a match has commenced, with another player. The replacement player referred to in 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.

4.5 No player may play with more than one PDCA Club or team of the same grade during the season, unless a permit is granted by the Board and a clearance is granted from the original club. Junior players may play senior cricket with a second club without restriction, provided they are appropriately registered.

4.6 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. Application of this rule will be guided by the Board and the CNSW Defaulters list.

5. GRADING.

5.1 Players will be graded individually to the criteria described within these Rules. Teams are accepted, graded and placed into competitions at the discretion of the duly appointed Grading Committee.

5.2 The Grading Committee may decline to accept individual names on team entries, players so declined will be subsequently considered under the Late Registration. The Association will have the power to grant permission to any player under certain disabilities or circumstances or specific restrictions to play in any grade.

5.3 Any players with multiple PlayHQ/PlayCricket identities, or 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.

5.4 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.

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

Grading of Players in Senior Competitions.

5.6 For grading purposes, participation (by batting and/or bowling) in at least seven matches will constitute a season and “latest grade played”.

5.7 When assessing team registrations, the Grading Committee will not permit a player to be registered in a team graded more than three (3) grades lower than their latest grading.

5.8 When a player’s PlayHQ record cannot be publicly accessed, the player is graded three grades above his last playing grade.

5.9 Clubs may apply for player re-grading at any time and such regrading will be at the Board’s discretion. After such re-grading, a player must play a minimum of three (3) matches in that particular grade to qualify for semi-finals and finals. The Board may impose any restrictions it sees fit on the re-graded players.

5.10 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.

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

Any player with the following figures shall be graded **in that grade**:

(a) Batting Aggregate of **250** plus, at an average of less than 30.

(1) (**20** or more wickets at an average of 20 or more.

(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 **250** runs, or

(3)**25 to 39** wickets irrespective of average, or

(4) 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 **250** 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 **250** 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.

5.12 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:

Premier 1st & 2nd, Grade & Shires 1st Grade	**A Grade**
Premier 3rd Grade & Shires 2nd Grade	**No lower than B1**
Premier 4th Grade	**No lower than B3**
Premier 5th Grade & Shires 3rd Grade	**No lower than B5**
Shires 4th Grade	**No lower than B8**
Shires 5th Grade & Metropolitan Cup	**No lower than B11**

5.13 Assumed equivalent grades for players from other competitions will be at the discretion of the Board.

Grading of Players in Junior Competitions

5.14 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. The Board may allow exemptions. Clubs must sight and confirm proof-of-age upon registration.

5.15 Any junior player having played Shires or Premier cricket will only qualify for their club's highest division in their nominated age.

6. LATE REGISTRATION

6.1 Late Registrations will only permit a player to play according to their individual grading.

6.2 Ungraded players, whose averages permit them to play in a lower grade, may play up to three grades lower than the equivalent grade last played at the discretion of the Grading Committee based on the player's most recent playing history. If a player has participated in less than seven matches in the grade last played, their previous grading will apply.

6.3 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.

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

7. PLAYING IN DIFFERENT GRADES

Senior

7.1 Players may play in higher grades than where registered, Having played six (6) or more matches in a higher grade than their original registration, they cannot play a lower grade without permission from the board.

7.2 Clubs with teams in A and A Reserve may select any three (3) A Grade players to play in the A Reserve grade, only when both teams are playing that round.

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

7.4 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. This rule does 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.

(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 7.

(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 if regraded.

Junior

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

7.6 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 7.7.

7.7 A player wishing to transfer to a higher age group, but a lower division, will require application to, and permission from the Board.

7.8 Should the player play four or more matches in a higher age group, they cannot return to the original team without application to, and permission from the Board.

8. GROUNDS

8.1 Competition matches are not necessarily played on a home and away basis and the draw will need to be read closely; the first mentioned team is the home team.

8.2 Home teams are responsible for amenities access and boundary marking. Home team clubs must ensure their pitches are properly and clearly maintained and marked with crease markings and that there is no grass encroachment on the pitch surface of hard wickets. Penalties may apply if rectification is not made within 7 days of notification to do so by the association.

8.3 Boundary 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, unless limited by physical barriers.

8.3 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.

