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### NDCA Office Bearers

Chairman	Mr. Paul H. Marjoribanks	<a href="mailto:chairman@ndca.asn.au">chairman@ndca.asn.au</a>	
Deputy Chairman	Mr. Stephen J. Garrett	<a href="mailto:Sgarrett@ndca.asn.au">Sgarrett@ndca.asn.au</a>	0412 688 745
Secretary	Mr. Aaron J. Gray	<a href="mailto:secretary@ndca.asn.au">secretary@ndca.asn.au</a>	0422 138 285
		PO Box 60 Charlestown NSW 2290	
Financial Controller	Mr. Alan E. Nichols	<a href="mailto:Anichols@ndca.asn.au">Anichols@ndca.asn.au</a>	0411 601 204
Competition Administrator	Mr. John K Bailey	<a href="mailto:Fixtures@ndca.asn.au">Fixtures@ndca.asn.au</a>	0425 277 510
Assistant Secretary	Mr. David Absalom	<a href="mailto:davida@ndca.asn.au">davida@ndca.asn.au</a>	0423 633 205
Five (5) additional Committee Members	Mr. Graeme F. Bruce	<a href="mailto:Gbruce@ndca.asn.au">Gbruce@ndca.asn.au</a>	0497 047 645
	Mr. Stephen Elliot	<a href="mailto:Selliot@ndca.asn.au">Selliot@ndca.asn.au</a>	0403 666 824
	Mr. Scott Lucas	<a href="mailto:slucas@ndca.asn.au">slucas@ndca.asn.au</a>	0417 292 494
	Ms. Kate Haberfield	<a href="mailto:kate@ndca.asn.au">kate@ndca.asn.au</a>	0416 012 120
	Mr. Royce D McCormack	<a href="mailto:rmccormack@ndca.asn.au">rmccormack@ndca.asn.au</a>	0434 274 823

### Newcastle Cricket Contacts – Season 2019/20

Cricket NSW Development Leader – Northern NSW	Mr. Neil McDonald	<a href="mailto:Neil.McDonald@cricketnsw.com.au">Neil.McDonald@cricketnsw.com.au</a>	0425 297 713
CNSW Newcastle & Port Stephens Dev. Manager	Mr Francis N Walsh	<a href="mailto:francis.walsh@cricketnsw.com.au">francis.walsh@cricketnsw.com.au</a>	0425 297 714
CNSW Lake Macquarie Development Manager	Mr Tim D Cox	<a href="mailto:tim.cox@cricketnsw.com.au">tim.cox@cricketnsw.com.au</a>	0425 297 716
CNSW Clubs Officer Greater Hunter	Ms Sharyn J Beck	<a href="mailto:sharyn.beck@cricketnsw.com.au">sharyn.beck@cricketnsw.com.au</a>	0402 190 226
CNSW Coaching & Talent Specialist Greater Hunter	Mr Brett Rankin	<a href="mailto:brett.rankin@cricketnsw.com.au">brett.rankin@cricketnsw.com.au</a>	0437 207 123

Newcastle Cricket Zone Academy Coach (ZAC)	Mr Mark Littlewood	<a href="mailto:mark_littlewood@ymail.com">mark_littlewood@ymail.com</a>	0403 617 605
Newcastle Junior Cricket Assoc.(NJCA) Administrator	Mr Asher Robins	<a href="mailto:asher.robins@cricketnsw.com.au">asher.robins@cricketnsw.com.au</a>	0422 982 156

### Wet Weather Liaison Officers

<b>NDCA Wet Weather Liaison Officer</b>	<b>Mr Graeme F Bruce</b>	<b>0497 047 645</b>
Belmont DCC	Mr Ryan Mannix	0410 869 848
Cardiff-Boolaroo DCC	Mr Paul Hillier	0416 120478
Charlestown DCC	Miss Kathleen Pink	0414 641 867
Hamilton-Wickham DCC	Mr Tony Singh	0488 011 916
Merewether DCC	Mr Martin Krause	0409 833 766
Newcastle City & E.D. CC	Mr Michael Wilkinson	0409 905 689
Stockton & N.D. CC	Mr Ron Hancock	0407 001 384
Toronto Workers CC	Mr Kevin Roberts	0407 405 478
University of Newcastle CC	Mr Fleet Calder-Honiville	0417 425 846
Wallsend DCC	Mr Daniel Clarke	0407 614 944
Waratah-Mayfield DCC	Mr Keith Brackenbury	0437 845 604
Wests CC	Mr Neil Evens	0408 437 301
Suburban Districts Coordinator	Mr David Absalom	0423 633 205

*\* Indicates Chairman of the Committee*

### NDCA Standing Committees – Season 2021-22

<b>Appeals</b>	Terry C Morgan*, John T Smith, Garry F Sweetman
	<i>Contact:</i> <b>Mr Terry C. Morgan</b> <a href="mailto:tmorgan@bakerlove.com.au">tmorgan@bakerlove.com.au</a> <b>0412 833 346</b>
<b>Fixtures &amp; Permits</b>	John K Bailey*, Graeme F Bruce, Mark Hickey, Jim R Mellon, Dan Saunders
	<i>Contact:</i> <b>John K Baileyfixtures@ndca.asn.au 0425 277 510</b>
	<i>(for player replacements)</i> <a href="mailto:permits@ndca.asn.au">permits@ndca.asn.au</a>
<b>Judiciary</b>	Kevin J Burke, K Michael Hill, Michael R McEntyre OAM*, Kerry P Thompson
	<i>Contact:</i> <b>Mr Michael R McEntyre OAM</b> <a href="mailto:mickmcentyre@hotmail.com">mickmcentyre@hotmail.com</a> <b>0400 018 900</b>

## NDCA Grade Clubs Contact Details

Belmont DCC Secretary :	Mr Jamie Heath	<a href="mailto:secretary.belmontdcc@gmail.com">secretary.belmontdcc@gmail.com</a>	0419608568
Cardiff-Boolaroo DCCSecretary:	Mr Michael Corrigan	secretary@cbcricket.com	0411568646
Charlestown DCC Secretary:	Mr Steven R. Threadgold	<a href="mailto:steven.threadgold@newcastle.edu.au">steven.threadgold@newcastle.edu.au</a>	0421808149
Cricket Southern Lakes	Ms Richelle Roseland	cricketsouthernlakes@gmail.com	0435293281
Hamilton-Wickham DCC Secretary:	Mr Tony Singh	<a href="mailto:mail.hwdcc@gmail.com">mail.hwdcc@gmail.com</a>	0488011916
Merewether DCC Secretary:	Mr Greg Weller	<a href="mailto:merewethercricket@outlook.com">merewethercricket@outlook.com</a>	040030068
Newcastle City and Eastern Districts CC Secretary:	Ms. Penny J. O'Shea	<a href="mailto:newcastlesabrescricket@gmail.com">newcastlesabrescricket@gmail.com</a>	0413743533
Stockton & Northern Districts CC Secretary:	Mr Paul G. Robertson	<a href="mailto:srtcsecretary@gmail.com">srtcsecretary@gmail.com</a>	0421052183
University of Newcastle CC Secretary:	Mr Fleet Calder- Hoinville	<a href="mailto:secretary.uncc@gmail.com">secretary.uncc@gmail.com</a>	0421052183
Wallsend DCC Secretary:	Mrs Lynn M. Herring	<a href="mailto:lherring@lakemac.nsw.gov.au">lherring@lakemac.nsw.gov.au</a>	0407896446
Waratah-Mayfield DCC Secretary:	Mr Keith Brackenbury	<a href="mailto:wmdcc.secretary@gmail.com">wmdcc.secretary@gmail.com</a>	0437845604
Wests DCC Secretary:	Mr Stephen W Petherbridge	<a href="mailto:snuffypetho@gmail.com">snuffypetho@gmail.com</a>	0432634772
Adamstown	Mr Andrew James	ajames1978@hotmail.com	0417401343
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Kotara	Mr Scott Hopton	kotaracricketclub@gmail.com	0400894973
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Port Stephens Cricket Club	Mr Josh Moxey	joshua.moxey@portpythons.com. au	0407330690
Redhead	Mr Joey Parsons	Joey-parsons@outlook.com	0432061514
Valentine- Eleebana	Ms Tina Pickering	tina_pickering@hotmail.com	0404878362
Warners Bay Cricket Club	Mr Liam Lewis	l.lewis17@hotmail.com	041298996
Newcastle District CricketUmpires Association Inc. Secretary:	Mr Stephen Wade	<a href="mailto:secretary@ncdua.com.au">secretary@ncdua.com.au</a>	0434936139



## THE PREAMBLE

### THE 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:

- i. Respect your captain, team-mates, opponents, and the authority of the umpires.
- ii. Play hard and play fair.
- iii. Accept the umpire's decision.
- iv. Create a positive atmosphere by your own conduct and encourage others to do likewise.
- v. Show self-discipline, even when things go against you.
- vi. Congratulate the opposition on their successes and enjoy those of your own team.
- vii. 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.



# RULES OF COMPETITION

## Part 1 – Competition

### 1 Competitions

- 1.1 The Newcastle District Cricket Association Inc. (the Association) shall conduct competitions in all or some of the following formats for the duration of a season:
  - i) Grade Cricket consisting of Grades 1-4 inclusive
  - ii) Suburban Districts over multiple divisions
  - iii) Social & Development League
- 1.2 in four (4) grades(1st, 2nd, 3rd and 4th Grades) each affiliated District Club is required to enter one (1) team in all four grades.
- 1.3 The Association shall also conduct Under 21, Under 16 Simon Moore Cup, Royce McCormack Cup, Tom Locker Cup and First Grade T20 Competitions, where each club must enter one team only in each competition.
- 1.4 Additional optional competitions may be offered by the Association at any time including, Masters T20, Womens T20, Dennis Broad OAM Cup etc
- 1.5 NDCA Suburban Districts cricket competitions shall be open to any NDCA affiliated incorporated club.

### 2 Competition Formats and Dates of Fixtures

- 2.1 All fixtures and competition formats are designed by the Fixtures & Permits Committee and subject to ratification by the Management Committee.
- 2.2 The First, Second, Third and Fourth Grade Competitions are to consist of 2-Day, 1-Day and T20 fixtures as determined by the Fixtures and Permits Committee.
- 2.3 The Development League and Suburban Districts are to be played solely as a one-day competition as determined by the Fixtures and Permits Committee.
- 2.4 The Denis Broad OAM Cup, U21 and U16 Competitions are T20 fixtures and are to be played in pools with dates of fixtures to be determined by the Fixtures and Permits Committee.
- 2.5 The Tom Locker Cup is to be played as a round robin competition. The competition will generally involve two (2) pools of six (6) teams, with the team finishing highest in each pool progressing to the Final of the competition. Matches in the Tom Locker Cup shall also form part of the First-Grade competition. Dates of fixtures and any change of format are to be determined by the Fixtures and Permits Committee.
- 2.6 The Royce McCormack Cup is to be played as a round robin competition. The competition will generally involve two (2) pools of six (6) teams, with the team finishing highest in each pool progressing to the Final of the competition. Matches in the Royce McCormack Cup shall also form part of the Second-Grade competition. Dates of fixtures and any change of format are to be determined by the Fixtures and Permits Committee.
- 2.7 The First Grade T20 Competition is to be played in pools with dates of fixtures to be determined by the Fixtures and Permits Committee.

- 2.8 Any Saturday/Sunday fixtures will be for First & Second Grade only (with the exception of Semi Finals and Finals).
- 2.9 On Public Holidays, only fixtures that will be drawn will be for First Grade (with the exception of Semi Finals and Finals).
- 2.10 No cricket is to be played on the gazetted public holidays of Christmas Day, New Year's Day, and Good Friday without the approval of the Association.

### 3 Management of Competitions

- 3.1 The competitions shall be managed by the Association which shall arrange dates for all fixtures and shall deal with all matters whatsoever arising during the competition.

### 4 Allocation of Grounds and Appeal as to Allocated Venue

- 4.1 In all competition fixtures the ground shall be appointed by the Fixtures and Permits Committee.
- 4.2 The Fixtures and Permits Committee shall on appeal decide what grounds are suitable for competition fixtures. Any such appeal is to be lodged with the Secretary of the Association before 12 noon on Tuesday prior to the day of the fixture, stating the ground which is appealed against and the reason of appeal.

### 5 Alterations to Fixtures

- 5.1 No alterations shall be made to the prospective dates and grounds for fixtures unless by consent of the Fixtures and Permits Committee and/or where practicable the NDCA Management Committee.

### 6 Procedure for Notification of Cancellation of Fixture due to Wet Weather

- 6.1 **Reference to Grade:** If no play is possible due to the condition of any ground, the Grade club's nominated Wet Weather Liaison Officer is to inform the NDCA Grade Wet Weather Liaison Officer Graeme Bruce (Mobile 0497 047 645) or such other person nominated by the NDCA Management Committee, no later than two (2) hours prior to the match start. If cancellation is not made by this time all players and match officials are to report to ground.
- 6.2 **Reference to Suburban Districts:** If no play is possible due to the condition of any ground, the Suburban club's nominated Wet Weather Liaison Officer is to inform the NDCA Suburban Wet Weather Liaison Officer David Absalom (Mobile 0423 633 205) or such other person nominated by the NDCA Management Committee, by 10.30am on the day of the match. If cancellation is not made by this time all players and match officials are to report to ground.

### 7 Advice of cancellation of fixture due to Wet Weather

- 7.1 The NDCA Wet Weather Facebook page and/or website ([www.ndca.asn.au](http://www.ndca.asn.au)) will advise players and umpires of grounds unfit for play.
- 7.2 In the event of no announcement, players and match officials must report to the ground set down for play and the decision as to fitness for play shall be as provided for in the Laws of Cricket. Failure to report to the ground shall render a team liable for forfeit.

## 8 Notification of Forfeitures

- 8.1 Any club intending to forfeit a fixture must give immediate notice both verbally and in writing to the Fixtures and Permits Committee Chairman.
- 8.2 **Grades 1-4 inclusive** - If notice is not given by 10.00 am on the day prior to the fixture, the Club failing to comply with Rule 8.1(above) and forfeiting a fixture shall be liable for the actual travelling and wicket expenses incurred by their opponents together with Umpire's fees.
- 8.3 **All other competitions** - If notice is not given by 6.00 pm on the day prior to the fixture, the Club failing to comply with Rule 8.1(above) and forfeiting a fixture shall be liable for the actual travelling and wicket expenses incurred by their opponents together with Umpire's fees.
- 8.4 Any club which forfeits a fixture must provide a written explanation to the Management Committee within seven (7) days. If the explanation is deemed unsatisfactory the forfeiting team may, at the discretion of the Association, be fined \$500.
- 8.5 A team receiving a forfeit shall receive the maximum number of points gained by any team in that Grade in that round.

## 9 Penalties for Forfeitures – Grade Fixtures

- 9.1 Any club forfeiting a match will be deemed to be forfeiting all grades lower than the forfeiting grade.
- 9.2 The Association shall, if it determines that a Club has breached Rule 9.1, inflict on that Club:
- 9.2.a A penalty of \$500 for the first offence as well as travel of \$150 if applicable and then
- 9.2.b A penalty of \$500 for all following offences as well as travel of \$150 if applicable and the forfeiture of all premiership points in all grades for the applicable round.
- 9.3 The team making the forfeit shall not be credited with any points.

## 10 Penalties for Forfeitures – Pool Fixtures

Any forfeited match in pool competitions, for calculating quotients, scores shall be entered into MyCricket as follows:

Forfeiting team:	10wk/0 runs (batting) & 0wkt/1 run (bowling)
Winning side:	0wk/1 run (batting) & 10wkt/0 runs (bowling)

## 11 Playing Attire

- 11.1 Unless otherwise approved, all players shall be attired in appropriate cricket attire consisting of long cream/white trousers, cream/white shirt with collar and sleeves and specific cricket footwear.
- 11.2 A club may be allowed to wear cricket apparel bearing the club colours and logos subject to the approval of the Committee. Any changes to previously approved apparel must be submitted to the Management Committee for approval. The Management Committee reserves the right to accept/reject samples submitted.
- 11.3 Coloured clothing is encouraged in both 1-day & T20 cup competitions.
- 11.4 The NDCA recommends that all players wear helmets in accordance with the current Cricket Australia Helmet policy.

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# British Standard Helmet Recommendations

## Summary for Associations



### What's changing?

Current 'best of breed' helmets are those that are compliant with the British Standard for helmet safety (BS7928:2013 Specification for head protectors for cricketers).

Cricket Australia strongly recommends that Community Associations take all practical steps to adopt the ICC directive and mandate that all junior and senior players wear British Standard 7928:2013 compliant helmets from 2019/20 season when batting, wicket keeping up to stumps and fielding in close to the batter.

### Why is there a need for change?

To ensure that community cricket is safe. Research shows that cricket ball impact to the head is the most common area of injury in cricket. Head injuries are one of the most likely cricket injuries to result in hospital admission. Wearing a British Standard helmet greatly lowers the chances of a critical head injury of any kind.

### What do Associations need to do?

Adopt a policy in consultation with your affiliated Clubs. Your local cricket officer can help you with preparation of the policy.

### How should the changes be enforced?

A suite of options is available for this. A flow chart & templates to identify the most suitable options for your Association, including provision of draft playing conditions, is available at:

[community.cricket.com.au/clubs/helmets](http://community.cricket.com.au/clubs/helmets)

Please consult your local cricket officer if you need assistance with this process.

### When should we act by?

The next practical opportunity for the Association to implement the changes.

### What Support is available?

There are a range of resources to support the implementation of mandatory British Standard helmets at your club / association. For more information, including FAQ's, resources and a list of British Compliant helmets see:

[community.cricket.com.au/clubs/helmets](http://community.cricket.com.au/clubs/helmets)

If you have any queries or need assistance with preparing a policy, please contact your local cricket officer.

## Part 2 – Administrative Requirements

### 12. Entry of Results

- 12.1. All weekend results, including full player scores, are to be entered into My Cricket no later than 9:00am each following Monday.
- 12.2. All mid-week matches, including full player scores, are to be entered into My Cricket no later than 9:00pm the following day.
- 12.3. In all competitions either team can enter the match results first. The opposing team from the match will be responsible for confirming the result.
- 12.4. Penalty for not entering/confirming the result shall be \$150 for each game not entered.
- 12.5. In all fixtures, the team must be nominated in My Cricket within timeframes outlined in Rule 12.1 and 12.2. Inclusive of fixtures where no play takes place for any reason whatsoever. Refer Rule 12.1 above.

### 13. Captains' Reports

- 13.1. This rule shall apply to all fixtures to which official umpire(s) are allocated.
- 13.2. The Captain's report from each fixture must be entered by 6pm on the Wednesday after the completion of the fixture.
- 13.3. If after this time reports are still outstanding club(s) will be fined \$100 per report that is not entered. This will be imposed on each club for each team in that club for which a report has not been entered.

### 14. Fees and Accounts

#### 14.1. Fines

Failing to advise of wet weather cancellation	\$100
Not submitting Captain's Report (per game)	\$100
Non-operation of scoreboard	\$100
Not entering results into My Cricket	\$150
Forfeitures (travel expenses to non-offending team)	\$150
Non-use of covers	\$250
Non-operation of sightscreens	\$250
Forfeitures (if reason deemed unsatisfactory)	\$500
A club which plays an "Unregistered/Unauthorised Substitute"	\$500

**14.2. Protest Fees**

The fee to accompany any lodgment of a protest shall be \$50.

