

COMPETITION RULES – SENIORS

46 GRADING OF SENIOR TEAMS AND PLAYERS

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

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

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

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

- (a) Any player with the following figures shall be graded **in that grade**:
 - (1) Batting Aggregate of **200** plus, at an average of less than 30.
 - (2) **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 200 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 200 runs, or
 - (3) **40 to 49** wickets irrespective of average, or
 - (4) A Bowling Average of **10 to 14.99** for twenty (20) or more wickets.

- (d) Any player with the following figures will be graded **three grades above** the latest grade played:
 - (1) Batting Aggregate of **500 or more runs**, or
 - (2) Batting Average of **50.00 or more** with a minimum aggregate of 200 runs, or
 - (3) **50 or more wickets** irrespective of average, or
 - (4) A Bowling Average of **less than 10.00** for twenty (20) or more wickets.

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

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

1 st and 2 nd Grade	
Shires 1 st Grade	A Grade
3 rd Grade	
Shires 2 nd Grade	No lower than B1
4 th Grade	No lower than B3
5 th Grade	
Shires 3 rd Grade	No lower than B5
Shires 4 th Grade	No lower than B8

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

47 LATE REGISTRATION

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

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

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

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

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

48 PLAYERS PARTICIPATING IN A LOWER GRADE AFTER ORIGINAL REGISTRATION

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

- (a) The players concerned must have appeared on the original registration sheet. Late Registrations are not covered under this Rule.
- (b) The players concerned must be either ungraded or be graded in the lower grade or below to which they are to transfer. Higher graded players must apply for regrading. (Refer Rule 49)
- (c) The players concerned may only drop to the Club's next grade, which will be no more than two (2) grades lower than the grade in which they were originally registered.
- (d) To qualify for a semi-final in a lower grade, a player must play in three (3) of the last five (5) matches in that grade or play in a lower grade in accordance with Rule 49.
- (e) A player who participates in six (6) or more matches in the grade, in which they were originally registered, is only entitled to play in a lower grade in accordance with Rule 49.

49 REGRADING

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

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

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

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

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

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

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

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

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

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

50 PLAYERS PARTICIPATING IN HIGHER GRADES

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

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

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

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."

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

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

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

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

52 PLAYER UMPIRE

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

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

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

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

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

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

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

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

TWO HALF-DAY MATCHES

53 HOURS OF PLAY

53.1 **Non Daylight Saving**
Commence 1.30pm

Stumps 5.45pm

Daylight Saving
Commence 1.30pm

Stumps 6.15pm

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

54 SCHEDULED NUMBER OF OVERS

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

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

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

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

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

(a) Non daylight savings

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

E.g., if 46 overs are received,

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

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

(b) Daylight savings

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

E.g. if 30 overs are received,

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

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

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

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

55 ADJUSTED COMPLETION TIME

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

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

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

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

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

56 ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY

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

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

57 DRINKS

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

ONE HALF-DAY MATCHES

58 HOURS OF PLAY

58.1 **One half-day match**

Non daylight savings

Commence: 1.30pm Stumps: 5.45pm

Daylight savings

Commence: 1.30pm Stumps: 7.15pm

59 SCHEDULED NUMBER OF OVERS

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

(a) One half-day match

Daylight Savings period

40 overs per team

(No bowler will bowl more than 8 overs)

(b) One half-day match

Non-daylight savings period

32 overs per team

(No bowler will bowl more than 7 overs)

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

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

(a) if the team fielding first fails to bowl its 40 (32) overs by 4.20pm (3.30pm), it will continue to bowl until it has completed its 40 (32) overs, providing the team batting first has NOT been dismissed or has not declared its innings closed, and

- (b) the innings of the team batting second will be limited to a **MAXIMUM** number of overs, not exceeding the actual number of overs completed by 4.20pm (3.30pm) by the team bowling first including the over in progress at 4.20pm (3.30pm)
- (c) The winner will be the team with the **HIGHER NUMBER OF RUNS SCORED**. The match will conclude when a 1st innings result is achieved.

60 ADJUSTED COMPLETION TIMES

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

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

Drinks Break

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

61 ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

Loss of playing time prior to commencement

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

Note: In all calculations, fractions are to be ignored

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

Example: 61.2 (a)

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

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

Loss of playing time during innings of team batting first

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

Example: 61.4

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

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

Loss of playing time after completion of team batting first

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

Example: 61.6

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

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

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

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

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

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

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

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