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

8.5 Decisions on the fitness of light, ground or weather will rest with the officially appointed Umpires in line with MCC Laws of Cricket and the Extreme Heat Policy (1.4). 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.

8.6 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.

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

8.8 Under Local Government Ordinance, it is an offence to consume alcohol on public parks or sporting fields. Local ordinances regarding smoking also apply.

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

8.10 Any breach of Rule 8.8 or 8.9 will be investigated and action taken.

9. CLOTHING and SPONSORSHIP

9.1 Shirts may carry a maximum of five club or sponsor's logo as follows; One on each breast and each sleeve of 50cm^2 maximum area each, and one on the back between the shoulders of 200cm^2 maximum area. Trousers may carry two club or sponsor logos; one on each thigh of 50cm^2 maximum area. Hats may carry one club or sponsor logo of 50cm^2 maximum area.

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

9.3 All players appearing in a competition match must wear proper cricketing attire, approved 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 cm 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

9.4 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 wear a white or cream shirt,

- The proposed shirt must be submitted to the Competition Committee for approval.

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

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

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

9.8 Batters leg guards (pads) must be white.

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

9.10 No player will be allowed to play if wearing other than proper cricket uniform, except as provided in Rule 9.8.

9.11 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.

9.12 For female, 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.

10. MATCH DURATION

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

Match Result

10.2 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 10.7, 25.2, 35.7 & 36.4) 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

10.3 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.

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

10.5 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

10.6 The adjusted completion time for one-day matches, or the second week of a two-day match, is 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

10.7 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.

10.8 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.

11. DECLARATION OF PLAYERS (MCC Law 1).

11.1 In the Senior Competitions twelve (12) players may be named in each team, listed as they appear in PlayHQ. 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, exchanged at the toss. This rule does not exclude the use of substitute fielders as allowed in MCC Law 24. Substitute fielders may not keep wicket.

11.2 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.

11.3 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.

11.4 For Junior Competitions see Rule 30

12. PLAYING THE MATCH

The Ball (Law 4)

12.1 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.

12.2 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.

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

12.4 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.

12.5 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.

12.6 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.

The Toss (Law 13.4)

12.7 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 to, shall be deemed to have won the toss and will determine which team bats and bowls.

12.8 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.

Injured Bowler

12.9 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 16 one half day matches, part overs will count as a full over, only insofar as each bowler’s limit is concerned.

Follow-on Innings (Law 14)

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

Declarations (Law 15)

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

No Ball (Law 21)

12.12 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.

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13. BOWLING (LIMITATION OF OVERS FOR PACE BOWLERS), BATTING AND FIELDING RESTRICTIONS.

Bowlers:

13.1 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 stands back.

Age	Maximum overs per spell	Maximum overs per day
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.

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

13.3 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.

13.4 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. Eg, 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.

Fielding:

13.5 (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 13.5 (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 least 5 metres to the side of the line of the stumps. The prohibited area is to be marked on the field and at the boundary with markers or paint to assist enforcement.

Wicketkeepers:

13.6 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.

Batters:

13.7 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.

14. SCORE BOOKS AND SCORING (Law 18)

14.1 Captains will ensure that the scores are kept together and that both scorers keep the batting and bowling analysis of each team. If electronic scoring is employed, at least one written record must be kept. The home team will have the first option of scoring type.

14.2 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.

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

14.4 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 score records, the book(s) and/or electronic record(s) will be forwarded to the Board for a decision on the result of the match.

14.5 Where a team plays with less than eleven, and all available wickets have fallen, ten (10) wickets will be considered as fallen when determining official team averages.

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

15. REPORTING LATE STARTS AND CLAIMS FOR FORFEITS

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

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

15.3 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.

15.4 Should a team not be ready to commence play fifteen (15) minutes after the scheduled start of play the opposing team may lodge a report with the Association. Should a team intend to lodge a report 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. They may elect to play the match, however if the match does commence more than 30 minutes after the scheduled start, the forfeit cannot be claimed and the late start should be reported.

15.5 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.

16. FORFEITS AND BYES

16.1 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** (3 points for Stage 2) and may be disqualified from the competition.

16.2 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.

16.3 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)

16.4 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.

16.5 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.

16.6 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.