The fee to accompany any lodgment of an appeal against a Judiciary Committee decision shall be \$250. This fee shall be refunded at the discretion of the Appeals Committee.

**14.3. Umpires Fees**

Dual                      Single

1st Grade (2-Day fixture) [Umpire component]	\$135 [\$130]	\$169 [\$164]	1st
Grade / Tom Locker Cup / Div. 1 (1-Day fixture)	\$120	\$150	
1st Grade / Div. 1 (T20 Fixture)	\$ 60	\$ 75	
2nd Grade (2-Day fixture)	\$110	\$138	
2nd Grade / Royce McCormack Cup / Div. 2 (1-day fixture)	\$110	\$138	
3rd & 4th Grade / Divs. 3+ (1-Day fixture)	\$110	\$138	
3rd & 4th Grades (2-Day fixture)	\$ 95	\$119	
Development League	\$ 95	\$119	
Denis Broad Cup, U21's & U15 / Div. 2+ (T20 Fixture)	\$ 55	\$ 69	
Masters, Womens League (T20 Fixture)	\$ 55	\$ 55	
Report to the ground but no play is possible	\$ 50	\$ 50	

A 25% surcharge shall apply to umpires officiating alone (only where applicable in the table above).

Charges are per umpire/per day and are debited to clubs on their account(s).

Queries concerning umpires' fees should be directed to the NDCUA Treasurer.

A component of \$5 will be subtracted from 1st Grade 2-Day fees & deposited into a development & assessment fund.

**14.4. Account Terms**

Payments of club accounts are to be received by the Association Financial Controller no later than thirty (30) days after the month of Account. For example, November Account is due on or before 31st December. Payments NOT received by the due date will be subject to a fine of \$110.

**14.5. Annual Financial Statements**

All clubs will submit to the Association, as soon as available after the end of financial year, a copy of their Annual Report, Balance Sheet and Income and Expenditure Statement.

Statements not received within thirty (30) days of a Clubs Annual General Meeting (AGM) will be fined \$110.



## Part 3 - Point scores

### 15. Points Allocation

15.1 Competition points in 2-Day fixtures in all Grades shall be awarded as follows:

Outright Win - including 1st Innings Win	10
Outright Win - after 1st Innings Tie	8
Outright Win - including 1st Innings Loss	6
Win on 1st Innings	6
Lead on 1st Innings but beaten Outright	4
Tie on 1st Innings	3
Loss on 1st Innings	1
Outright Loss after being behind on 1st Innings	0
Outright Loss after 1st Innings Tie	2
Tie on played out fixture - Team leading on 1st Innings	5
Tie on played out fixture - Team behind on 1st Innings	5
Tie on played out fixture - Tie on 1st Innings	5
Draw (no result)	2
Bye	0

15.2 Competition points in Grade 1-Day fixtures shall be awarded as follows:

Win	6
Tie	3
Draw	2
Loss	1 (0 points if a bonus point is conceded)

Bonus points shall be available to teams competing in one day fixtures:

One (1) bonus point shall be awarded to a team which wins a 1-Day fixture by reaching the target score in 60% (or less) of the available overs, or by restricting the opposing team to 60% (or less) of the target score.

*NB: The team which loses the fixture in which a bonus point has been achieved, will receive zero (0) competition points for the fixture.*

15.3 Suburban Districts 1-Day fixtures

Win	3
Tie	2
Bye	3
Draw	2
Loss	1

15.4 Competition points in T20 fixtures shall be awarded as follows:

Win	3
Tie	2
Bye	3
Draw	1
Loss	0

## **16. Club Championship**

- 16.1 There shall be a Club Championship which shall be decided at the end of the final round of competition fixtures for teams competing in the First, Second, Third, and Fourth Grades, U/ 21, U/16, (including Tom Locker Cup & Royce McCormack Cup).
- 16.2 Points shall be determined by multiplying the total competition points secured by each Club by five (5) in First Grade, four (4) in Second Grade, three (3) in Third Grade, two (2) in Fourth Grade, three (3) in Under 21 competition and two (2) in Denis Broad OAM Cup and Under 16 T20 competitions.
- 16.3 Suburban Districts – Please refer to the NDCA website.

## **17. Premiers, Semi-Final & Final qualifications (all Competitions)**

- 17.1 The team with the highest points in each grade, at the conclusion of preliminary fixtures, shall be awarded the Premiership (Premiers). This rule does not apply to competitions operating under a pools system.
- 17.2 In the event of teams finishing with equal points or percentages, quotients shall be used to decide Premiership winners and competition positions.
- 17.3 Qualification for all Semi-final positions will be based on points & quotients.
- 17.4 The team which wins the Final in each grade shall be the Final Winners of that grade or competition.

## **18. Calculation of Quotients**

- 18.1 For the purpose of ascertaining quotients in the Grade competition the following will apply:
- NB: The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The bowling average against such team shall be obtained by dividing the total of runs scored against it by the total number of wickets taken. The batting average shall be divided by the bowling average.
- 18.2 The team having the higher quotient shall be considered to have the higher ranking.
- 18.3 For the purpose of calculating quotients a team with less than eleven (11) players shall be deemed to be all out should they lose all the available wickets (i.e. where a team loses all available wickets, the team is deemed to have lost ten (10) wickets for the purpose of calculating quotient).

## Part 4 – Qualification and Registration of Players

### 19. Registration of Players

- 19.1. Each club shall register their players online via the My Cricket or Play Cricket websites.
- 19.2. Each club shall ensure that their players are aware of and agree to the following:
- 19.2.a That the player will not hold the Newcastle District Cricket Association Inc. ('the Association') and/or any Club and/or any other body with which my Club is affiliated responsible for any injury or accident that the player may suffer as a result of taking part in a match as a member of a team of that Club and/or the Association or attending any practice activities of that Club and/or the Association.
  - 19.2.b The player further undertakes that they will not make any claim or take any action against the Association and/or any Club and/or any other body with which the Club is affiliated to recover any loss or expense suffered or incurred as a result of any such injury or accident.
  - 19.2.c The player certifies that they have read the above undertakings and that they fully understand them and agree to be irrevocably bound by them.
  - 19.2.d The player certifies that they have read and understood the NDCA Player Code of Behaviour (published on the Association's website and in this booklet) and acknowledge that they agree to be bound by its contents.
- 19.3. Late registrations are permitted and must be completed no later than 5 pm on the day before the commencement of the fixture.
- 19.4. Clubs may register players currently playing in other associations for the Under 21 competition or as a Guest Player in the First Grade T20 competition only after obtaining a letter of support from the other club/association. This letter of support must be supplied to the Fixtures and Permits Committee.
- 19.5. All players transferring from a club must obtain a financial clearance from that club. If that club has been disbanded the financial clearance must be obtained from the relevant Association, Cricket Council and/or Zone Secretary. A financial clearance is a clearance provided in writing or via email by an office bearer of the player's most recent club, or a clearance requested and confirmed from the player's most recent club through the My Cricket system. The player is ineligible (for the purposes of Rule 19.1) to participate in any competition unless and until a financial clearance is provided to the Grade Administrator or acknowledged through the My Cricket system. The responsibility for obtaining the relevant financial clearance falls upon the club attempting to register the relevant player.

*NB: Un-financial players may be recorded on the Cricket NSW defaulters list, any player appearing on that list is ineligible to be registered for another club until written consent is given by the club listing the default.*

- 19.6.** No person under the age of 12 years of age as at midnight 31st August in the year that the season is to commence, shall be registered to play in any NDCA competition. Exemptions from this rule can be made to the Fixtures and Permits Committee for the Under 16 competition.

## **20. Dual Registration**

- 20.1. Clubs are able to register unlimited guest players per season, who are currently registered in other Associations for the sole purpose of playing First Grade T20 cricket. Only two (2) Guest players are permitted to play in any one (1) fixture. Players who are currently registered in other Associations but wish to play for their most recent NDCA club in First Grade T20 cricket are permitted to do so without being counted towards one (1) of the two (2) guest players allowed in any fixture.
- 20.2. Guest Players can only play in T20 fixtures excluding Denis Broad OAM Cup. All Guest Players must obtain a letter of support from their existing club.
- 20.3. Guest players can only play in semi-finals and/or finals of the T20 competition if they have played at least two (2) games in the preliminary rounds of the T20 competition.
- 20.4. Suburban District players are allowed to play for their affiliated grade club in the grade competition.
- 20.5. Grade players are allowed to play for their affiliated club in the Suburban District competition.

## **21. Qualification of Players**

- 21.1. A club which plays an unregistered player or unauthorised substitute risks being fined \$500 and further sanctions as imposed by the Association (e.g. loss of points accumulated for that match, or other matches or forfeits in its lower grades).
- 21.2. No player shall be allowed to play with more than one District club (including approved joint ventures) in one season. This includes fixtures played in both the Grade and Suburban Districts competitions.
- 21.3. Except for each registered player's first fixture of a season, any player having played First, Second or Third Grade in their last fixture shall not be allowed to drop more than one Grade in the match they next play.
  - 21.3.a This provision does not apply to players who have participated in a 1st Grade T20 fixture, thus they will be considered at the grade they last played. e.g. if a player last played 3rd Grade and plays 1st grade T20 in their next match, it is allowable for them to play 3rd or 4th grade in their next grade match.
  - 21.3.b This provision does not apply to players who have participated in a Denis Broad Cup, U/21's, Masters & Womens T20 Competitions.
- 21.4. For the purposes of this rule, 1<sup>st</sup> Division Suburban Districts is equivalent to First Grade, 2<sup>nd</sup> Division is equivalent to Second Grade fixtures.

**21.5.** Any players who are unavailable for a Newcastle Cricket Zone Representative fixture or carnival shall not be permitted to play with their Club for the Competition Round or Rounds played during the Newcastle Cricket Zone Representative fixture or carnival.

This rule will not apply to a player where the player notifies the Secretary of the Association of their unavailability in writing either:

**21.5.a** Before the commencement of Round 1 of the Grade and Suburban Districts Competitions of their unavailability to play in ALL Representative fixtures during the season

or

**21.5.b** At least 21 days prior to the scheduled date of commencement of any Representative fixture or carnival.

**21.5.c** Players who in previous seasons have indicated their retirement from representative cricket and nothing has transpired to alter this status, shall also be exempt from this rule.

**21.6.** If a 2-day fixture is completed on the first day, a player in the completed fixture shall be ineligible to participate in any other fixture on the second day, unless approved as a replacement player under Rule 22.

**21.7.** For the purposes of determining eligibility for the Under 21 competition, players must be less than 21 years of age as at midnight 31st August of the current season.

**21.8.** For the purposes of determining eligibility for the Under 16 competition, players must be less than 16 years of age as at midnight 31st August of the current season.

**21.9.** In extenuating circumstances, a club may apply for an exemption via application to the Fixture and Permits Committee who shall make its decision within seven (7) days of any application being received in writing.

## 22. Replacement Players – Representative Cricket

- 22.1.** A "player" selected in a representative team, who is to or has taken part in a fixture played under the direction and control or with the sanction of the Newcastle Junior Cricket Association (NJCA), the Association (NDCA), Cricket Newcastle (CN), Country Cricket NSW (CCNSW), Cricket ACT, Cricket NSW (CNSW) or Cricket Australia (CA) whether so selected before or after the commencement of a grade fixture in which he will be or is currently playing, may be replaced in that grade fixture on either day (as applicable) by another player.
- NB: For the purpose of this rule "a player" includes a registered player of this Association who is appointed as the manager, coach, or fixture official of a team.*
- 22.2.** Where a player is selected in a representative team prior to the commencement of a fixture, any nominated replacement must be determined and listed on the Team Sheet next to the player being replaced and cannot be changed without the consent of the opposing captain.
- 22.3.** Where a representative player only becomes unavailable after the commencement of a fixture due to (a) selection in a representative team or (b) is injured because of a representative fixture played after the commencement of a grade fixture and a replacement is required for the second day, the following shall apply:
- 22.3.a** The replacement player shall be approved by the Chairperson of the Fixtures and Permits Committee (or their delegate) by 8.00 pm on the evening before the playing day in question.
- 22.3.b** This approval will apply the principle of the replacement player being a 'like player'.
- 22.3.c** The Chairperson of the Fixtures and Permits Committee (or their delegate) will inform the Umpires Association of the approval.
- 22.4.** If a player is released from representative duty and becomes available to participate in the second day of a fixture the nominated replacement for that player shall no longer be applicable.
- 22.5.** The principle of this replacing of a player shall apply to all lower grade teams so affected in the Club involved.
- 22.6.** In the case where a player being replaced has batted and been dismissed the replacement player shall not be entitled to bat in that innings.
- 22.7.** In all other cases the replacement player shall have the full rights of the player being replaced.
- 22.8.** The replacement player may take further part in the lower grade fixture if play is abandoned in the higher grade before play actually recommences in the lower grade fixture.
- 22.9.** If the replacements under this Rule have not been approved by the Fixtures and Permits Committee, they are unauthorised replacement players for the purposes of Rule 21.1.

## 23. Replacement Players – Grade Cricket

23.1. **Players can only play in one (1) Grade team per round** (with the exception of rule 22 and 23.2).

### 23.2. **In First and Second Grades:**

- 23.2.a Players who have commenced a “2-day match” round cannot be replaced (with the exception of rule 22.)
- 23.2.b Players who have commenced a “2-day match” round and get injured playing in another competition or are unavailable because of other reasons, cannot be replaced (with the exception of rule 22 & 23.2 b).
- 23.2.c Where there has been no play on day 1 of a “2-Day match” in 1st Grade and team sheets have been exchanged, teams shall not be altered – refer to law 1.2 (with the exception of rule 22 & 23.2b).
- 23.2.d Where there has been no play on day 1 of a “2-Day match” in 1st Grade, and team sheets have not been exchanged, new teams can be selected including players from 2<sup>nd</sup> Grade who have participated on Day 1 in that grade – refer to law 1.2.
- 23.2.e 2<sup>nd</sup> Grade players who have been promoted to 1<sup>st</sup> Grade under 23.2.d can be substituted BUT NOT replaced with the exception of 23.2b

### 23.3. **In Third and Fourth Grades:**

- 23.3.a Players may be replaced for wholly acceptable reasons. The replaced player(s) should be listed next to the player(s) being replaced on the original Team Sheet. (Maximum 11)
- 23.3.b Between the 1st & 2nd days play, a club may replace a maximum of two additional players who become unavailable due to wholly acceptable reasons by gaining approval from the Fixtures and Permits Committee Chairperson (or their delegate) by 5.00 pm the day before the match.  
*(clubs shall submit the new Player Replacement Form)*
- 23.3.c This approval will apply the principle of the replacement player being a 'like player'.  
Once approved, the Chairperson (or their delegate) will notify the Umpire's Association (if the match has official umpire/s) and the Club Secretary of the opposing team before 10.00 am of the morning of the match.



## **24. Player Eligibility for Semi Finals and Finals - Grade**

- 24.1.** To be eligible to play in grade competition semi-finals and/or finals, a player must have played on at least nine (9) playing days in the grade competition during the current season.
- 24.2.** T20 competition matches are considered as 0.5 playing days.
- 24.3.** To qualify to play in grade competition semi-finals and/or finals in a particular Grade, a player must have played five (5) of their last nine (9) playing days in the grade competition in that particular grade or a lower grade.
- 24.4.** Where no play is possible in a fixture for any reason, teams must be nominated as per Rule 12 via the MyCricket system. Players named in a team via the MyCricket system shall count as a day or days played for those particular players to qualify them for semi-finals or finals in any particular grade.
- 24.5.** Where a player has played in the Suburban Districts competition, each playing day shall be counted as one (1) playing day for the purposes of (Rule 24.1) above.
- 24.6.** If a player represents the Newcastle Junior Cricket Association (NJCA), the Association (NOGA), Cricket Newcastle (CN), Country Cricket NSW (CCNSW), Cricket ACT, Cricket NSW (CNSW) or Cricket Australia (CA) during the playing of a Grade game, the grade competition playing days occupied by the Representative fixture shall be treated as playing days for the purpose of determining the eligibility of a player as per (Rule 24.1) above.
- 24.7.** In the event of a Club having consecutive teams in semi-finals and finals, the Club may interchange players, but a player may play only one grade lower than that for which he is qualified.
- 24.8.** Any player, having played in a lower Grade semi-final by virtue of the fact that the next higher grade was also in the semi-final shall still be eligible to play in the lower Grade final if the higher-grade team should be defeated in the semi-final.
- 24.9.** Exemptions may be applied for via The Fixtures and Permits Committee if a player is unable to comply with eligibility criteria because of illness or injury suffered by the player in question during the current season.



**24.10. Royce McCormack Cup (2nd Grade) Final player eligibility**

With the player eligibility for the Royce McCormack Cup (2nd Grade) Final, players are to meet the following criteria:

- 24.10.a** a player is eligible, if this season, they have played at least 2 matches in NDCA RM Cup, or 2 matches in NDCA grades lower than 2<sup>nd</sup> grade, up until the last round of the RM Cup group stage.
- 24.10.b** a player is not eligible if they have played more than two (2) 1st Grade matches this season.
- 24.10.c** all players are registered with an NDCA club only, this season, and not played with another club in another Association (i.e. no imports).
- 24.10.d** players dual registered with NDCA clubs who have Suburban Districts teams are exempt from point (24.10.c) but are only eligible if they meet criteria point (24.10a).
- 24.10.e** if a club is also participating in the Tom Locker Cup Final (1st Grade), then players are exempt from (24.10.b) if both matches are played on the same day.
- 24.10.f** if a player has been selected in first grade to replace a rep player in a match, then this match will be exempt from calculating (24.10.b) and will count towards (24.10.a).  
*[Approval is to be sought in writing from the F&P committee]*
- 24.10.g** with any other extenuating circumstances, approval is to be sought in writing from the F&P committee.



## 25. Laws of Cricket

Except as varied herein, the Laws of Cricket (*2017 Code, 2nd edition 2019- Excluding Law 42*) and such Local Rules as approved by the Management Committee shall apply to all fixtures.

## 26. Nomination of Players

Replacement players and Substitutes fielders:

- 26.1. Each Captain shall, immediately before the toss, give to the opposing Captain and to one of the appointed umpires, a list of eleven (11) players signed by the captain and, except as authorised by Rules 22 & 23, no alteration shall be made in either eleven without the consent of the opposing Captain.
- 26.2. The Association shall where necessary, prior to the days play, notify the other Club and the NDCUA of the names of authorised replacements under Rules 22 & 23.
- 26.3. In grade competition fixtures any registered player from the fielding Club may be used as a substitute fielder for any player who is injured during the fixture or for any player who has to leave the ground before the end of play for wholly acceptable reasons, as determined by the Umpires. For all other known events, a substitute has to be agreed to by the opposing Captain.
- 26.4. In all other competitions in which player eligibility is restricted (Denis Broad Cup or Aged competitions), any substitute fielders used must be eligible to participate in that competition.



## 27. Playing Conditions for Two (2) Day Fixtures

### 27.1. Hours of Play

#### 27.1.a First Grade - Hours of Play & Intervals\*

- a.1. Start time: 11.00 am
- a.2. Lunch interval: 1.00 pm to 1.40 pm
- a.3. Tea interval: 3.40 pm to 4.00 pm
- a.4. Drink intervals: One drink interval each hour of play \*\*
- a.5. By the application of Laws of Cricket 11.4, 11.5, 11.6:  
Changing agreed time for Lunch and Tea Interval and Laws of Cricket 11.7: Tea Interval - 9 wickets down.
- a.6. Where fixtures are played on consecutive days, the pitch is to be reprepared but not watered for the second day.