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

17. PROTESTS AND DISPUTES

17.1 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 seven days following completion of the match concerned.

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

17.3 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.

17.4 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.

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

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

17.7 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.

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

17.9 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.

17.10 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.

17.11 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.

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

18. RESULTS and TABLES

Match Results

18.1 Each team is responsible for posting the result and their own full score sheet, including all players' names 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.

18.2 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.

Point Score

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

18.3 Points will be allotted as follows:

Senior and Stage 3 junior Competition:

- Outright Win 10
- First Innings Win 7
- Defeated Outright after leading on First Innings 7
- Tie - Team leading on the First Innings 7
  - Opposing Team 5
- Tie on First Innings – each Team 4
- Draw – each Team 4
- Loss on First Innings 1
- Loss Outright 0

Stage 2 Junior Competition:

- Win 4
- Loss 0
- Draw or Tie 2

Quotient

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

18.5 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 with the highest quotient is considered to have the better performance.

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

19. SEMI-FINALS AND FINALS

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

1st v 4th and 2nd v 3rd

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

19.3 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 7.4 (d).

19.4 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.

19.5 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.

19.6 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.

19.7 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

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

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

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

19.11 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.

19.12 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 bowler's 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.

19.13 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 bowler's 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.

20. TROPHIES

20.1 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.

21. UMPIRES

Payment

21.1 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.

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

Fees

21.3 Senior Matches: **$180.00** per umpire per day ($90.00 from each team) where a PDCUA Full Member is appointed.

$135.00 per umpire per day ($67.50 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: **$110.00** per umpire per day ($55 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

21.4 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

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.

COMPETITION RULES – JUNIORS

29. TEAM MANAGERS/COACHES.

29.1 Clubs will ensure all Junior team managers and Coaches are correctly identified and registered on the PlayHQ platform. Any person so nominated will have complete charge of all players during the progress of games and whilst they are on the grounds.

29.3 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.

30. DECLARATION OF PLAYERS.

30.1 (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.

30.2 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.

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

30.1 In Junior Competitions a fielder may be substituted at any time with a substitute player not declared (injury or illness is not a pre-requisite), but Law 24 must be complied with in all other respects. The substitute must be qualified by age. The substitute is not permitted to keep wickets.

31. BALLS

31.1 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.

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

32. TROPHIES

32.1 In Stage 3 competition, individual trophies will be awarded for the best batting average, highest aggregate, highest individual score, bowling average, most wickets. In Stage 2 Competition trophies will be awarded for the highest aggregate and most wickets.

32.2 Qualifications attached to individual trophy winners will be:

Bowling A bowler must have bowled at least forty (40) overs or taken 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.

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

CA STAGE 3 - Under 14, 15 & 17

ONE DAY MATCH

33. HOURS OF PLAY

33.1 Commence: 8.15 am Stumps: 12.15 pm

33.2 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.

33.3 The 15 minutes is the maximum extension of finishing time as indicated in Rule

33.3 **The match must end after the over in progress at 12.30pm.**

Drinks

33.5 One drink break on no more than 5 minutes will be taken half way through the scheduled number of overs in each innings (if 20 or more)

34. SCHEDULED NUMBER OF OVERS

34.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 13 also applies.

34.2 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 1st innings result is achieved.

34.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 35.8, 35.9, 35.10), then the result of the match is a draw.

35. ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

Loss of playing time prior to commencement.

35.1 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.

CALCULATION FOR TIME LOST BEFORE THE MATCH or DURING INNINGS 1				
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			

35.2 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.

35.3 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.

Loss of playing time after completion of team batting first.

35.4 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: 35.4 - 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 35.9), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

35.5 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 35.5, 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.

35.6 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 decided on a run rate as covered in Rule 35.9. This will also apply where the number of overs has been reduced due to weather intervention.

35.7 If the finishing time of 12.30pm 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.

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

35.9 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 of calculating this run rate, each legitimate ball bowled will count as one sixth ($1/6^{th}$) of an over.

35.10 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 15 overs. The side with the better run rate will be the winner.