#### 27.1.b Second Grade - Hours of Play & Intervals\*

- b.1. Start time: 12.00 pm
- b.2. Tea interval: 3.00 pm to 3.30 pm.
- b.3. Drink intervals: One drink interval each hour of play \*\*
- b.4. By the application of Laws of Cricket 11.4 & 11.6:  
Changing agreed time for Tea Interval and Laws of Cricket 11.7: Tea Interval - 9 wickets down
- b.5. Where fixtures are played on consecutive days, the pitch is to be reprepared but not watered for the second day.

#### 27.1.c Third and Fourth Grades - Hours of Play & Intervals\*

- c.1. Start time: 1.00 pm
- c.2. Tea interval: 3.00 pm to 3.30 pm.
- c.3. Drink intervals: One drinks interval each hour of play \*\*
- c.4. By the application of Laws of Cricket 11.4 & 11.6:  
Changing agreed time for Tea Interval and Laws of Cricket 11.7: Tea Interval - 9 wickets down
- c.5. Where fixtures are played on consecutive days, the pitch is to be reprepared but not watered for the second day.

\* Hours of play and playing conditions may vary in non-daylight savings periods

\*\* Heat policy should be considered for drink intervals

### 27.2. Follow On (All Grades, 2-day fixtures only)

The team which bats first and leads by 100 runs or more in a 2-Day grade competition fixture shall have the option of requiring the opposition to follow on.

## 27.3. 2-Day Fixtures - First Grade:

### 27.3.a Number of Overs (without interruptions)

- a.1. Maximum of Ninety (90) six-ball overs shall be bowled on each day unless an outright result is achieved, or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a first innings result.
- a.2. The team batting first on the first day of a match who has batted for ninety (90) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- a.3. The team commencing its first innings on the second day of a match who has batted for ninety (90) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.  
*NB: The team with the highest score at the conclusion of ninety (90) overs on day two shall be declared the winner.*
- a.4. If the team batting first is dismissed or voluntarily declares its innings closed in less than ninety (90) overs, an innings change-over occurs, and the other team shall commence its innings. The team batting second has available the remaining overs in the day plus its allocation for day 2.
- a.5. There will be no deduction of overs due to innings breaks.
- a.6. An over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of number of overs on the second day.
- a.7. Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this competition.
- a.8. If players remain off the ground due to ground, weather, or light at 7.00 pm then stumps shall be drawn.
- a.9. Laws of Cricket 4.3 and 4.4 does not apply. No 2<sup>nd</sup> new ball is available in any innings of a 2-Day fixture.
- a.10. The Captains are expected to ensure that their over rate is at an average of fifteen (15) overs per hour.

### 27.3.b Interruptions to play

- b.1. Where present, umpires shall be responsible for determining the number of overs to be bowled. In the absence of umpires, this responsibility would fall to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated to both captains and scorers.
- b.2. Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.
- b.3. There will be no deduction of overs due to innings breaks.
- b.4. There will be no reduction of overs on either day until there is more than sixty (60) minutes lost on that day.
- b.5. Overs will be deducted at the rate of 1 over for every four (4) minutes. All time lost should be rounded up to the nearest four (4) minutes.
- b.6. In the event of ground condition, weather or light resulting in a suspension of play at or after 7.00 pm then stumps shall be drawn.
- b.7. Any over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.

### 27.3.c Interruptions on Day 1 of fixture

- c.1. The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (*NB: half overs to be rounded up*)
- c.2. Play on day 1 shall be abandoned if the match has not commenced by 3pm.
- c.3. When Day 1 has seen reduction(s) in overs and there is no further reduction on Day 2, the following shall apply:
  - c.3.a The team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
  - c.3.b The team (Team B) batting second in a game and who has reached its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

#### *Calculation example*

*If 197 minutes playing time was lost, the number of overs lost would be 35.*

*i.e. 137 minutes (197-60) divided by 4 which would result in (34.25 rounded up) = 35 overs being lost.*

#### *Result of calculation example*

*If a total of 35 overs are lost on Day 1, the team batting first would be entitled to receive a maximum of 73 overs before its first innings was closed (total of 145 for the match - 55 overs on Day 1 plus 90 overs on Day 2. If not bowled out or a declaration made their respective innings closed Team A would bat for the 55 overs on Day 1 and 18 overs on Day 2. Team B would then bat for a maximum of 73 overs).*

### 27.3.d Day 2 of fixture following interruptions to day 1

- d.1. The revised total maximum overs for the match is the actual overs bowled on Day 1 plus available overs on Day 2, which shall be divided evenly between the two sides (*NB: half overs to be rounded up*).

NB: The team with the highest score at the conclusion of the revised maximum overs on day two shall be declared the winner.



### 27.3.e Interruptions on Day 2 only

- e.1. Rule 27.3.b (b.1 to b.6) applies
- e.2. In any circumstances where Team B does not have the opportunity to face an equal or greater number of overs than that allocated to Team A in its first innings then its first innings will not be considered automatically closed at any point. **The match will be declared a draw.**

Example:

At the start of the match Team A is allocated 90 overs in their first innings. Team A is dismissed in 70 overs, Team B bats the remaining 20 overs on Day 1. On Day 2 there is a rain delay preventing the match from recommencing until 2.30pm. With 170 minutes of playing time lost then the number of overs lost would be 28.

- i.e.  $110 \text{ minutes } (170-60) \text{ divided by } 4 \text{ which would result in } (27.5 \text{ rounded up}) = 28 \text{ overs being lost.}$   
Team B now has 82 allocated overs, less than that of Team A (90 overs).  
Should Team B not reach the target score or have been dismissed the match will be declared a draw.

### 27.3.f Interruptions on BOTH days

- f.1. Following interruptions on both days of play where reduction of overs is applied. The revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides (*NB: half overs to be rounded up*).
- f.2. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total at that time will stand as its first innings total. Team B would then commence its first innings.
- f.3. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received less than the revised maximum numbers of overs in their first innings the following shall apply:
  - f.3.a Upon reaching its revised maximum number of overs Team A will have its innings automatically declared closed and the total at that time will stand as its first innings total.
  - f.3.b The first innings total for Team B who has reached its revised maximum number of allocated overs on the second day will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- f.4. If Team A has exceeded the maximum number of overs due to further delays on day 2, its innings will be automatically closed, and Team B will commence its innings. Due to Team B not being allocated equal to or more overs than Team A the match will be declared a draw unless Team B is dismissed or reaches the target score.

### 27.3.g **When play was completely abandoned on Day 1 - No Interruption Day 2 - One day rules will not apply**

- g.1. If no play was possible on Day 1 of the match, Day 2 will be played under 2-Day rules with a maximum of forty-five (45) overs allocated to the first innings.
- g.2. If interruptions to play reduce the ability of Team B to face their allocated forty-five (45) overs and is not dismissed or the target score reached, the match will be declared a draw.
- g.3. Declarations are permitted within the Spirit of the Game.

Example 1:                   Declarations or Bowled out before allocated overs

Team A is allocated 45 overs but declares its innings or is bowled out after 35 overs –  
Team B commences its innings and has a maximum of 55 overs available to them.

Example 2:    Interruption to Team B innings only

Team A completes their allocated 45 overs, a rain delay in the innings break causes the loss of 65mins of playing time, 2 overs are lost (rounded up), and Team B is now allocated 43 overs.  
Team B must be bowled out or reach the target score or the match will be drawn.

*NB: "Allocated Overs" in rule 27.3.a is defined as maximum overs a team can bat.*

*Any overs forgone by Team A at that point in time by being bowled out or having voluntarily declared their innings closed will be additional to the allocated overs for Team B*

### 27.3.h **Interruptions on day 2 when Day 1 is abandoned**

- h.1. If no play was possible on Day 1 of the match, and Day 2 commencement time is delayed, the match will be played under 2-Day rules with a minimum of thirty (30) overs allocated to the first innings.
- h.2. Play on day 2 shall be abandoned if the match has not commenced by 3pm.
- h.3. If play commences at 3pm, Tea will be dispensed of.
- h.4. If interruptions to play reduce the ability of Team B to face their allocated Thirty (30) overs and is not dismissed or the target score reached, the match will be declared a draw.



## 27.4. 2-Day Fixtures - Second Grade

### 27.4.a Number of Overs (without interruptions)

- a.1. Maximum of eighty (80) six-ball overs shall be bowled on each day unless an outright result is achieved, or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a first innings result.
- a.2. The team batting first on the first day of a match who has batted for eighty (80) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- a.3. The team commencing its first innings on the second day of a match who has batted for eighty (80) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.  
NB: The team with the highest score at the conclusion of eighty (80) overs on day two (2) shall be declared the winner.
- a.4. If the team batting first is dismissed or voluntarily declares its innings closed in less than eighty (80) overs, an innings change-over occurs, and the other team shall commence its innings.
- a.5. There will be no deduction of overs due to innings breaks.
- a.6. An over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of number of overs on the second day.
- a.7. Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this competition.
- a.8. If players remain off the ground due to ground, weather, or light at 7.00 pm then stumps shall be drawn.
- a.9. Law of Cricket 4.3 and 4.4 does not apply. No second new ball is available in any innings of a 2-day fixture.
- a.10. The Captains are expected to ensure that their over rate is at an average of 15 overs per hour.

### 27.4.b Interruptions to play

- b.1. Where present, umpires shall be responsible for determining the number of overs to be bowled. In the absence of umpires, this responsibility would fall to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated to both captains and scorers.
- b.2. Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.
- b.3. There will be no deduction of overs due to innings breaks.
- b.4. There will be no reduction of overs on either day until there is more than sixty (60) minutes lost on that day.
- b.5. Overs will be deducted at the rate of 1 over for every 4 minutes. All time lost should be rounded up to the nearest 4 minutes.
- b.6. In the event of ground condition, weather or light resulting in a suspension of play at or after 7.00 pm then stumps shall be drawn.
- b.7. Any over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.

#### 27.4.c Interruptions on Day 1 of fixture

- c.1. The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (*NB: half overs to be rounded up*)
- c.2. Play on day 1 shall be abandoned if the match has not commenced by 3pm.
- c.3. When Day 1 has seen reduction(s) in overs and there is no further reduction on Day 2, the following shall apply:
- c.3.a The team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- c.3.b The team (Team B) batting second in a game and who has reached its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

##### *Calculation example*

*If 197 minutes playing time was lost, then the number of overs lost would be 35.*

*i.e. 137 minutes (197-60) divided by 4 which would result in (34.25 rounded up) = 35 overs being lost.*

##### *Result of calculation example*

*If a total of 35 overs are lost on day 1, then the team batting first would be entitled to receive a maximum of 63 overs before its first innings was closed*

*(total of 125 for the match - 45 overs on Day 1 plus 80 overs on Day 2).*

*If not bowled out or declare their respective innings closed,*

*Team A would bat for the 45 overs on Day 1 and 18 overs on Day 2.*

*Team B would then bat for a maximum of 63 overs).*

#### 27.4.d Day 2 of fixture following interruptions to day 1

- d.1. The revised total maximum overs for the match are the actual overs bowled on Day 1 plus available overs on Day 2, which shall be divided evenly between the two sides (*NB: half overs to be rounded up*).

NB: The team with the highest score at the conclusion of the revised maximum overs on day two shall be declared the winner.

#### 27.4.e Interruptions on Day 2 only

- e.1. Rule 27.4.b (b.1 to b.6 only) applies.
- e.2. In any circumstances where Team B does not have the opportunity to face an equal or greater number of overs than that allocated to Team A in its first innings then its first innings will not be considered automatically closed at any point. The match will be declared a draw.

*Example:*

*At the start of the match Team A is allocated 80 overs in their first innings.*

*Team A is dismissed in 70 overs, Team B bats the remaining 10 overs on Day 1.*

*On Day 2 there is a rain delay preventing the match from recommencing until 2.30pm, 150 minutes of playing time was lost then the number of overs lost would be 23.*

*i.e. 90 minutes (150-60) divided by 4 which would result in (22.5) (rounded up) = 23 overs being lost.*

*Team B now has allocated overs (57overs) less than that of Team A (80 overs).*

*Should Team B not reach the target score nor have been dismissed, the match will be declared a draw.*

#### 27.4.f Interruptions on BOTH days

- f.1. Following interruptions on both days of play where reduction of overs is applied. The revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides (*NB: half overs to be rounded up*).
- f.2. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total at that time will stand as its first innings total. Team B would then commence its first innings.
- f.3. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received less than the revised maximum numbers of overs in their first innings the following shall apply:
  - f.3.a Upon reaching its revised maximum number of overs Team A will have its innings automatically declared closed and the total at that time will stand as its first innings total.
  - f.3.b The first innings total for Team B who has reached its revised maximum number of allocated overs on the second day will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- f.4. If Team A has exceeded the maximum number of overs due to further delays on day 2, its innings will be automatically closed, and Team B will commence its innings. Due to Team B not being allocated equal to or more overs as Team A the match will be declared a draw unless Team B is dismissed or reaches the target score.

#### **27.4.g When play was completely abandoned on Day 1 - One day rules will not apply**

- g.1.** If no play was possible on Day 1 of the match, Day 2 will be played under 2-Day rules a maximum of forty (40) overs allocated to the first innings.
- g.2.** If interruptions to play reduce the ability of Team B to face their allocated forty (40) overs and is not dismissed or the target score reached, the match will be declared a draw.
- g.3.** Declarations are permitted within the Spirit of the Game

*Example 1:*           Declarations or Bowled out before allocated overs

Team A is allocated 40 overs but declares its innings or is bowled out after 35 overs, Team B commences its innings and has a maximum of 45 overs available to them.

*Example 2:*           Interruption to Team B innings only

Team A completes their allocated 40 overs, a rain delay in the innings break causes the loss of 65mins of playing time, 2 overs are lost (rounded up), and Team B is now allocated 38 overs. Team B must be bowled out or reach the target score or the match will be drawn.

*NB: "Allocated Overs" in rule 27.4.a is defined as maximum overs a team can bat. Any overs forgone by Team A at that point in time by being bowled out or having voluntarily declared their innings closed will be additional to the allocated overs for Team B.*

#### **27.4.h Interruptions on day 2 when Day 1 is abandoned**

- h.1.** If no play was possible on Day 1 of the match, and Day 2 commencement time is delayed, the match will be played under 2-Day rules with a minimum of twenty-nine (29) overs allocated to the first innings.
- h.2.** Play on day 2 shall be abandoned if the match has not commenced by 3pm.
- h.3.** Tea is automatically dispensed of.
- h.4.** If interruptions to play reduce the ability of Team B to face their allocated twenty-nine (29) overs and is not dismissed or the target score reached, the match will be declared a draw.

## 27.5. 2-Day Fixtures – Third and Fourth Grade:

### 27.5.a Number of Overs (without interruptions)

- a.1. Maximum of Seventy (70) six-ball overs shall be bowled on each day unless an outright result is achieved, or the game is ended by mutual agreement of both captains after consulting with the umpires at any stage after the achievement of a first innings result.
- a.2. The team batting first on the first day of a match who has batted for seventy (70) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- a.3. The team commencing its first innings on the second day of a match who has batted for seventy (70) overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.

NB: The team with the highest score at the conclusion of seventy (70) overs on day two shall be declared the winner.

- a.4. If the team batting first is dismissed or voluntarily declares its innings closed in less than seventy (70) overs, an innings change-over occurs, and the other team shall commence its innings.
- a.5. There will be no deduction of overs due to innings breaks.
- a.6. An over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of number of overs on the second day.
- a.7. Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this competition.
- a.8. If players remain off the ground due to ground, weather, or light at 7.00 pm then stumps shall be drawn.
- a.9. Law of Cricket 4.3 and 4.4 does not apply. No second new ball is available in any innings of a two-day fixture.
- a.10. The Captains are expected to ensure that their over rate is at an average of fifteen (15) overs per hour.

### 27.5.b Interruptions to play

- b.1. Where present, umpires shall be responsible for determining the number of overs to be bowled. In the absence of umpires, this responsibility would fall to the captains of the respective sides. Where there is any amendment to the number of overs to be played this shall be communicated to both captains and scorers.
- b.2. Fractions shall be ignored in all calculations of the number of overs to be bowled; in each case proceed to the next whole number.

- b.3. There will be no deduction of overs due to innings breaks.
- b.4. Overs will be deducted at the rate of one (1) over for every four (4) minutes. All time lost should be rounded up to the nearest four (4) minutes.
- b.5. In the event of ground condition, weather or light resulting in a suspension of play at or after 7.00 pm then stumps shall be drawn.
- b.6. Any over which is not completed at the conclusion on the first day shall be completed on the second day but shall not count for the purposes of calculating the number of overs on the second day.

### 27.5.c Interruptions on Day 1 of fixture

- c.1. The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (*NB: half overs to be rounded up*)
- c.2. Play on day 1 shall be abandoned if the match has not commenced by 3pm.
- c.3. When Day 1 has seen reduction in overs and there is no further reduction on Day 2, the following shall apply:
  - c.3.a The team (Team A) batting in its first innings in a match upon reaching its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
  - c.3.b The team (Team B) batting second in a game and who has reached its revised maximum number of overs will have its innings automatically declared closed and the total at that time will stand as its first innings total. (*see explanation in 'result of calculation'*)

#### *Calculation example*

*If 97 minutes playing time was lost, then the number of overs lost would be 25.*

*i.e. 97 minutes divided by 4 which would result in (24.25 rounded up) = 25 overs being lost*

#### *Result of calculation example*

*If a total of 25 overs are lost on day 1 then the team batting first would be entitled to receive a maximum of 58 overs before its first innings was closed*

*(total of 115 for the match - 45 overs on Day 1 plus 70 overs on Day 2.)*

*If not bowled out or declare their respective innings closed,*

*Team A would bat for the 45 overs on Day 1 and 13 overs on Day 2.*

*Team B would then bat for a maximum of 58 overs- rounded up).*

### 27.5.d Day 2 of fixture following interruptions to day 1

The revised total maximum overs for the match are the actual overs bowled on Day 1 plus available overs on Day 2, which shall be divided evenly between the two sides (*NB: half overs to be rounded up*).

*NB: The team with the highest score at the conclusion of the revised maximum overs on day two shall be declared the winner.*

## 27.5.e Interruptions on Day 2 only

- e.1. Rule 27.5.b (b.1 to b.6) applies
- e.2. In any circumstances where Team B does not have the opportunity to face an equal or greater number of overs than that allocated to Team A in its first innings then its first innings will not be considered automatically closed at any point. The match will be declared a draw.

*Example:*

*At the start of the match Team A is allocated 70 overs in their first innings.*

*Team A is dismissed in 50 overs, Team B bats the remaining 20 overs on Day 1.*

*On Day 2 there is a rain delay preventing the match from recommencing until 2.30pm, 90 minutes of playing time was lost then the number of overs lost would be (22.5) 23 rounded up.*

*Team B now has allocated overs (67 overs rounded up) less than that of Team A (70 overs).*

*Should Team B not reach the target score or have been dismissed, the match will be declared a draw.*

## 27.5.f Interruptions on BOTH days

- f.1. Upon reaching its revised maximum number of overs Team A will following interruptions on both days of play where reduction of overs is applied. The revised total maximum overs for the match (actual overs bowled on Day 1 plus available overs after the reduction on Day 2) shall be divided evenly between the two sides (NB: half overs to be rounded up).
- f.2. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received equal to or more than the revised maximum number of overs in their first innings then it will have its innings automatically declared closed and the total at that time will stand as its first innings total. Team B would then commence its first innings.
- f.3. If as a result of a reduction in overs on Day 1, Team A is still batting in the first innings of a match and has received less than the revised maximum numbers of overs in their first innings the following shall apply:
  - f.3.a Have its innings automatically declared closed and the total at that time will stand as its first innings total.
  - f.3.b The first innings total for Team B who has reached its revised maximum number of allocated overs on the second day will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- f.4. If Team A has exceeded the maximum number of overs due to further delays on day 2, its innings will be automatically closed, and Team B will commence its innings. Due to Team B not being allocated equal to or more overs as Team A the match will be declared a draw unless Team B is dismissed or reaches the target score.

## **27.5.g When play was completely abandoned on Day 1, One day rules will not apply**

- g.1.** If no play was possible on Day 1 of the match, Day 2 will be played under 2-day rules a maximum of thirty-five (35) overs allocated to the first innings.
- g.2.** If interruptions to play reduce the ability of Team B to face their allocated 35 overs and is not dismissed or the target score reached, the match will be declared a draw.
- g.3.** Declarations are permitted within the Spirit of the Game

*Example 1: Declarations or Bowled out before allocated overs*

*Team A is allocated 35 overs but declares its innings or is bowled out after 25 overs – Team B commences its innings and has a maximum of 45 overs available to them.*

*Example 2: Interruption to Team B innings only*

*Team A completes their allocated 35 overs, a rain delay in the innings break causes the loss of 65mins of playing time, 17 overs are lost (rounded up), and Team B is now allocated 18 overs. Team B must be bowled out or reach the target score or the match will be drawn.*

*NB: "Allocated Overs" in (Rule 27.5.a) is defined as maximum overs a team can bat.*

*Any overs forgone by Team A at that point in time by being bowled out or having voluntarily declared their innings closed will be additional to the allocated overs for Team B.*

## **27.5.h Interruptions on day 2 when Day 1 is abandoned**

- h.1.** If no play was possible on Day 1 of the match, if Day 2 commencement time is delayed the match will be played under 2-Day rules with a minimum of twenty-four (24) overs allocated to the first innings.
- h.2.** Play on day 2 shall be abandoned if the match has not commenced by 3pm.
- h.3.** Tea will automatically be dispensed of.
- h.4.** If interruptions to play reduce the ability of Team B to face their allocated twenty-four (24) overs and is not dismissed  
or the target score reached, the match will be declared a draw.



## 28. Playing Conditions for One (1) Day Fixtures

### 28.1. 1st and 2nd Grades

#### 28.1.a General

- a.1. Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- a.2. In 1st & 2nd Grade one (1) day fixtures ONLY, fielding restrictions shall apply only if an official umpire is appointed.
- a.3. In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.
- a.4. In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the same strict and consistent interpretation regarding adjudging a wide delivery.

#### a.5. Hours of Play and Intervals

Play shall commence at 12.00 midday. A tea interval of 30 minutes shall be taken in the break between innings. Tea will be provided by the home team. Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the interval will be 10 minutes.

#### a.6. Intervals for Drinks

One drink break per session shall be permitted at Twenty (20) Overs.

The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

### 28.1.b Length of Innings - Uninterrupted Fixtures

- b.1. Each team shall bat for forty (40) overs unless all out earlier.
- b.2. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than Forty (40) overs, the team batting second shall be entitled to bat for a maximum of forty (40) overs.
- b.3. Each innings of the match is to be completed within 2 hours 40 minutes of its Commencement time.
- b.4. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.
- b.5. If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, (the over in which the last wicket falls to count as a complete over).

- b.6. If the team batting first is dismissed in less than Forty (40) overs, the team batting second shall be entitled to bat for forty (40) overs except as provided in (b.4 & b.5) above.
- b.7. If the team fielding second fails to bowl forty (40) overs or the number of overs as provided in (b.4), (b.5) and (b.6) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- b.8. If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Umpires eg reasons outside of the fielding team's control, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

#### **28.1.c Length of Innings - Delayed or Interrupted Fixtures**

- c.1. The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- c.2. Minimum fifteen (15) overs each team.
- c.3. The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play.
- c.4. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- c.5. A team shall not be permitted to declare its innings closed.
- c.6. Fractions are to be ignored in all calculations re number of overs.

#### **28.1.d Delay or Interruption to the Innings of the Team batting second**

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost.

#### **28.1.e Extension of Hours**

The hours of play **shall not be extended** where time is lost.

#### **28.1.f Calculations of target score**

- f.1. If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis Method.
- f.2. If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Method.

- f.3. It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis calculation.
- f.4. In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

#### 28.1.g Ground Markings for Fielder Restrictions

- g.1. A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules.
- g.2. Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- g.3. Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

#### 28.1.h Restrictions on the Placement of Fielders

- h.1. Fielding restrictions shall apply to certain overs in each innings to be referred to as "Powerplay overs". Any breach of these restrictions will result in a "no-ball" being called and signalled by either umpire at the instant of delivery.
- h.2. At the instance of delivery, a maximum of five (5) fielders on the leg side are permitted.
- h.3. The first block of Powerplay overs (1-8) only two (2) fielders are permitted to be outside the field restriction marking (30-yard circle) at the instant of delivery.
- h.4. The second block of Powerplay overs (9-32) only four (4) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.
- h.5. The third block of Powerplay overs (33-40) only five (5) fielders shall be permitted outside the field restriction marking (30-yard circle) at the instant of delivery.
- h.6. In circumstances where the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. This provision applies where overs are reduced in either or both the first and/or second innings of a match. (See following table)

**Power Play Over Calculations**

Innings Duration	PP1	PP2	PP3	Innings Duration	PP1	PP2	PP3
15 overs	3	9	3	28 overs	6	17	5
16 overs	3	10	3	29 overs	6	17	6
17 overs	4	10	3	30 overs	6	18	6
18 overs	4	11	3	31 overs	6	19	6
19 overs	4	11	4	32 overs	7	19	6
20 overs	4	12	4	33 overs	7	20	6
21 overs	4	13	4	34 overs	7	20	7

22 overs	5	13	4	35 overs	7	21	7
23 overs	5	14	4	36 overs	7	22	7
24 overs	5	14	5	37 overs	8	22	7
25 overs	5	15	5	38 overs	8	23	7
26 overs	5	16	5	39 overs	8	23	8
27 overs	6	16	5	40 overs	8	24	8

### 28.1.i Number of overs per Bowler

- i.1. No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- i.2. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- i.3. Restrictions apply for young bowlers of medium or fast pace regarding the number of overs which are allowed in a spell and in a day's play.

### 28.1.j No Ball - Dangerous/ Unfair Bowling (*Laws of Cricket 41.6 and 41.7*)

- j.1. Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (*Law 21 – Laws of Cricket*).

#### Short Pitched Bowling

- j.2. A bowler shall be allowed to bowl one fast short pitched delivery per over.
- j.3. A fast-short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- j.4. The umpire at the bowlers' end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- j.5. In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- j.6. In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in (j.3) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

- j.7. If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (j.6 above) and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- j.8. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to law 41.6.4).

#### **Non-Pitching Delivery - Full-toss** (*Laws of cricket 41.7*)

- j.9. Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- j.10. If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (law 41.7.2) then the umpire shall issue the bowler a first & final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- j.11. Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.
- j.12. Independent of rules (j.10. j.11) (laws of cricket 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (j.9), the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

#### **28.1.k Free Hit**

- k.1. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- k.2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

- k.3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- k.4. Field changes are not permitted for free hit deliveries unless there is a change of striker.
- k.5. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### 28.1.l **Wide Bowling - Judging a Wide**

- I.1. Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery to prevent negative bowling.

#### **One Day Fixtures- 1<sup>st</sup> and 2<sup>nd</sup> Grades**

A delivery passing the striker on the off-side outside the Off-Side Wide Guideline (75cm from the outside of off stump- see Ground and Pitch Markings) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off-side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

\*\* Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.

A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

- i) The ball passes between the striker and the stumps
  - ii) The striker moves toward the off-side, and in the umpire's opinion, the ball would have made contact with the striker in a normal batting position
  - iii) The striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off-Side Wide Guideline on the leg side shall be a Wide.
- I.2. A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wideballs.

### 28.1.m **The Result**

- m.1. A result can only be achieved if both teams have had the opportunity to bat for a minimum 15 overs. Any interruptions causing the below scenarios will cause the fixture to be resulted as a draw:

- m.1.a The innings of the team batting first could not commence by 3.40 pm
- m.1.b The innings of the team batting second could not commence by 4.50 pm; or
- m.1.c The innings of the team batting second would be reduced to less than 15 overs,
- m.1.d as a result of an interruption to play after its' commencement.

- m.2. In the event of scores being level at the completion of the match in the innings of both teams, the result shall be a tie.

## **28.2. 3rd & 4th Grade and Development League**

- 28.2.a** Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- 28.2.b** In one (1) day fixtures ONLY, if an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.

### **28.2.d Hours of Play and Intervals**

- d.1.** For 3rd & 4th Grades: play shall commence at 1pm. A tea interval of 30 minutes shall be taken in the break between innings. Tea will be provided by the home team.
- d.2.** For Development League: play shall commence at 1pm. A tea interval of 30 minutes shall be taken in the break between innings.
- d.3.** Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the tea interval will be 10 minutes.

### **28.2.e Intervals for Drinks**

One (1) drinks break per session shall be permitted at Twenty (20) Overs. The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

### **28.2.f Field Restrictions**

At the instance of delivery by the bowler, a maximum of five (5) fielders on the leg side is permitted.

### **28.2.g Length of Innings - Uninterrupted Fixtures**

Each team shall bat for forty (40) overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than forty (40) overs, the team batting second shall be entitled to bat for a maximum of forty (40) overs.

### **28.2.h Length of Innings - Delayed or Interrupted Fixtures**

- h.1.** The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- h.2.** Minimum fifteen (15) overs each team.

- h.3. The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- h.4. The team batting second shall not bat for a greater number of overs than the first team unless the team batting second has been all out in less than the agreed number of overs.
- h.5. A team shall not be permitted to declare its innings closed.
- h.6. Fractions are to be ignored in all calculations re number of overs.

#### **28.2.i Delay or Interruption to the Innings of the Team batting second**

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.

#### **28.2.j Extension of Hours**

The hours of play **shall not be extended** where time is lost.

#### **28.2.k Calculations of target score**

- k.1. If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis Method.
- k.2. If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Method.
- k.3. It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis calculation.
- k.4. In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

#### **28.2.l Number of overs per Bowler**

- l.1. No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- l.2. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.



- l.3. Restrictions apply for young bowlers of medium or fast pace regarding the number of overs which are allowed in a spell and in a day's play.

**28.2.m No Ball - Dangerous/ Unfair Bowling** (*Laws of Cricket 41.6 and 41.7*)

- m.1. In the instance of no official umpires being present, **the responsibility will fall to the captains of the respective teams to apply these playing conditions.**
- m.2. Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Law 21 – Laws of Cricket).

**Short Pitched Bowling**

- m.3. A bowler shall be allowed to bowl one fast short pitched delivery per over.
- m.4. A fast-short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- m.5. The umpire at the bowlers' end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- m.6. In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- m.7. In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in (m.4) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- m.8. If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (m.6) above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- m.9. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

**Non-Pitching Delivery - Full-toss** (*laws of cricket 41.7*)

- m.10.** Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- m.11.** If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (law 41.7.2) then the umpire shall issue the bowler a first & final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- m.12.** Should there be any further instance of dangerous bowling by the same bowler in that innings:
- m.12.a** the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.
  - m.12.b** The bowler thus suspended shall not be allowed to bowl again in that innings.
  - m.12.c** If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
  - m.12.d** When practicable, the umpire shall inform the captain of the batting side.
- m.13.** Independent of rules (m.11. m.12) (law 41.7.6) having been breached, if the umpire considers the bowler **deliberately** bowled a non-pitching delivery deemed to be unfair (m.10):
- m.13.a** The offending bowler is **immediately suspended from bowling** (without warning).
  - m.13.b** The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.
  - m.13.c** The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
  - m.13.d** When practicable, the umpire shall inform the captain of the batting side.

**28.2.n Free Hit** *(only applicable if official Umpires are officiating)*

- n.1. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- n.2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- n.3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- n.4. Field changes are not permitted for free hit deliveries unless there is a change of striker.
- n.5. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

**28.2.o Wide Bowling - Judging a Wide**

- o.1. In the instance, if no official umpires being present, the responsibility will fall to the captains of the respective teams to apply these playing conditions:
- o.2. Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery to prevent negative bowling.
  - o.2.a Any offside OR legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off stump or leg stump), without any contact of the strikers' bat or person, shall be called a wide unless the ball passes between striker and the stumps.
- o.3. A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

**28.2.p The Result**

- p.1. A result can only be achieved if both teams have had the opportunity to bat for a minimum 15 overs. Any interruptions resulting in the below scenarios will cause the fixture to be recorded as a draw:
  - p.1.a The innings of the team batting first could not commence by 4.10 pm
  - p.1.b The innings of the team batting second could not commence by 5.20 pm; or
  - p.1.c The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its' commencement.
- p.2. In the event of scores being level at the completion of the match in the innings of both teams, the result shall be a tie.

## 29. Suburban Districts

- 29.1.a **1<sup>st</sup> Division:** Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to forty (40) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- 29.1.b **All other Divisions:** Fixtures shall be of one day's scheduled duration. The fixtures will consist of one innings per side and each innings will be limited to thirty-five (35) six-ball overs. A minimum of fifteen (15) overs per team shall constitute a fixture.
- 29.1.c If an official umpire is appointed, umpires are instructed to apply the "free hit" rule in relation to deliveries following a no ball.
- 29.1.d If an official umpire is appointed, umpires are instructed to apply the same strict and consistent interpretation of the Law relating to wide bowling.

## 29.1.e Hours of Play and Intervals

- e.1. **1<sup>st</sup> Division:** Play shall commence at 1pm. A fifteen (15) minute innings break shall apply.
- e.2. **All other Divisions:** Play shall commence at 1.30 pm. A fifteen (15) minute innings break shall apply.
- e.3. Where play is delayed or interrupted in the first innings, for more than 120 minutes the length of the innings break will be 10 minutes.

## 29.1.f Intervals for Drinks

One drink break per session shall be permitted at Twenty (20) Overs. The provisions of Law 11.8 (Laws of Cricket) shall be strictly observed except that under conditions of extreme heat extra intervals for drinks may be permitted.

## 29.1.g Field Restrictions

At the instance of delivery by the bowler, a maximum of five (5) fielders on the leg side is permitted.

## 29.1.h Length of Innings - Uninterrupted Fixtures

**1<sup>st</sup> Division:** Each team shall bat for forty (40) overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than forty (40) overs, the team batting second shall be entitled to bat for a maximum of forty (40) overs.

**All Other Divisions:** Each team shall bat for thirty-five (35) overs unless all out earlier. A team shall not be permitted to declare its innings closed. If the team batting first is dismissed in less than thirty-five (35) overs, the team batting second shall be entitled to bat for a maximum of thirty-five (35) overs.

#### **29.1.i Length of Innings - Delayed or Interrupted Fixtures**

- i.1. The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- i.2. Minimum fifteen (15) overs each team.
- i.3. The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- i.4. The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- i.5. A team shall not be permitted to declare its innings closed.
- i.6. Fractions are to be ignored in all calculations re number of overs.

#### **29.1.j Delay or Interruption to the Innings of the Team batting second**

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.

#### **29.1.k Extension of Hours**

The hours of play **shall not be extended** where time is lost.

#### **29.1.l Calculations of target score**

- l.1. If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis Method.
- l.2. If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Method.
- l.3. It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis calculation.
- l.4. In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

### 29.1.m Number of overs per Bowler

m.1. **1<sup>st</sup> Division:** No bowler shall bowl more than eight (8) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

**All Other Divisions:** No bowler shall bowl more than seven (7) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

m.2. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

m.3. Restrictions apply for young bowlers of medium or fast pace regarding the number of overs which are allowed in a spell and in a day's play. (refer to table in 33.7.b)

### 29.1.n No Ball - Dangerous/ Unfair Bowling (*Laws of Cricket 41.6 and 41.7*)

n.1. In the instance of no official umpires being present, **the responsibility will fall to the captains of the respective teams to apply these playing conditions.**

n.2. Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Law 21 – Laws of Cricket).

#### **Short Pitched Bowling**

n.3. A bowler shall NOT be allowed to bowl any fast-short pitched delivery.

n.4. A fast-short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease.

n.5. In the event of a bowler bowling a fast-short pitched delivery in an over as defined in (n.4) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

n.6. If there is a second instance of the bowler being no balled for bowling another fast short pitched delivery in an over, the umpire shall repeat the procedure in (n.5) above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.

n.7. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. The bowler thus suspended, shall not be allowed to bowl again in that innings (refer to law 41.6.4).

### **Non-Pitching Delivery - Full-toss** (*laws of cricket 41.7*)

- n.8. Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- n.9. If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (law 41.7.2) then the umpire shall issue the bowler a first & final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- n.10. Should there be any further instance of dangerous bowling by the same bowler in that innings:
  - n.10.a the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.
  - n.10.b The bowler thus suspended shall not be allowed to bowl again in that innings.
  - n.10.c If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
  - n.10.d When practicable, the umpire shall inform the captain of the batting side.
- n.11. Independent of rules (n.11. n.12) (law 41.7.6) having been breached, if the umpire considers the bowler **deliberately** bowled a non-pitching delivery deemed to be unfair (n.10):
  - n.11.a The offending bowler is **immediately suspended from bowling** (without warning).
  - n.11.b The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith.
  - n.11.c The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
  - n.11.d When practicable, the umpire shall inform the captain of the batting side.

### **29.1.o Free Hit** (*only applicable if official Umpires are officiating*)

- o.1. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- o.2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- o.3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- o.4. Field changes are not permitted for free hit deliveries unless there is a change of striker.
- o.5. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## 29.1.p Wide Bowling - Judging a Wide

### 1st Division

- p.1. In the instance, if no official umpires being present, the responsibility will fall to the captains of the respective teams to apply these playing conditions:
- p.2. Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery to prevent negative bowling.
- p.3. A delivery passing the striker on the off-side outside the Off-Side Wide Guideline (75cm from the outside of off stump- (see Ground and Pitch Markings) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off-side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

\*\* Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

- p.4. A delivery passing the striker's stumps on the leg side without any contact of the strikers' bat or person, shall be called a Wide unless:
- i) The ball passes between striker and the stumps
  - ii) The striker moves toward the off-side, and in the umpires's opinion, the ball would have made contact with the striker in a normal batting position
  - iii) The striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only, a delivery passing the striker outside the Off-Side Wide Guideline, on the Leg Side shall be called a wide.

### All Other Divisions

- p.5. Any offside OR legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off or leg stump), without any contact of the striker's bat or person, shall be called a wide unless the ball passes between striker and the stumps.
- p.6. :A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

## 29.1.q The Result

- q.1. A result can only be achieved if both teams have had the opportunity to bat for a minimum 15 overs. Any interruptions causing the below scenarios will cause the fixture to be resulted as a draw:
- q.1.a The innings of the team batting first could not commence by 4.10 pm
  - q.1.b The innings of the team batting second could not commence by 5.20 pm; or
  - q.1.c The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its' commencement.
- q.2. In the event of scores being level at the completion of the match in the innings of both teams, the result shall be a tie.



**29.1.r Semi-Final & Final Qualifications (Suburban Districts)**

- r.1. To be eligible to play in suburban districts semi-finals and / or finals in a particular division, a player must have played five (5) games in that particular division or lower.
  
- r.2. Fixtures called off by the NDCA for any reason will not count as a game played.
  