TWO HALF-DAY MATCHES

36. HOURS OF PLAY

36.1 Commence 8.15am Stumps 12.00 noon

Drinks

36.2 A drink break of no more than 5 minutes will be taken after each uninterrupted 15 overs of play.

Adjusted Completion Time – Day 2

36.3 The adjusted completion time for a two half-day match, will be the finishing time indicated above, plus the provisional allowance of thirty (30) minutes to enable the required number of overs to be completed, **on day 2 only.** It does not apply on day

one, or once a first innings result has been achieved. The period of 30 minutes is NOT additional to any extra time allowed for a late start, but 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.**

36.4 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 is declared a draw.

36.5 **Cessation of Play: On the second day of a match play shall continue until at least 11am 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 11 am stumps may be called with the agreement of both coaches/managers.**

37. SCHEDULED NUMBER OF OVERS

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

37.2 (a) **Under 14 and 15 Competition - Bowlers** (see also Rule 13)

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 Competition - Bowlers** (see also Rule 13)

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.

37.3 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.

37.4 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 their full allocation of 60 overs plus the number of full overs not used by the team batting first.

37.5 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.

37.6 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 on the second day.

37.7 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.

38. ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY

38.1 In all two day matches, up to 15 minutes extra time may be played each day for lost time at the commencement of play for any. See also Rule 36.3.

38.2 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.

38.3 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, Girls Under 15

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, with these (PDCA) rules taking precedence:

39. PLAYING CONDITIONS – Stage 2

39.1 **Teams -** 9 players per team (maximum 11 can be named in the team). Six (6) 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), non-bowler(s) must bat (in the first 5).

39.2 **Hours of Play -** commence 8.15 am. It is expected that these matches will conclude within approximately four hours. 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). **Rule 35 applies regarding scheduling & time lost.**

39.3 **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

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

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

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

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

39.8 **Overs -** 30 per team.

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

39.10 **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).

39.11 **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.

39.12 **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.

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

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

C.A. STAGE 1 - Under 10 & Under 11, (Girls Under 12) age groups

Foreword

Modified Cricket has been designed in an effort to provide a form of cricket especially suited for players Under 11 (12) 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 (12) years to play in Modified matches if it is considered special circumstances apply. The Club must apply 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.

40. PLAYING CONDITIONS – Stage 1

40.1 **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.

40.2 **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 8.50am, Innings of team batting second commences at 9.00am and must cease* at 10.05am.

10.15am Scheduled Matches: The innings of team batting first commences at 10.15am, must cease* at 11.20am, the innings of team batting second commences at 11.30am and must cease* at 12.35pm.

*The innings of the team batting first must finish at the end of the over in progress at the first innings cut-off time. The team batting second is entitled to a maximum of the number of overs faced by the team batting first, but must end the innings at the end of the over in progress at the second innings cut-off time, having reached the maximum or not.

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

There are no scheduled drinks breaks in Stage 1 cricket.

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

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

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

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

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

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

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

40.10 **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 the 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.

40.11 **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).

40.12 **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.

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

40.14 **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.

SENIOR WOMEN'S THUNDER LEAGUE (Stage 3)

41. HOURS OF PLAY

Commence: 2.00 pm Stumps: 6.00 pm.

41.1 One drink break on no more than 5 minutes will be taken half way through the scheduled number of overs in each innings (if 20 or more)

41.2 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. 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.**

42. SCHEDULED NUMBER OF OVERS

42.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 13 also applies.

42.2 In 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 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 1st innings result is achieved.

42.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 43.6, 43.7 & 43.8), then the match is a draw.

43. ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

Loss of playing time prior to commencement

43.1 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.

43.2 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

43.3 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.

CALCULATION FOR TIME LOST BEFORE THE MATCH or DURING INNINGS 1				
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 occurred. 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

43.4 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 (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: 43.4 - During the innings of the team batting second, 29 minutes are lost. (The first team batted out their 30 overs). The match is reduced to a 22 over (30 – 29/3.5) match. The match is decided on run rate (Rule 43.8), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

43.5 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 43.5, 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.

43.6 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 43.8. This will also apply where the number of overs has been reduced due to weather intervention.

43.7 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, provided that a result has not previously been achieved.

43.8 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 of calculating this run rate, each legitimate ball bowled will count as one sixth ($1/6^{th}$) of an over.

43.9 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 15 overs. The side with the better run rate will be the winner.

44. BALL

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