- r.3. Fixtures called off at the ground for any reason shall count as a game for the purposes of 29.1.r.1 above. Teams must be entered into MyCricket as per 12.
  
- r.4. Exemptions may be applied for to the Fixtures and Permits Committee if a player is unable to comply with 24.9 due to injury or illness during the season.

## **30. Playing Conditions - T20 Fixtures**

### **30.1. Duration of Fixtures**

Fixtures shall be of one day's duration. The fixtures will consist of one innings per side and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

### **30.2. Hours of Play and Intervals**

**30.2.a** Play in each fixture shall commence at the time designated by the Association.

**30.2.b** Each innings of the match is to be completed within eighty (80) minutes of its commencement. For the purposes of Rules 30.5 and 30.6 below, the scheduled time shall be eighty (80) minutes after the commencement of each innings (subject to any adjustment in accordance with those provisions).

**30.2.c** The last over of the innings must commence prior to the conclusion of the 80th minute.  
e.g. Scheduled start time is 5:00 pm last over must be commenced by 6:20 pm,  
penalties will apply if not adhered to.

**30.2.d** An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.

**30.2.e** Where play is delayed or interrupted in the first innings, the length of the interval will be as follows:  
Change to Interval times due to time lost:  
if less than 30 minutes, then 10 minutes  
if more than 30 minutes, then 5 minutes

### **30.3. Intervals for Drinks**

**30.3.a** No drinks intervals shall be permitted, except in extreme conditions.

**30.3.b** An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, including shoes.

### **30.4. Extra Time**

30 minutes of extra official playing time is permitted - refer Rule 30.2 of T20 Conditions (excluding twilight fixtures).

### **30.5. Length of Innings - Uninterrupted Fixtures**

**30.5.a** Each team shall bat for twenty (20) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

**30.5.b** If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

**30.5.c** Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

- 30.5.d** The interval shall be reduced if the team fielding first fails to bowl the required number of overs in the scheduled time.
- 30.5.e** The Umpires may increase the number of overs to be bowled by the team bowling second if they believe the events are beyond the control of the bowling team that prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.
- 30.5.f** If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- 30.5.g** If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (Rule 30.5.c) above.
- 30.5.h** If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in (Rules 30.5.b, 30.5.c or 30.5.d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with (Rule 30.4).
- 30.5.i** If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with (Rule 30.4). Unless determined otherwise by the Umpires eg reasons outside of the fielding team's control, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

## **30.6. Length of Innings - Delayed or Interrupted Fixtures**

### **30.6.a General**

- a.1.** The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

NB: Minimum five (5) overs each team, subject to the provisions of (Rule 30.5.b).

The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.

- a.2.** If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with (Rule 30.4).
- a.3.** The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- a.4.** A team shall not be permitted to declare its innings closed.
- a.5.** Fractions are to be ignored in all calculations re number of overs.

### **30.6.b Delay or Interruption to the Innings of the Team Batting First**

- b.1.** If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of (Rules 30.2, 30.4 and 30.6.a).
- b.2.** If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and (Rules 30.5.b-g) shall apply.
- b.3.** If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, (Rule 30.5.f) shall apply.

### **30.6.c Delay or Interruption to the Innings of the Team Batting Second**

- c.1.** If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.
- c.2.** The hours of play shall be extended by the amount of time lost up to a maximum of thirty (30) minutes. Calculations because of any time lost thereafter shall be as per (Rule 30.6.a).
  - c.2.a** This rule is not applicable during twilight fixtures.
- c.3.** Calculation of target score is via the Duckworth-Lewis method.

### **30.7. Restrictions on the Placement of Fielders**

- 30.7.a** A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules.  
Instructions below:
  - a.1.** Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
  - a.2.** Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.
- 30.7.b** At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.
- 30.7.c** For the first six (6) overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

- 30.7.d** For the remaining overs, only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 30.7.e** Where the number of overs for the team batting second is reduced, the restriction in (Rule 30.7.c) will apply in accordance with the table below.
- 30.7.f** In circumstances where the number of overs for the team batting first is reduced, the number of overs regarding the restrictions in (Rule 30.7.c) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs

Total overs in innings	No. of overs for which fielding restrictions in (30.7.c above) will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

### **30.8. Number of Overs per Bowler**

- 30.8.a** No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 30.8.b** Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 30.8.c** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

### **30.9. No Ball - Dangerous/ Unfair Bowling** (Laws of Cricket 41.6 and 41.7)

- 30.9.a** A bowler shall be allowed to bowl one (1) fast short pitched delivery per over.
- 30.9.b** A fast-short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- 30.9.c** The umpire at the bowlers' end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- 30.9.d** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

- 30.9.e** In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 30.9.f** If there is a second instance of the bowler being no balled for bowling more than one (1) fast short pitched delivery in an over, the umpire shall repeat the procedure in (Rule 30.9.e) above and advise the bowler that this is his final warning. This final warning shall apply throughout the innings.
- 30.9.g** Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- 30.9.h** Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).
- 30.9.i** Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- 30.9.j** If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (law 41.7.2) then the umpire shall issue the bowler a first & final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 30.9.k** Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.
- 30.9.l** Independent of rules (30.9.j & k) (law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (30.9.i), the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

### 30.10. Free Hit

- 30.10.a** The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- 30.10.b** If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- 30.10.c** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 30.10.d** Field changes are not permitted for free hit deliveries unless there is a change of striker.
- 30.10.e** The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### 30.11. Wide Bowling - Judging a Wide

- 30.11.a** Umpires are instructed to apply a strict and consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.
- 30.11.b** A delivery passing the striker on the off-side outside the Off-Side Wide Guideline (75cm from the outside of off stump- see Ground and Pitch Markings) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off-Side Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

\*\* Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

- 30.11.c** A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
- i) the ball passes between the striker and the stumps
  - ii) the striker moves toward the off-side, and in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
  - iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off-Side Wide Guideline on the leg side shall be a Wide
- 30.11.d** A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

### 30.12. The Ball

White balls as approved by the Association are to be used.

### 30.13. The Result

- 30.13.a** A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of (Rules 30.5 & 30.6), unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.
- 30.13.b** A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs because:

- b.1. **Day Fixtures:** Play has not commenced within 150 minutes of the scheduled start time.
- b.2. **Twilight Fixtures:** Play has not commenced within 120 minutes of the scheduled start time.

#### **30.14. Any loss of playing time**

- 30.14.a The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play.
- 30.14.b If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time.
- 30.14.c The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 30.14.d The team batting second must have the ability to face a minimum of 5 overs within the remaining time available for play.

#### **30.15. Delayed or Interrupted Fixtures - Calculation of the Target Score**

- 30.15.a If the team batting first is unable to complete the agreed number of overs available when it first commenced its innings, the target score for the team batting second shall be calculated using the Duckworth-Lewis Method.
- 30.15.b If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Method.
- 30.15.c It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis calculation.
- 30.15.d In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

#### **30.16. In the event of a Tie the following will apply:**

- 30.16.a A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the match.
- 30.16.b The one (1) over per side eliminator will take place on the pitch allocated for the match.
- 30.16.c Prior to the commencement of the one (1) over per side eliminator each team elects three batsmen and one bowler from the nominated participating players.
- 30.16.d The names of the nominated players are to be provided in writing to the officiating umpires and opposing captain.
- 30.16.e The umpires shall stand at the same end as that in which they finished the match.
- 30.16.f The teams shall bat in the same order.
- 30.16.g The fielding team shall choose which end to bowl from.



- 30.16.h** Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.
- 30.16.i** The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
- 30.16.j** The loss of two (2) wickets in the over ends the team's one over innings.
- 30.16.k** In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:
- k.1.** The team losing the least number of wickets in the original match OR
  - k.2.** If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match OR
  - k.3.** If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, in both the main match and the one over per side eliminator OR
  - k.4.** If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the greatest number of boundaries from its two innings in both the main match and the one over per side eliminator OR
  - k.5.** If still equal the following shall apply:  
 In the Rounds the match is a tie  
 In the Semi-Finals the higher ranked side will progress.  
 In the Final – the teams are declared joint winners.

### **30.17. Sight Screens**

- 30.17.a** If they are not provided the Umpires shall indicate accordingly in their report.
- 30.17.b** If they are not provided the Captain shall indicate accordingly in their Captain's report.
- 30.17.c** The home club may be fined \$250 by the Association.
- 30.17.d** Where sightscreens are on the playing surface they shall be boxed in by lines and/or boundary marker.
- 30.17.e** Movement of the sightscreens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.
- 30.17.f** In the event of undue delays caused by the batting team not being in position to undertake this role, the umpires shall require the match to proceed. Undue delays in complying with this requirement shall be taken into consideration by the umpires if completion of the allotted overs within the required time frames is impacted.

### **30.18. Scoreboards**

- 30.18.a** It is the responsibility of the batting side to update the scoreboard at the end of each over.
- 30.18.b** If they are not so operated the Umpires shall indicate accordingly in their report and the batting team may be fined \$100 by the Association.

### **30.19. Duties of Scorers and Umpires**

**30.19.a** Scorers to maintain list of progress score at the end of each over.

**30.19.b** Umpires to initial calculations at the end of each innings.

### **30.20. Pitch and ground marking**

**30.20.a** A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules.  
Instructions below:

**30.20.b** Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

**30.20.c** Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

**30.20.d** Pitch markings including: Popping/ Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (75 cm from the outside of off & leg stump).

### **30.21. Substitute Fielders**

Substitute fielders shall only be permitted in cases of injury, illness, or other wholly acceptable reasons.

### **30.22. Fall of Wicket**

The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

The incoming batsman is expected to make his way to the wicket immediately after the dismissal.

### **30.23. Declaration of Team**

Each captain shall provide (in writing) a list of the names of the 11 players comprising their team to both the opposing Captain and officiating umpire(s) prior to the toss.

*NB: Players are permitted to play a maximum of two (2) matches per day.*

### **30.24. Player Eligibility for the Denis Broad OAM Cup**

**30.24.a** No player who has played three (3) or more playing days in 1<sup>st</sup> Grade in the current and/or previous season combined shall be eligible to participate in this competition.

**30.24.b** Players may apply to the Fixtures and Permits Committee for an exemption from the operation of Rule (30.24.a). Applications are to be made in writing by the Club Secretary.  
Exemptions from the operation of Rule (30.24.a) are only to be granted in exceptional circumstances.

## 31. Playing Conditions - T20 Fixtures - Masters

### 31.1 Duration of Fixtures

- 31.1.a Fixtures will consist of one innings per side and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

### 31.2. Players

- 31.2.a A maximum of fifteen (15) players per team are allowed, however only eleven (11) shall bat.
- 31.2.b Any player participating in the Masters competition must be a minimum of 35 years of age as at midnight 31 August in the season in which the competition takes place.

### 31.3. Hours of Play and Intervals

- 31.3.a Play in each fixture shall commence at the time designated by the Association.
- 31.3.b Each innings of the match is to be completed within eighty (80) minutes of its commencement.
- 31.3.c The last over of the innings must commence prior to the conclusion of the 80th minute.  
e.g. Scheduled start time is 5:00 pm last over must be commenced by 6:20 pm,  
penalties will apply if not adhered to.
- 31.3.d An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.
- 31.3.e Where play is delayed or interrupted in the first innings, the length of the interval will be as follows:  
Change to Interval times due to time lost:  
if less than 30 minutes, then 10 minutes  
if more than 30 minutes, then 5 minutes

### 31.4. Intervals for Drinks

- 31.4.a No drinks intervals shall be permitted, except in extreme conditions.
- 31.4.b An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, including shoes.

### 31.5. Extra Time

- 31.5.a The hours of play **SHALL NOT BE EXTENDED** where time is lost.

### 31.6. Length of Innings - Uninterrupted Fixtures

- 31.6.a Each team shall bat for twenty (20) overs unless all out earlier.
- 31.6.b A team shall not be permitted to declare its innings closed.

- 31.6.c If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.
- 31.6.d Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.
- 31.6.e The interval shall be reduced if the team fielding first fails to bowl the required number of overs in the scheduled time.
- 31.6.f The Umpires may increase the number of overs to be bowled by the team bowling second if they believe the events are beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.
- 31.6.g If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- 31.6.h If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (Rule 31.6.c above).
- 31.6.i If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in (Rules 31.6.b, 6.c & 6.d above) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with (Rule 31.5 above).
- 31.6.j If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with (Rule 31.5 above). Unless determined otherwise by the Umpires eg reasons outside the control of the fielding team, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

### **31.7. Length of Innings - Delayed or Interrupted Fixtures**

- 31.7.a The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. NB: Minimum five (5) overs each team, subject to the provisions of (Rule 31.6.b). The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- 31.7.b If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with (Rule 31.5).
- 31.7.c The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 31.7.d A team shall not be permitted to declare its innings closed.

**31.7.e** Fractions are to be ignored in all calculations re number of overs.

### **31.8. Delay or Interruption to the Innings of the Team Batting First**

**31.8.a** If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of (Rules 31.3, 31.5 & 31.7).

**31.8.b** If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and (Rules 31.6.b - g) shall apply.

**31.8.c** If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, (Rule 31.6.f) shall apply.

### **31.9. Delay or Interruption to the Innings of the Team Batting Second**

**31.9.a** If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.

**31.9.b** Calculations because of any time lost thereafter shall be as per (Rule 31.7.a).

**31.9.c** Calculations of target score is via the Duckworth-Lewis Method.

### **31.10. Restrictions on the Placement of fielders**

**31.10.a** A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:

**31.10.b** Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

**31.10.c** Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

**31.10.d** At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.

**31.10.e** For the first six (6) overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

**31.10.f** For the remaining overs, only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

**31.10.g** Where the number of overs for the team batting second is reduced, the restriction in (Rule 31.10.e) will apply in accordance with the table below.

**31.10.h** In circumstances where the number of overs for the team batting first is reduced, the number of overs regarding the restrictions in (Rule 31.10.e) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs

Total overs in innings	No. of overs for which fielding restrictions in (31.10.e above) will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

### **31.11. Number of Overs per Bowler & Restrictions**

- 31.11.a** No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 31.11.b** Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 31.11.c** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- 31.11.d** Bowlers are restricted to an 8-metre run up.
- 31.11.e** 1 - 10 overs are to be bowled consecutively from one end. Overs 11 – 20 are to be bowled consecutively from the other end.
- 31.11.f** Striker is to change ends after the completion of each over.

### **31.12. Umpires**

- 31.12.a** One (1) official umpire to be appointed per match and is to officiate at the bowling end.
- 31.12.b** Batting team to provide a square leg umpire at all times, this being, wherever possible, the next player to bat.
- 31.12.c** Two umpires will be appointed for the final.
- 31.12.d** NDCUA will invoice each club for applicable umpire fees per game

### **31.13. No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)**

- 31.13.a** A bowler shall be allowed to bowl one (1) fast short pitched delivery per over.
- 31.13.b** A fast-short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- 31.13.c** The umpire at the bowlers' end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- 31.13.d** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- 31.13.e** In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 31.13.f** If there is a second instance of the bowler being no balled for bowling more than one (1) fast short pitched delivery in an over, the umpire shall repeat the procedure in (Rule 31.13.e) above and advise the bowler that this is his final warning.  
This final warning shall apply throughout the innings.
- 31.13.g** Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- 31.13.h** Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).
- 31.13.i** Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- 31.13.j** If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (law 41.7.2) then the umpire shall issue the bowler a first & final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 31.13.k** Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

**31.13.i** Independent of rules (13.j & k) (law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (13.i), the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

#### **31.14. Free Hit**

**31.14.a** The delivery following a no ball shall be a free hit for whichever batsman is facing it.

**31.14.b** If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

**31.14.c** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

**31.14.d** Field changes are not permitted for free hit deliveries unless there is a change of striker.

**31.14.e** The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

#### **31.15. Wide Bowling - Judging a Wide**

**31.15.a** Umpires are instructed to apply a generous and consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.

**31.15.b** Any offside or legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off or leg stump), without any contact of the strikers' bat or person, shall be called a wide unless, the ball passes between striker and the stumps.

A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.



### **31.16. The Ball**

**31.16.a** 4 Piece WHITE balls as approved by the Association are to be used.

### **31.17. The Result**

**31.17.a** A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of (Rules 31.6 & 31.8), unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.

**31.17.b** A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs because:

**b.1.** Twilight Fixtures: Play has not commenced within 120 minutes of the scheduled start time.

### **31.18. Any loss of playing time**

**31.18.a** The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play.

**31.18.b** If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time.

**31.18.c** The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.

**31.18.d** The team batting second must have the ability to face a minimum of five (5) overs within the remaining time available for play.

### **31.19. Delayed or Interrupted Fixtures - Calculation of the Target Score**

**31.19.a** If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Method.

**31.19.b** It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis calculation.

**31.19.c** In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

**31.20. In the event of a Tie the following will apply:**

- 31.20.a** A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the match.
- 31.20.b** The one (1) over per side eliminator will take place on the pitch allocated for the match.
- 31.20.c** Prior to the commencement of the one (1) over per side eliminator each team elects three batsmen and one bowler from the nominated participating players.
- 31.20.d** The names of the nominated players are to be provided in writing to the officiating umpires and opposing captain.
- 31.20.e** The umpires shall stand at the same end as that in which they finished the match.
- 31.20.f** The teams shall bat in the same order.
- 31.20.g** The fielding team shall choose which end to bowl from.
- 31.20.h** Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.
- 31.20.i** The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
- 31.20.j** The loss of two (2) wickets in the over ends the team's one over innings.
- 31.20.k** In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:
  - k.1.** The team losing the least number of wickets in the original match OR
  - k.2.** If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match OR
  - k.3.** If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, in both the main match and the one over per side eliminator OR
  - k.4.** If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the greatest number of boundaries from its two innings in both the main match and the one over per side eliminator OR
  - k.5.** If still equal the following shall apply:
    - In the Rounds - the match is a tie;
    - In the Semi-Finals - the higher ranked side will progress;
    - In the Final - the teams are declared joint winners.

### **31.21. Sight Screens**

- 31.21.a If they are not provided the Umpires shall indicate accordingly in their report.
- 31.21.b If they are not provided the Captain shall indicate accordingly in their Captain's report.
- 31.21.c Where sightcreens are on the playing surface they shall be boxed in by lines and/or boundary marker.
- 31.21.d Movement of the sightcreens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

### **31.22. Scoreboards**

- 31.22.a It is the responsibility of the batting side to update the scoreboard at the end of each over.

### **31.23. Duties of Scorers and Umpires**

- 31.23.a Scorers to maintain list of progress score at the end of each over.
- 31.23.b Umpires to initial calculations at the end of each innings.

### **31.24. Pitch and ground marking**

- 31.24.a A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules.  
Instructions below:
- 31.24.b Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- 31.24.c Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.
- 31.24.d Pitch markings including: Popping/ Bowling and Return Creases, Protected Area 5ft (152.4cm) and 1ft (30.48cm) markings, wide ball markings (75 cm from the outside of off stump).
- 31.24.e Bowlers run-up mark restriction shall be a line marked 8 Metres behind the stumps.

### **31.25. Substitute Fielders**

- 31.25.a Unlimited interchange allowed by players listed on the team sheet.

### **31.26. Fall of Wicket**

- 31.26.a** The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.  
The incoming batsman is expected to make his way to the wicket immediately after the dismissal.

### **31.27. Declaration of Team**

- 31.27.a** Each captain shall provide (in writing) a list of the names of up to 15 players, comprising their team to both the opposing Captain and officiating umpire(s) prior to the toss.

### **31.28. Player Eligibility for Semi-Finals and Finals**

- 31.28.a** Any current player who has played three (3) or more playing days in 1st Grade or 1<sup>st</sup> Division in the current season shall be ineligible to participate in this competition.
- 31.28.b** Players may apply to the Fixtures and Permits Committee for an exemption from the operation of Rule (28.a). Applications are to be made in writing by the Club Secretary.  
Exemptions from the operation of Rule (28.a.) are only to be granted in exceptional circumstances.

### **31.29. Additional Information:**

- 31.29.a** Players are encouraged to play in their club retro shirt.
- 31.29.b** Competition will be managed via MyCricket.
- 31.29.c** Home team is encouraged to run a canteen on match day.
- 31.29.d** Home clubs need to invoice away club for share of pitch and ground preparation.
- 31.29.e** Clubs need to consider supplying cricket equipment for players as required.

### 31.30. Semi-Final and Final

Fixtures & Permits Committee will provide the format for finals matched prior to the commencement of each competition. Formats will be dependent on the numbers of team competing in each competition

If competitions are to be played in 2 Pools, the Semi Finals will be

Semi Final 1 Rank #1 vs Rank #4

Semi Final 2 Rank #2 vs Rank #3

If competitions are to be played in 4 Pools, the Semi Finals will be

Semi Final 1 Rank #1 vs Rank #4

Semi Final 2 Rank #2 vs Rank #3

If competitions are to be played in any other format, Fixture & Permits Committee will provide the format for the Semi finals and Final prior to the commencement of the Competition

## 32. Playing Conditions - T20 Fixtures – Women

### 32.1. Duration of Fixtures

- 32.1.a Fixtures will consist of one innings per side and each innings will be limited to twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a fixture.

### 32.2. Players

- 32.2.a More than eleven (11) players per team are allowed, however only eleven (11) shall bat.

### 32.3. Hours of Play and Intervals

- 32.3.a Play in each fixture shall commence at the time designated by the Association.
- 32.3.b Each innings of the match is to be completed within eighty (80) minutes of its commencement.
- 32.3.c The last over of the innings must commence prior to the conclusion of the 80th minute.  
e.g. Scheduled start time is 5:00 pm last over must be commenced by 6:20 pm, penalties will apply if not adhered to.
- 32.3.d An interval of ten (10) minutes duration is to be taken at the conclusion of the innings of the team batting first.
- 32.3.e Where play is delayed or interrupted in the first innings, the length of the interval will be as follows:  
Change to Interval times due to time lost:  
if less than 30 minutes, then 10 minutes  
if more than 30 minutes, then 5 minutes

### 32.4. Intervals for Drinks

- 32.4.a No drinks intervals shall be permitted, except in extreme conditions.
- 32.4.b An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, including shoes.

### 32.5. Extra Time

- 32.5.a The hours of play **SHALL NOT BE EXTENDED** where time is lost.

## **32.6. Length of Innings - Uninterrupted Fixtures**

- 32.6.a** Each team shall bat for twenty (20) overs unless all out earlier.
- 32.6.b** A team shall not be permitted to declare its innings closed.
- 32.6.c** If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.
- 32.6.d** Unless otherwise determined by the Umpires the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.
- 32.6.e** The interval shall be reduced if the team fielding first fails to bowl the required number of overs in the scheduled time.
- 32.6.f** The Umpires may increase the number of overs to be bowled by the team bowling second if they believe the events are beyond the control of the bowling team and prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.
- 32.6.g** If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- 32.6.h** If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (Rule 32.6.c) above.
- 32.6.i** If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in (Rules 32.6.b, c & d above) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved, in accordance with (Rule 30.5 above).
- 32.6.j** If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the second session, play shall continue until the required number of overs has been bowled or a result achieved, in accordance with (Rule 32.5 above). Unless determined otherwise by the Umpires eg reasons outside the control of the bowling team, after consultation with the Scorers, a penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

## **32.7. Length of Innings - Delayed or Interrupted Fixtures**

- 32.7.a** The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. NB: Minimum five (5) overs each team, subject to the provisions of (Rule 32.6.b). The calculation of the number of overs to be bowled shall be based on an average rate of fifteen (15) overs per hour in the total time available for play.
- 32.7.b** If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, in accordance with (Rule 32.5).

- 32.7.c The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 32.7.d A team shall not be permitted to declare its innings closed.
- 32.7.e Fractions are to be ignored in all calculations re number of overs.

### **32.8. Delay or Interruption to the Innings of the Team Batting First**

- 32.8.a If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of (Rules 32.3, 32.5 & 32.7).
- 32.8.b If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and (Rules 32.6.b - g) shall apply.
- 32.8.c If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, (Rule 32.6.g) shall apply.

### **32.9. Delay or Interruption to the Innings of the Team Batting Second**

- 32.9.a If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of fifteen (15) overs per hour, for time lost.
- 32.9.b Calculations because of any time lost thereafter shall be as per (Rule 32.7.a).
- 32.9.c Calculations of target score via Duckworth-Lewis Method)

### **32.10. Restrictions on the Placement of fielders**

- 32.10.a A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:
  - a.1. Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
  - a.2. Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.
  - a.3. At the instant of delivery, a maximum of five (5) fielders on the leg side is permitted.
  - a.4. For the first six (6) overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.



- a.5. For the remaining overs, only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
- a.6. Where the number of overs for the team batting second is reduced, the restriction in (Rule 32.10.a.4) will apply in accordance with the table below.
- a.7. In circumstances where the number of overs for the team batting first is reduced, the number of overs regarding the restrictions in (Rule 32.10.a.4) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs

Total overs in innings	No. of overs for which fielding restrictions in 32.10.a.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

### **32.11. Number of Overs per Bowler & Restrictions**

- 32.11.a No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted fixture where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 32.11.b A maximum of eight (8) deliveries are allowed per over.
- 32.11.c Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 32.11.d In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- 32.11.e Bowlers are restricted to an 8-metre run up.
- 32.11.f 1 - 10 overs are to be bowled consecutively from one end.  
Overs 11 – 20 are to be bowled consecutively from the other end.
- 32.11.g Striker is to change ends after the completion of each over.

## **32.12. Umpires**

- 32.12.a** One (1) official umpire to be appointed per match and is to officiate at the bowling end.
- 32.12.b** Batting team to provide a square leg umpire at all times, this being, wherever possible, the next player to bat.
- 32.12.c** Two umpires will be appointed for the final.
- 32.12.d** NDCUA will invoice each club for applicable umpire fees per game.

## **32.13. No Ball - Dangerous/ Unfair Bowling (Laws of Cricket 41.6 and 41.7)**

- 32.13.a** A bowler shall be allowed to bowl one (1) fast short pitched delivery per over.
- 32.13.b** A fast-short pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- 32.13.c** The umpire at the bowlers' end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- 32.13.d** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.
- 32.13.e** In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 32.13.f** If there is a second instance of the bowler being no balled for bowling more than one (1) fast short pitched delivery in an over, the umpire shall repeat the procedure in (Rule 32.13.e) above and advise the bowler that this is his final warning.  
This final warning shall apply throughout the innings.
- 32.13.g** Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- 32.13.h** Should the bowler remove the bails at the bowlers' end in the delivery stride the umpire will call and signal No Ball (Laws of Cricket - Law 21).

- 32.13.i** Any delivery which passes or would have passed on the full, above waist height, of the striker standing upright at the popping crease shall be called and signalled No Ball.
- 32.13.j** If the umpire in their judgement, deemed that the delivery was likely to inflict physical injury to the striker (law 41.7.2) then the umpire shall issue the bowler a first & final warning, inform the captain of the fielding side, the batsman at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- 32.13.k** Should there be any further instance of dangerous bowling by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.
- 32.13.l** Independent of rules (32.13.j & k) (law 41.7.6) having been breached, if the umpire considers the bowler deliberately bowled a non-pitching delivery deemed to be unfair (32.13.i), the offending bowler is immediately suspended from bowling (without warning). The umpire shall call and signal No Ball and when the ball is dead, inform the other umpire and direct the captain to take the bowler off forthwith. The bowler thus suspended shall not be allowed to bowl again in that innings. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof. When practicable, the umpire shall inform the captain of the batting side.

#### **32.14. Free Hit**

- 32.14.a** The delivery following a **Front Foot** No-Ball only shall be a free hit for whichever batsman is facing it.
- 32.14.b** If the delivery for the free hit is not a legitimate delivery (front foot no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. Maximum deliveries being eight (8) per over.
- 32.14.c** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 32.14.d** Field changes are not permitted for free hit deliveries unless there is a change of striker.
- 32.14.e** The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

#### **32.15. Wide Bowling - Judging a Wide**

- 32.15.a** Umpires are instructed to apply a generous and consistent interpretation regarding adjudging a wide delivery, this is to prevent negative bowling.
- 32.15.b** Any offside or legside delivery which passes outside the line marked between the bowling crease and the popping crease (75cm from the outside of the off or leg stump), without any contact of the strikers' bat or

person, shall be called a wideunless, the ball passes between striker and the stumps.

- 32.15.c** (75cm from the outside of the off stump), without any contact of the strikers' bat or person, shall be called a wide unless, the ball passes between striker and the stumps.

A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

### **32.16. The Ball**

- 32.16.a** Pink balls as approved by the Association are to be used.

### **32.17. The Result**

- 32.17.a** A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of (Rules 32.6 & 32.8), unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.

- 32.17.b** A fixture shall be a draw if both teams have not had the opportunity to bat for a minimum five (5) overs because:

**b.1.** Twilight Fixtures: Play has not commenced within 120 minutes of the scheduled start time.

### **32.18. Any loss of playing time**

- 32.18.a** The calculation of the number of overs to be bowled shall be based on an average rate of four (4) minutes per over in the remaining time available for play.
- 32.18.b** If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time.
- 32.18.c** The team batting second shall not bat for a greater number of overs than the first team unless the team batting first has been all out in less than the agreed number of overs.
- 32.18.d** The team batting second must have the ability to face a minimum of 5 overs within the remaining time available for play.

### **32.19. Delayed or Interrupted Fixtures - Calculation of the Target Score**

- 32.19.a** If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's score the Target Score shall be calculated using the Duckworth Lewis Method.
- 32.19.b** It will be the responsibility of the designated home team to ensure that the necessary tools are available to enable the umpires to confirm the Duckworth Lewis calculation.
- 32.19.c** In the case of finals or semi-finals played at neutral grounds, this responsibility would lie with the lower placed team after the preliminary rounds.

**32.20. In the event of a Tie the following will apply:**

- 32.20.a Group Matches – The result will be a Draw
- 32.20.b Semi-Final - The higher ranked team will progress to the final

**32.21. In the event of a Tie in the FINAL the following will apply:**

- 32.21.a A one (1) over per side eliminator will take place, commencing five (5) minutes after the conclusion of the match.

The one (1) over per side eliminator will take place on the pitch allocated for the match.

- 32.21.b Prior to the commencement of the one (1) over per side eliminator each team elects three batsmen and one bowler from the nominated participating players.
- 32.21.c The names of the nominated players are to be provided in writing to the officiating umpires and opposing captain.
- 32.21.d The umpires shall stand at the same end as that in which they finished the match.
- 32.21.e The teams shall bat in the same order.
- 32.21.f The fielding team shall choose which end to bowl from.
- 32.21.g Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 fixture.
- 32.21.h The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
- 32.21.i The loss of two (2) wickets in the over ends the team's one over innings.
- 32.21.j In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the winner will be determined in the following order:
  - k.1. The team losing the least number of wickets in the original match OR

- k.2. If the same number of wickets has been lost, the team bowling the greatest number of maidens in the original match OR
- k.3. If the number of maidens is equal, the team that hit the greatest number of boundary sixes combined from its two innings, in both the main match and the one over per side eliminator OR
- k.4. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the greatest number of boundaries from its two innings in both the main match and the one over per side eliminator OR
- k.5. If still equal the following shall apply:
  - k.5.a In the Rounds the match is a tie
  - k.5.b In the Semi-Finals the higher ranked side will progress.
  - k.5.c In the Final – the teams are declared joint winners.

### **32.22. Sight Screens**

- 32.22.a If they are not provided the Umpires shall indicate accordingly in their report.
- 32.22.b If they are not provided the Captain shall indicate accordingly in their Captain's report.
- 32.22.c Where sightscreens are on the playing surface they shall be boxed in by lines and/or boundary marker.
- 32.22.d Movement of the sightscreens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.

### **32.23. Scoreboards**

- 32.23.a It is the responsibility of the batting side to update the scoreboard at the end of each over.

### **32.24. Duties of Scorers and Umpires**

- 32.24.a Scorers to maintain list of progress score at the end of each over.
- 32.24.b Umpires to initial calculations at the end of each innings.

### **32.25. Pitch and ground marking**

- 32.25.a A 30-yard (27.5m) fielding circle must be clearly marked to use when applying the fielding restrictions rules. Instructions below:
- 32.25.b Two (2) semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- 32.25.c Continuous painted white lines or 'dots' at five-yard (4.5m) intervals shall mark this fielding restriction area. Each 'dot' may be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

**32.25.d** Pitch markings including: Popping/ Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (75 cm from the outside of off stump).

### **32.26. Substitute Fielders**

**32.26.a** Unlimited interchange allowed by players listed on the team sheet.

### **32.27. Fall of Wicket**

**32.27.a** The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

The incoming batter is expected to make their way to the wicket immediately after the dismissal.

### **32.28. Declaration of Team**

**32.28.a** Each captain shall provide (in writing) a list of the names of the players comprising their team to both the opposing Captain and officiating umpire(s) prior to the toss.

### **32.29. Player Eligibility for Semi-Finals and Finals**

**32.29.a** A player must have played one (1) of the round matches to be eligible to participate in Semi-Finals and Final series.

**32.29.b** Players may apply to the Fixtures and Permits Committee for an exemption from the operation of Rule (29.a). Applications are to be made in writing by the Club Secretary.

Exemptions from the operation of Rule (29.a) are only to be granted in exceptional circumstances.

### **32.30. Additional Information:**

**32.30.a** Players are encouraged to play in their club retro shirt

**32.30.b** Competition will be managed via MyCricket

**32.30.c** Home team is encouraged to run a canteen on match day.

**32.30.d** Home clubs need to invoice away club for share of pitch and ground preparation.

**32.30.e** Clubs need to consider supplying cricket equipment for players as required.

### **32.31. Semi-Final and Final**

**32.31.a** Semi-Final #1: Rank #1 vs Rank #4

Semi-Final #2: Rank #2 vs Rank #3

**32.31.b** Final Winner SF1 vs Winner SF2

### **33. General Playing Conditions**

#### **33.1. Post-Match Conference**

At the completion of each match where umpire/s are appointed, it is compulsory that both captains attend a meeting called by the umpire/s at the conclusion of the match – excluding T20, however umpires are encouraged to conduct a conference after each NCC Summer Bash match.

This will help facilitate the completion of the Captains report, as well as better communication between cricketers & umpires.

#### **33.2. General Provisions Regarding Umpires (or captains in their absence)**

**33.2.a** In the event of only one appointed Umpire being present at any fixture, the authority shall be the sole responsibility of the appointed Umpire.

**33.2.b** In the event of no appointed Umpire being present at any fixture, the fitness of the light, weather, pitch, and ground shall be matters for the determination of the two Captains.  
(Refer to Laws of Cricket 2.7 for guidance).

**33.2.c** In all fixtures both Captains and Umpire(s) are to check and sign both score books on completion of each innings certifying the correctness of the score and the result of the fixture.

#### **33.3. Lightning**

**33.3.a** Play shall cease immediately if a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

**33.3.b** Immediately following the suspension of play, persons may enter the field of play to lay pitch covers. However, no person may remain on, or enter, the field of play in the event of a lightning flash which is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended.



### 33.4. **Local Rules**

- 33.4.a The Laws of Cricket covering the awarding of Five Penalty Runs will only apply to those fixtures where official Umpires have been appointed. *Excluding (33.5.b) below.*
- 33.4.b Where a helmet is placed on the ground during play by the fielding side and the ball strikes the helmet (Laws of Cricket 28.3.1 & 28.3.2) 5 penalty runs will be applied.
- 33.4.c Laws of Cricket 24.1.1 and 24.2.2 (Fielder absent or leaving the field) is amended to allow players arriving late to a fixture, due to work commitments, to participate upon taking the field, however penalty times will apply (Law 24.2).

### 33.5. **Boundaries**

Laws of Cricket 19: Boundaries shall apply with the following exceptions:

- 33.5.a The boundary at Townson Oval, Merewether shall be the fence.
- 33.5.b The retaining wall circulating part of Cardiff #1 Oval will form part of the boundary.
- 33.5.c The retaining wall circulating part of Waratah Oval will form part of the boundary.

### 33.6. **Restrictions - Young Bowlers**

- 33.6.a For the purposes of this clause, where Umpires are not appointed to the fixture the responsibility falls entirely to the fielding captain.
- 33.6.b No medium pace or faster bowler (broadly defined as a bowler to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day including all other Associations' (NJCA and NCSCA) matches played on that day as set out below.
- 33.6.c A bowler who has bowled a spell of less than the maximum spell permitted for his age, may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

### 33.6.d **Length of Break**

The following is designed to reduce the risk of injury and enhance the bowling development of young cricketers both in game situations.

- d.1. Restrictions are in place predominately for safety but also for development purposes.
- d.2. Maximum overs in a day includes all overs on that day and that if second innings commences on the same day, i.e. outright opportunity, restrictions still apply.
- d.3. For players playing more than one match, including other Associations' (NJCA & NCSCA) on the same day the daily restrictions should still apply.
- d.4. The minimum rest periods between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowlers' immediately concluded spell.

- d.5. Breaks in play (Lunch 5 Overs, Tea 20 Minutes – 2 Overs, Tea 30 Minutes – 3 Overs and Innings Break 1 Over) shall be included as rest periods.
- d.6. Interruptions in play (1 over from each end for 8 minutes in total time lost) shall be included as rest periods.
- d.7. If an interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.
- d.8. If an over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.

Age*	Maximum Overs in a Spell	Maximum Overs in a Day
Under 19's	8	20
Under 18's	7	20
Under 17's	6	16
Under 16's	6	16
Under 15's	5	12
Under 14's	5	10
Under 13's	4	8

\* as defined by the bowlers age on the day of play

#### **Young Bowlers Restrictions – Examples: -**

- a) *An under 19 bowler bowls five (5) medium pace overs consecutively from one end before lunch. After lunch, the same bowler may resume a new spell of a maximum of eight (8) overs subject to a day's maximum of Twenty (20) overs. (The lunch break is considered a rest period of Five (5) overs from each end).*
- b) *An under 17 bowler bowls a maximum spell of six (6) overs from one end before the Tea break in 2<sup>nd</sup> Grade. As the Tea break in 2<sup>nd</sup> Grade is 30 minutes, the rest period is considered three (3) overs from each end. The same bowler therefore must wait until a further three (3) overs have been bowled by another bowler from the same end before the under-age bowler can resume a further spell subject to the day's maximum of sixteen (16) Overs.*
- c) *An under 19 bowler bowls six (6) medium pace overs consecutively from one end before lunch. After lunch, the same bowler may only bowl another two (2) further overs as it is deemed to be the same spell. Bowler must then wait a minimum of eight (8) before resuming bowling. (The lunch break is rest period of Five (5) overs from each end has not eliminated fully the previous spell) Alternatively he may wait 1 over from each end and resume a full spell of 8 more overs. (they will have been deemed to have had an equal rest of 6 overs (including lunch) following a spell of 6 overs).*

### **33.7. Change of Bowling Type**

Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

- 33.7.a** If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day; and

**33.7.b** If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

**33.8. Responsibility of Fielding Captain & Umpires** \_\_\_\_\_

**33.8.a** It is the responsibility of the fielding Captain to ensure that this playing condition is upheld.

**33.8.b** The Umpires will maintain records to enable the enforcement of this rule together with the Scorers of the match.

**33.8.c** Scorers may notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.

**33.8.d** If the Umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off immediately. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

**33.8.e** Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires shall make the final decision on its application based on information available from the scorers or other sources.



### **33.9. Semi-Finals and Finals**

- 33.9.a** To take part in Semi-Finals or Finals of any competition conducted by the NDCA Clubs must be financial with respect to wicket fees, Umpires' fees and fines imposed by the Association no less than two (2) weeks prior to the fixture concerned taking place.
- 33.9.b** In Semi-Finals, the draw will be the Premiers to play the Fourth placed team and the Second placed team to play the Third placed team.
- 33.9.c** Playing conditions shall be:  
\* Grade - the two-day competition rules  
Suburban – standard Suburban District Competition rules

#### **1st and 2nd grade**

- 33.9.d** In the event of both the Semi-Finals being completely washed out in 1st grade, they can be replayed provided there is one weekend left spare for the Final.
- 33.9.e** In the event of both the Semi-Finals being completely washed out in 2nd grade, they can be replayed provided there is one weekend left spare for the Final, subject to ground availability.
- 33.9.f** In the First Grade Final only, if ANY play (whether play has commenced or not) is lost due to weather, ground, light conditions or any other reason, then play will commence or continue, (and the state of the game will remain the same, until a total of 180 overs are bowled, with the proviso that the team batting first bats for no more than Ninety (90) overs in their first innings), using all available playing dates to enable the fixture to be completed and a result achieved.

#### **All Grades**

- 33.9.g** In the event of a Semi-Final being drawn or tied - the team finishing higher on the Premiership standings shall be declared the winner.
- 33.9.h** Where Semi-Finals or Finals are played on consecutive days, the pitch is to be fully re-prepared but not watered for second day.
- 33.9.i** Second, Third and Fourth Grade Semi-Finals: if there is no play on the first day then standard 2-Day playing conditions apply.
- 33.9.j** Second, Third and Fourth Grade Finals: if there is no play on either day the game can be still played as a two-day fixture if there are spare days available. If there is no play on the first day and there are no spare days available, then standard 2-Day playing conditions apply.
- 33.10.** In any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs is the winner.

## Part 6 – Facilities

### 34. Compulsory Covers

- 34.1. At each club's First Grade ground covers shall be provided and it shall be compulsory for them to be used in all First Grade, Second Grade, Tom Locker Cup, Royce McCormack Cup, Denis Broad OAM Cup, Summer Bash, Under 21's and Under 16's fixtures. Hessian should be used in conjunction with covers.
- 34.2. The home club shall be responsible for the pitch covering whilst the responsibility for pitch covers in all Semi-Finals and Finals shall be determined by the Management Committee. For the purposes of this Rule, if the fixture is to be played at No.1 Sportsground or neutral venue, the duties are shared by both clubs.
- 34.3. Where covers are required, the pitch shall be protected in the event of rain wherever possible from the afternoon prior to the commencement of play and as required during the days play.
- 34.4. In the event of the pitch being wet beforehand or wet at the time the covers are to be laid, the home club is permitted to exercise discretion as to whether to cover or not cover the pitch. The Chairperson of the Fixtures and Permits Committee must be notified immediately if covers are not used.
- 34.5. The Association shall, if it determines that a Club has breached this Rule, inflict on that Club:
- 34.5.a A penalty of \$250 for the first offence and then
  - 34.5.b The forfeiture of three (3) premiership points for succeeding offence(s).

### 35. Scoreboards

- 35.1. All First-Grade grounds must provide scoreboards and they shall operate in all fixtures played at that ground.
- 35.2. All lower grade grounds should have an operational scoreboard.
- 35.3. It is the responsibility of the batting side to update the scoreboard at a maximum of five (5) over intervals.
- 35.4. If they are not so operated the Umpires shall indicate accordingly in their report and the batting team may be fined \$100 by the Association.
- 35.5. All other grounds are encouraged to provide scoreboards.

## 36. Sightscreens

- 36.1. All First-Grade grounds shall provide functional sightscreens.
- 36.2. If they are not provided the Umpires shall indicate accordingly in their report.
- 36.3. If they are not provided the Captain shall indicate accordingly in their Captain's report.
- 36.4. The home club may be fined \$250 by the Association.
- 36.5. Where sightscreens are on the playing surface, they shall be boxed in by lines and/or boundary markers.
- 36.6. Movement of the sightscreens to accommodate over and around the wicket bowling shall be the responsibility of the batting side.
- 36.7. All other grades are encouraged to provide sightscreens.

## 37. Equipment for Grounds

- 37.1.a **Grade:** The home club is responsible for providing six (6) stumps and four (4) bails and spares on each match day. In addition, the home club shall provide boundary markers where required.
- 37.1.b **Suburban:** Each club is responsible for providing three (3) stumps and two (2) bails and spares on each match day. In addition, the home club shall provide boundary markers where required.
- 37.2. Pitch and ground markings shall include:
  - 37.2.a Fielding restriction circle, where applicable, refer to one day or T20 playing conditions.
  - 37.2.b Pitch markings including: Popping (minimum 12 ft in length) / Bowling and Return Creases, Protected Area 5ft and 1ft markings, wide ball markings (where applicable, refer to one day or T20 playing conditions)

## 38. Competition Fixtures & allocation of grounds

- 38.1. All fixtures to be played as per the draw/s compiled by the Fixtures & Permits Committee.
- 38.2. All draws will be available at the start of the season on MyCricket.
- 38.3. Refer to MyCricket for the up-to-date fixtures & results.

*NB: (Refer to the NDCA season match calendar on page 108).*

## 39. EXTREME HEAT POLICY

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### 39.1. PREAMBLE

It is appropriate that a policy be adopted to cover fixtures controlled and conducted by the Newcastle District Cricket Association.

This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators.

It is recognised that NDCA matches are not resourced with medical and emergency support. Taking this into consideration it may be unsafe to continue play during conditions of extreme heat.

**39.2. APPLICATION:** This Policy shall apply to all NDCA matches - Grade and Suburban Districts.

**39.3. SMARTPHONE APP:** Smartphone location settings must be enabled

Main Reference

Supplementary Resource



**39.3.a** AccuWeather shall be the official App. for sourcing temperature **cttl**. The App displays the actual air temperature as well as the "feels like" temperature at a particular location. Weatherzon4.J. may be used as a supplementary resource if the AccuWeather App. data appears to be inaccurate or not up to date.

**39.3.b** Umpires (if no umpire appointed, then the Captains) must be vigilant in monitoring temperatures in extremely hot conditions.

### 39.4. TEMPERATURE THRESHOLD:

Where a temperature threshold is stated, the following measurement shall apply.

**39.4.a Air Temperature** is a measure of how hot or cold the air is. It is the most measured weather parameter.

**39.4.b Feels Like Temperature:** The "Feels like" temperature is a measurement of how hot or cold it really feels like outside. The "Feels Like" temperature relies on environmental data including the ambient air temperature, relative humidity, and wind speed to determine how weather conditions feel to bare skin. The "feels like" temperature may vary from the air temperature depending on the level of humidity and wind.

### 39.5. ADDITIONAL DRINKS INTERVALS AND EXTENDED INTERVALS:

**39.5.a** Prior to the commencement of play, the umpires and captains shall conduct a heat safety briefing:

- a.1. to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals; and
- a.2. to determine whether to extend the duration of lunch and/or afternoon tea intervals.  
(Refer point 8 relating to lost time and reduction of overs).

**39.6. CESSATION OF PLAY, INCREASED DRINKS BREAKS, EXTENDED INTERVALS**

- 39.6.a** Cessation of Play: In the event that either the Air temperature or the "Feels Like" Temperature reaches or exceeds 42 degrees Celsius; the umpires shall cease play.
- 39.6.b** Resumption of Play: Following a cessation of play under (6.a) above, play shall only resume when both the air temperature and 'Feels Like' temperature drops below 42 degrees Celsius.
- 39.6.c** Abandonment of Play:
- c.1.** Umpires (if no umpire appointed, then the Captains) may show discretion as to how long play will be suspended and as to when the match can restart in the event of a favourable weather forecast. OR
  - c.2.** Notwithstanding (6.c.1) above, the umpires, in consultation with the captains, may abandon the day's play immediately following a cessation, if the (nominated official) weather App. hourly forecast indicates that there is no likelihood of a drop in temperature below 42 degrees. In other words, there may be no requirement to wait before a decision is made to abandon the day's play.

**39.7. PLAYER HEALTH AND WELFARE :**

Notwithstanding (39.6) above, the umpires shall have sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, it would be dangerous to the health and welfare of any, or all, of the participants.

**39.7.a** To assist the umpires in exercising their discretion, they may:

- a.1.** Consider any apparent signs of heat stress being displayed by any of the participants.
- a.2.** Refer to an air temperature thermometer, if properly installed in the shade at the match venue.

**39.8. LOSS OF PLAYING TIME (DUE TO EXTREME HEAT):**

Where there is any interruption(s) to play due to extreme heat:

Overs are to be deducted relative to NDCA Playing conditions for lost time as applicable for each grade or fixture.

**39.9. ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY:**

The NDCA reserves the right to cancel a day's play in the event of extreme weather conditions.

e.g. On the day prior to the scheduled days play, the forecast temperature is 44 degrees or more



## 40. PROCEDURE IN EVENT OF DOUBTFUL BOWLING ACTION

### 40.1. Introduction

- \* Laws of Cricket - Law 21 (No Ball) states in part as follows-
- \* Laws of Cricket - Law 21.2 Fair delivery – the arm

- 40.1.a** For a delivery to be fair in respect of the arm the ball must not be thrown. See 40.1.b below. Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he considers that the ball has been thrown.
- 40.1.b** If, in the opinion of either umpire, the ball has been thrown, he shall:
- b.1.** Call and signal No ball;
  - b.2.** Caution the bowler when the ball is dead. This caution shall apply throughout the innings; and
  - b.3.** Inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 40.1.c** If either umpire considers that after such caution, a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the bowler that this is a final warning.
- 40.1.d** This warning shall also apply throughout the innings.
- 40.1.e** If either umpire considers that a further delivery by the same bowler in that innings is thrown:
- e.1.** The umpire concerned shall call and signal No ball.
  - e.2.** When the ball is dead, he shall inform the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side of what has occurred.
  - e.3.** The umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith.
  - e.4.** The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.
  - e.5.** The bowler thus taken off shall not bowl again in that innings.
  - e.6.** The umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

### 40.2. Definition of fair delivery – the arm

- 40.2.a** A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.
- 40.2.b** The International Cricket Council and Cricket Australia have procedures relating to the above Law's application. It is appropriate that the NDCA also develops, promotes, and applies a procedure for application in its own competitions. Such a procedure should be in the best interests of both the player, and the competition as a whole.

### 40.3. Objectives

- 40.3.a** (1) To ensure that every bowler playing in an NDCA competition has a delivery action that complies with the Laws of Cricket - Law 21.

**40.3.b** (2) To assist any bowler with an “illegal” action to comply with the Laws of Cricket - Law 21.

#### **40.4. APPLICATION**

This procedure shall automatically apply in the event that as follows-

- 40.4.a** An NDCA-appointed umpire formally “reports” to the NDCA a player who has bowled what the umpire considers to be a clearly “illegal” delivery in breach of Laws of Cricket - Law 21, three (3) times during the same innings; and/or
- 40.4.b** Two (2) different NDCA-appointed umpires, during at least two (2) different matches during any twelve (12) month period, each formally “mention” to the NDCA a player who has bowled what each umpire considers to be one (1) “illegal” or “doubtful” delivery during a match.
- 40.4.c** In forming an opinion as to whether a bowler’s delivery is clearly “illegal”, or is “doubtful”, an umpire shall be guided by the Laws of Cricket - Law 21.2.
- 40.4.d** The NDCA particularly notes that under the provisions of the Laws of Cricket - Law 21, an umpire must call and signal “no ball” for each delivery that, in the umpire’s opinion, a bowler has delivered “illegally.”

#### **40.5. Review Process** (*Report to NDCA*)

- 40.5.a** Following a match, an umpire shall formally “report” or “mention” to the NDCA any “illegal” or “doubtful” delivery by a bowler. The umpire shall provide as much written information as possible regarding the timing, circumstances, and nature of any such delivery.
- 40.5.b** An umpire must advise the player’s club, as Laws of Cricket 21.3.3 requires.
- 40.5.c** The NDCA shall immediately provide the player’s club with a copy of each such “report” or “mention”.
- 40.5.d** Upon the NDCA’s receipt of one (1) “report” or two (2) “mentions”, that player shall not bowl again in an NDCA competition match, for a period of one (1) month.
- 40.5.e** Following that one (1) month period, a player may re-commence bowling in NDCA matches until such time as he has accumulated another “report” or a further two (2) “mentions.”
- 40.5.f** Upon the NDCA’s receipt of a second (2nd) “report” or a further two (2) “mentions”, that player shall not bowl again in an NDCA competition match, for a period of three (3) months.
- 40.5.g** Following that three (3) month period, a player may re-commence bowling in NDCA matches until such time as he has accumulated another “report” or a further three (3) “mentions.”
- 40.5.h** Upon the NDCA’s receipt of a third (3rd) “report” or a further two (2) “mentions”, that player shall not bowl again in an NDCA competition match, for a period of twelve (12) months.

## **40.6. Notes to Process**

- 40.6.a** Laws of Cricket - Law 21 makes officiating umpires solely responsible, on a delivery-by-delivery basis, for the determination of each individual delivery's fairness during a match.
- 40.6.b** Accordingly, there is no limit on the number of times that an umpire may provide the NDCA with a "report" or "mention" for the same player, or on the number of times that an umpire may "no-ball" the same bowler during a match, except as limited by Laws of Cricket - Law 21.3
- 40.6.c** Neither the NDCA nor any other person or body can certify that a player has a permanently "fair" bowling action, on the basis of an assessment of a bowler's delivery action.
- 40.6.d** The NDCA cannot undertake biomechanical analysis of a bowler's delivery action, such as the ICC or CA would undertake in corresponding circumstances.
- 40.6.e** By continuing to bowl with an "illegal" action", a player delays the process of rendering that action "fair", and thereby satisfying the provisions of Laws of Cricket - Law 21.
- 40.6.f** Accordingly, the NDCA strongly encourages a player's club, during any period in which that player is not permitted to bowl, to assist the player by all means possible to develop a delivery action that is more likely to, in the opinion of umpires, comply with the provisions of Laws of Cricket - Law 21.
- 40.6.g** The NDCA will prepare, and regularly update, a register of "reports" and "mentions" of bowlers arising from Laws of Cricket - Law 21. The NDCA will provide the NSWCU&SA, with a copy of that updated register, following each such update.
- 40.6.h** A player has no right of appeal to any course of action by an umpire or the NDCA relating to this procedure, other than on a point of law.

## **41. CONTRIVED RESULTS**

- 41.1.a** The NDCA has the authority to investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have colluded to contrive the result of a match, or if it suspects that a competing team has unreasonably declared or forfeited an innings in the match. If the NDCA decides to carry out an investigation, it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams involved.
- 41.1.b** After carrying out such an investigation, the NDCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
- \* was unfair and could have influenced the outcome of the match; or
  - \* was unfair to any teams in the same competition; or
  - \* was unfair, in the context of the Club Championship, to any of the clubs in the same competition.
- 41.1.c** The NDCA's powers include, but are not limited to, the power to:
- \* award a match to one team, or both teams jointly;
  - \* deduct such competition points from, or award competition points to, either team in a match, as the NDCA in its absolute discretion thinks fit;
  - \* fine, suspend or disqualify a player or club.



Newcastle District  
Cricket Association Inc

## **Newcastle District Cricket Association Inc**

### **Code of Conduct**

**(Revised AUGUST 2019)**

# CODE OF CONDUCT

## 1. DEFINITIONS

In this Code:

Board means the Board of Management of the NDCA.

Club has the same meaning as “district club” or “club in Clause 1(1) of the NDCA Constitution.

Code means this Code of Conduct.

Commissioner means the person acting as the Code of Conduct Commissioner under this Code

Complainant means the person or Club who makes the complaint.

Complaint means a report lodged by a person alleging a breach of this Code by the Reported Person.

Complaint Form means a form to be used by a person when making a Complaint and which contains the information set out in the attached form. This form may be altered by the Board at any time.

Interested Parties are:

- (a) The Person's Club (but if the Person is not a member of a Club then the Person)
- (b) The Person's Club (but if the Reported Person is not a member of a club then the Reported Person)
- (c) The Umpire's Association if the Complaint has come from or relates to an Official Umpire.
- (d) The complainant, if not an Official Umpire.
- (e) NDCA.

Judiciary means the standing committee established pursuant to Clause 23(1)(a)(v) of the NDCA Constitution.

NDCA is the Newcastle District Cricket Association Inc.

Offence means the offences described in the Rules of Behaviour which forms part of this Code.

Official Umpire is an umpire officially appointed to the match by the Umpire's Association.

Players has the same meaning as “playing member” in Clause 1(1) of the NDCA Constitution.

Reported Person is the person who is alleged to have breached the Code.

Umpires' Association is the Newcastle District Cricket Umpires' Association.

## 2. WHO DOES THIS CODE APPLY TO?

This Code applies to:

1. Players (including juniors) (whether playing or not);
2. Umpires;
3. Club members;
4. Officials (including coaches, managers, scorers, selectors, and office bearers of Clubs participating in or attending NDCA cricket fixtures).

### 3. WHO CAN MAKE A COMPLAINT?

Any person or Club may make a Complaint.

### 4. WHAT BEHAVIOUR IS UNACCEPTABLE?

#### 4.1 *Offences under the Rules for Behaviour.*

A person who commits an Offence set out in the attached "Rules for Behaviour" breaches this Code.

#### 4.2 *Assistance from the Guidelines*

The guidelines in those Rules for Behaviour provide assistance in defining each Offence but if there is doubt the definition of the Offence prevails. The guidelines are for purposes of illustration and are not exhaustive.

#### 4.3 *Both on and off field behaviour caught*

The Code applies to conduct both on and off the field.

### 5 HOW IS A COMPLAINT MADE?

#### 5.1 *Follow the Procedure*

A Complaint must be made in accordance with the attached "Reporting Procedure".

#### 5.2 *Commissioner can waive strict compliance.*

The Commissioner may waive strict compliance with the Reporting Procedure.

#### 5.3 *Time Limits*

A Complaint can only be acted on by the Commissioner if it is:

- a) received by the Commissioner no later than 6.00pm on the next Monday after the completion of the match; or
- b) referred, at any time, by the Board to the Commissioner.

#### 5.4 *Official Umpire's Obligations.*

Where an Official Umpire intends making a Complaint the Official Umpire may inform the Reported Person and/or the Reported Person's captain or office bearer of the Reported Person's Club verbally of that intention on the day of the incident. The Commissioner is to be advised in written format in accordance with Clause 5.3 – Email is acceptable.

The Official Umpire has absolute and sole discretion as to whether or not to inform the player, captain, or other officials at the ground on the day.

### 6 CODE OF CONDUCT COMMISSIONER

#### 6.1 Appointment

The Commissioner is appointed by the Board. There may be more than one Commissioner.

#### 6.2 All Complaints go to the Commissioner

All complaints must be forwarded to the Commissioner.

#### 6.3 Own Enquiries

The Commissioner may conduct his/her own investigations into each Complaint.

#### 6.4 Powers

In relation to each Complaint received the Commissioner must either:

- a) Accept an early plea; or
- b) Refer the Complaint to the Judiciary.

#### 6.5 Method of Communicating with a Reported Person

The Commissioner may choose to deal only with a Reported Person's Club and need not make contact directly with the Reported Person. Any information provided by that Club in respect of a Reported Person is binding on the Reported Person. It is the Reported Person's Club that is responsible for passing on all information on the Reported Person.

#### 6.6 Early Plea

Upon receiving a Complaint, the Commissioner must (if he/she considers that an early plea is acceptable):

- a) inform the Reported Person's Club (by any means the Commissioner considers appropriate) that
- b) an early plea is available; and
- c) the number of points (as set out in the Rules for Behaviour under the heading "Early Plea Points") that will be allocated if that early plea is accepted by the Reported Person.
- d) the Reported Person has until 6.00pm on the Tuesday after the Commissioner has informed the Reported Person or the Reported Person's Club to notify the Commissioner whether or not he or she wishes to enter an early plea. If the Reported Person enters an early plea the Commissioner must notify the Interested Parties of the early plea and the Early Plea Points allocated as soon as possible.
- e) if the Reported Person does not notify the Commissioner by 6.00pm on that Tuesday that he or she wants the Complaint referred to the Judiciary, the Reported Person will be deemed to have entered an early plea and the Early Plea Points will apply.
- f) if the Reported Person notifies the Commissioner by 6.00pm on that Tuesday that he or she wants the Complaint referred to the Judiciary, the Reported Person must indicate that the reason for the referral is to EITHER appeal against the severity of the penalty OR contest the Complaint. Such notification must be in writing.
- g) a Reported Person appealing against the severity of a penalty has the option to submit their appeal in writing to the Commissioner by 5.00pm on that Wednesday on the understanding that the appeal will be passed on to the Judiciary for its consideration. This may be done in a manner prescribed by the Commissioner. The decision of the Judiciary must be communicated to the Commissioner no later than 9.00am on the Friday following the lodging of the appeal. The Commissioner is then responsible for passing on the details of the judgment to all relevant parties by 5.00pm on that Friday.
- h) appeals against the Commissioner's application of early points are subject to a fee as determined by the NDCA Board which will not exceed \$100.00.

#### 6.7 Referrals to the Judiciary

(a) The Commissioner in his/her absolute and sole discretion may refer any Complaint to the Judiciary.

- [1]** if the Commissioner is of the opinion that the Offence is so serious that an early plea is inappropriate;
- [1]** if the Reported Person has been the subject of a previous Complaint or Complaints; or
- [1]** for any other reason, the Commissioner deems appropriate.

(b) If the Commissioner refers a Complaint to the Judiciary then the Commissioner must, subject to the completion of any investigations that he/she may see fit to undertake:

- [1]** by 6.00pm on the Wednesday following the receipt of the complaint notify by email or other means the Interested Parties that a Hearing will be held at 7.00pm on the next Thursday after the incident at a location specified by the Commissioner.
- [1]** provide the Interested Parties with a copy of the Complaint.
- [1]** communicate to the Reported Person the reason for the Complaint being referred to the Judiciary.
- [1]** Attend the Judiciary Hearing.
- [1]** Within 24 hours after the Judiciary Hearing notify the Interested Parties of the Judiciary's decision.

(c) if the Reported Person requests a Complaint be referred to the Judiciary pursuant to Clause (6.6)(d) the Commissioner will notify all Interested Parties of the Judiciary Hearing time and date as per Clause (6.7)(b)

#### 6.8 No right of appeal

There is no right of appeal against a decision of the Commissioner to refer a Complaint to the Judiciary.

#### 6.9 Records

The Commissioner must:

- a)** Keep all Complaints for a period of 3 years;
- b)** Keep a record of points accumulated by each Reported Person;
- c)** Keep a record of all early pleas;
- d)** Keep records of the outcome of all Judiciary Hearings;
- e)** Make all records and other information available to the Board

#### 6.10 Notifications

The Commissioner must:

- a) Notify a Reported Person's Club and the Board when that Reported Person's accumulated points mean that a suspension occurs. The Commissioner will advise the Reported Person's Club of the matches that a Reported Person is suspended from playing.
- b) Provide the Judiciary with information on previous breaches of this Code or any previous Code and penalties imposed on or points accumulated by a Reported Person who is to appear before the Judiciary.
- c) Notify the Interested Parties and the Board of all decisions of the Judiciary.

#### 6.11 Power to vary Procedures

In his/her sole and absolute discretion the Commission may amend or waive any non-compliance with a procedural step referred to in this Code if the Commissioner takes the view that the non-compliance does not adversely affect the Reported Person.



## **7 JUDICIARY**

### 7.1 Appointment

The Judiciary is appointed by the Board in accordance with Clause 23(1)(v) of the NDCA Constitution.

### 7.2 Quorum

The Judiciary's quorum is in accordance with Clause 23(5)(e) of the NDCA Constitution.

### 7.3 Powers and Functions

The powers and functions of the Judiciary are in accordance with Clause 23(9)(a) of the NDCA Constitution. When conducting a Hearing in regard to an Offence the Judiciary may:

- a) reduce/increase the Judiciary Points allocated to a particular Offence – but the Judiciary may only do this if it finds that exceptional circumstances exist and after it has taken into account all of the following:
  - [1] The seriousness of the breach;
  - [1] The harm caused by the breach to the interests of cricket; and
  - [1] The Reported Person's seniority and standing in the game.
- b) Take into account the prior record of the Reported Person in abiding by this Code or any previous code under which the Reported Person has played in Newcastle or elsewhere when imposing a penalty;
- c) Direct that the Reported Person may not captain a team for a specified period of time or specified number of matches;
- d) Disqualify the Reported Person from participating in matches for a specific period, for an indefinite period or for life;
- e) Suspend the Reported Person from acting in any administrative position or as an office bearer (including as a coach, manager, or selector);
- f) Suspend any penalty of up to 20 points for a period up to 2 years; or
- g) Where the Rules for Behaviour do not specify a number for either Early Plea Points or Judiciary Points but rather indicate "Judiciary" or "Judiciary's Discretion" then determine, in the Judiciary's sole and absolute discretion, the number of points to apply to that particular Offence or Offences if the Judiciary finds the Reported Person guilty of committing that Offence.
- h) Any penalty shall be expressed by the Judiciary Committee in terms of points only and shall be confirmed in writing to the Judiciary Commissioner.  
At their discretion, the Judiciary Committee may or may not verbally inform parties of their decision on conclusion of the Judiciary Hearing.

The Code of Conduct Commissioner shall then inform the Reported Person and/or his club within 24 hours of the penalty being imposed, of the effect of the penalty in terms of any suspension that may apply.

### 7.4 Procedure

Refer to Clause 25(10) of the NDCA Constitution.

7.5 Right of Appeal  
Appeals against the decision of the Judiciary may be made in writing to the Board.

Every appeal must be made through the NDCA Secretary within 7 days of receipt of the Judiciary's ruling and be accompanied by a \$200.00 fee which will be refunded if the appeal is upheld, and at the discretion of the Board may be refunded if the appeal is dismissed.

## **8 SUSPENSIONS**

8.1 Suspended players not to be replaced No replacement player or substitute is allowed for any player who is suspended or disqualified during the course of a match. This means that a substitute fielder is not permitted.

8.2 Representative matches  
A suspended player is ineligible to take part in practice sessions and trial matches and is ineligible for selection in any representative match which is played during the course of that player's suspension.

8.3 What matches are affected?  
A suspension applies to the number of matches which have been scheduled by the NDCA for the Grade in which the player was playing at the time of the incident which lead to his or her suspension. (For example: if a 2<sup>nd</sup> Grade player is suspended for 5 matches then that suspension applies for the full length of time during which 5 official NDCA fixtures are scheduled to be played). The suspension includes all other games, including representative matches, the player could otherwise have played in during the period of the suspension.

8.4 Match based suspensions

If a player is suspended for a match or a number of matches:

- a. The suspension applies to each day of the match; and
- b. if the player has participated in part of the match before the suspension takes effect then the player is suspended for the remainder of that match in addition to the length of the actual suspension.
- c. If a match is not played due to weather or other reason the originally scheduled days of play are still considered to be a match.

8.5 Any suspension imposed following an offence committed in the NDCA Masters Competition, shall only apply to that competition and not any other cricket, unless it is an offence that would ordinarily be referred direct to the Judiciary Committee.

## **9 PUBLICATION OF OFFENCES**

The Board may make public (for example: in a newspaper or on a website):

- a) Points accumulated by any person;
- b) Penalties imposed by the Judiciary.

In the case of points accumulated and penalties imposed by the Judiciary on persons under the age of 18 at the time of the offence such information will only be communicated to:

- a) the person and his/her parent/guardian and the secretary of his/her club;
- b) the person lodging the complaint and the secretary of his/her club or affiliated association;
- c) the Secretary of the Newcastle District Cricket Association.

**10. PUBLIC OR MEDIA COMMENT:**

that is detrimental to the interests of cricket, irrespective of when or where such comment is made

NOTE: Without limitation, Players and other persons bound by the Code of Conduct will be deemed to have made comment detrimental to the interests of cricket in breach of clause 10 if they:

- a) Publicly denigrate or criticise a Player or other persons bound by the Code of Conduct, or a team against which they are playing or have played, whether or not in relation to incidents which occurred in a Match, or against which they are likely to play;
- b) Denigrate or criticise Newcastle District Cricket Association, New South Wales Country Cricket Association, any affiliate Association, or any of their respective commercial partners;
- c) Denigrate any region or town in which they are touring or have toured or are likely to be touring or officiating;
- d) Comment on the likely outcome of a hearing of a Report or an appeal;
- e) Criticise the outcome of a hearing of a Report or an appeal under this Code of Conduct; or
- f) Criticise any evidence, submission or other comment made by any person at the hearing of a Report or any appeal under the Code of Conduct.

NOTE: When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.

For the avoidance of doubt, any posting by a Player or Persons bound by the Code of Conduct of comments on a social media platform (including, without limitation, Facebook, Twitter, YouTube, Google+, Pinterest and LinkedIn) and grouped emails shall be deemed to be 'public' for the purposes of this offence.

# NEWCASTLE DISTRICT CRICKET ASSOCIATION

## RULES FOR BEHAVIOUR

	OFFENCE	EXAMPLES	EARLY PLEA POINTS	JUDICIARY POINTS
1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings <b><u>on the field of play</u></b>	Includes actions outside the course of normal cricket actions – such as: - <ul style="list-style-type: none"> <li>* hitting or kicking the wickets;</li> <li>* actions which intentionally or negligently result in damage to boundary markers, fences, and other fixtures and fittings;</li> <li>* throwing a bat or other equipment.</li> </ul>	10	20
2	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings <b><u>off the field of play</u></b>	Includes actions outside the course of normal cricket actions – such as: - <ul style="list-style-type: none"> <li>* actions which intentionally or negligently result in damage to dressing room and other fixtures and fittings;</li> <li>* throwing a bat or other equipment if that occurs off the field of play</li> </ul>	5	10
3	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket.  This rule does not prohibit the bowler or Captain involved in the decision from asking an umpire to provide an explanation for a decision, but it does prohibit a bowler or Captain from continued and repetitive questioning of the decision.  Dissent is expressed by a specific action such as a blatant and obvious shaking of the head; snatching cap from umpire; pointing at pad or inside edge; other displays of anger or abusive language directed at the umpire; or excessive delay in resuming play or leaving the wicket.	10	20
4	Use language that is obscene offensive or insulting and/or the making of an obscene and/or offensive gesture <b><u>not directed at another person</u></b>	This includes swearing and offensive gestures which are not directed at another person – such as swearing in frustration of one's poor play or fortune.  This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence must be taken into account when assessing the seriousness of the breach, including whether in the opinion of the Umpire, this could be heard off the field of play.	5	10

5	Use language that is obscene, offensive or of an insulting nature and/or the making of an obscene and/or offensive gesture <b><u>to another player, official or spectator</u></b>	This language or gesture which is directed at another person including verbal send-offs when a batsman is dismissed.	10	20
6	Engage in excessive and/or frivolous and/or orchestrated appealing	Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out – with the intention of placing the umpire under pressure.  (It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.)	5	10
7	Charge or advance towards the umpire in an aggressive manner when appealing		10	20
8	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman		5	10
9	Engage in inappropriate and deliberate physical contact with other players or officials in the course of play	Where a player deliberately walks or runs into or shoulders another player, official or match official	Judiciary	Judiciary's Discretion
10	Deliberately and maliciously distract or obstruct another player or official on the field of play	A deliberate attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets	10	20
11	Deliberately throw the ball at or near a player or official in an inappropriate and/or dangerous manner	This offence involves a deliberate action on the part of the person who throws the ball and is not intended to penalise a player who is making a genuine effort to run out a batsman	20	40
12	Change the condition of the ball	Prohibited behaviour includes; picking the seam and the application of moisture to the ball (apart from perspiration and saliva); Directly spitting on the ball is not allowed as this is loading the ball; Roughing up the ball with an object or using artificial substances to polish the ball	20	40

13	Change the condition of the ball	Prohibited behaviour includes: Deliberately and excessively throwing or bowling the ball into the ground for the purpose of roughing it up; Removing mud or matter from the ball without supervision of the Umpire; Rubbing the ball on the ground to affect the seam or surface of the ball is not allowed	5	10
14	Attempting to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct will be held responsible.	This includes incidents where a team bats in such a way as to either adversely affect its own or improve its opponents, bonus points, net run rate or quotient. The person held responsible for this offence is the captain. This also includes where captains and or teams collude to obtain a contrived result.	Judiciary	Judiciary's Discretion (min 40)
15	Intimidate an umpire by language or conduct	Includes advancing towards an umpire after dismissal	Judiciary	Judiciary's Discretion (min 40)
16	Threaten to assault another player, team official or spectator		Judiciary	Judiciary's Discretion (min 30)
17	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage, or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin		Judiciary	Judiciary's Discretion (minimum 30)
18	Threaten to assault an umpire			Judiciary
19	Physically assault another player, umpire, official or spectator			Judiciary
20	Engage in any act of violence on the field of play			Judiciary
21	Players must obey the Laws of Cricket and play within the spirit of the game. The captain and team coach must use their best efforts to ensure that their team and individual members of the team comply with this rule, as required under the preamble to the Laws and Spirit of Cricket.	<ul style="list-style-type: none"> <li>* This is meant as a general rule to deal with situations where the facts of the incident are not adequately or clearly covered elsewhere in this Code.</li> <li>* Conduct prohibited under this rule includes time wasting and any conduct which is considered "unfair play" under <b>Law 41</b> of the Laws of Cricket.</li> <li>* This rule does not punish unintentional breaches.</li> </ul>	<b>10</b>	<b>Judiciary's Discretion</b>
22	Without limiting any other rule, players, umpires and officials must not at any time engage in behaviour unbecoming to a player, umpire, Club member or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket or which is disorderly or improper conduct or behaviour.	<ul style="list-style-type: none"> <li>* This is meant as a general rule to deal with situations where the facts or gravity or seriousness of the incident are not adequately or clearly covered elsewhere in this Code.</li> <li>* It is intended to include serious or repeated misconduct, unruly behaviour, and cheating during play.</li> </ul>	Judiciary	Judiciary's Discretion (minimum 40)

23	Breach of captain's responsibilities, as required under the preamble to the Laws and Spirit of Cricket.	<p>* A captain is responsible for any breach of this Code which the captain could reasonably have prevented.</p> <p>* This would include failure by a captain to attempt to prevent members of his team from breaching the Code.</p> <p>* Where there is no official umpire it is the captain's responsibility to appoint players from his team who are capable of impartially performing that role</p>	Judiciary	Judiciary's Discretion  (minimum 20)
24	Alcohol	No player, umpire, or anyone else participating in a game may consume alcohol between the time the game begins and the time when stumps are officially drawn on that day.	Judiciary	Judiciary's Discretion  (minimum 30)
25	Public or Media comment that is detrimental to the interests of cricket	<p>* This includes the use of social media platforms (including, without limitation, Facebook, Twitter, YouTube, Google+, Pinterest and LinkedIn). Grouped emails shall be deemed to be 'public' for the purposes of this offence.</p> <p>* When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.</p>	Judiciary	Judiciary's Discretion  (Minimum 20)

## ACCUMULATION OF POINTS:

1. Points for a breach of the Code apply for 2 years from the date on which the Offence occurred and are added together over that 2-year period.
2. After that 2-year period has passed, the points for each Offence are removed from the Reported Person's record once a period of 2 years has elapsed from the date on which the particular offence occurred.
3. For every 10 points accumulated by a Reported Person an automatic 1 match suspension applies (for example: 40 points = 4 matches). So even if a Reported Person serves a 1 match suspension after accumulating 10 points, if that Reported Person accumulates more points during the 2 year period then the suspension that applies next time is equal to the total number of points accumulated at that time.
4. An example of how this automatic suspension system works:
  - (a) if a Reported Person gets 10 points in the **2020/21** season he or she is suspended for 1 match;
  - (b) if that Reported Person gets another 10 points in the **2021/22** season he or she is suspended for a **further** 2 matches;
  - (c) if that Reported Person receives no more points than 2 years after the date of the first offence the Reported Person's points drop back to 10.





NEWCASTLE DISTRICT CRICKET ASSOCIATION

COMPLAINT FORM

(To be completed when alleging a breach of the Code of Conduct)

**Note: This Complaint must be lodged with the Code of Conduct Commissioner by 6.00pm on the Monday after the completion of the match**

TO: Code of Conduct Commissioner – email:

Copy to: [secretary@ndca.asn.au](mailto:secretary@ndca.asn.au)

<p><u>Name of Person Lodging this Complaint:</u></p> <p>Contact No:</p> <p>Email:</p>
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<p><u>Name of Person being Reported:</u></p> <p>That Person's captain:</p>	<p>Match -v-</p> <p>Grade:</p>
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<p><u>Alleged Offence:</u></p>
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<p><u>Number of the Offence:</u> (taken from the 24 numbered Offences listed in the Code of Conduct)</p>
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<p>Was the Player advised on the day: Yes/No</p> <p>Was the Captain or a Club Official advised on the day: Yes/No</p> <p>Briefly but factually indicate specifically why the Person has been reported: (use reverse or attach a separate page if necessary)</p>
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## DISTRICT GROUNDS DIRECTORY

Oval	Address	Suburb	Post Code
<b>Alder Park</b>	Fairfield Ave	NEW LAMBTON	2305
<b>Alfred Harker Oval</b>	Hobart Rd	NEW LAMBTON	2305
<b>Allen Davis Field</b>	Willow Rd	GATESHEAD	2290
<b>Bernie Curran Oval</b>	Callaghan Campus <i>(Turn off University Drive into Ring Rd)</i>	CALLAGHAN	2308
<b>Cardiff Oval</b>	Russell St	CARDIFF	2285
<b>Cardiff Oval #2</b>	William St	CARDIFF	2285
<b>Charlestown Oval</b>	Corner Lincoln St and Pacific Hwy	CHARLESTOWN	2290
<b>Corroba Oval</b>	Meredith St	STOCKTON	2295
<b>Empire Park</b>	Bar Beach Ave	BAR BEACH	2300
<b>George Farley Oval</b>	Brooks St	WALLSEND	2287
<b>Hawkins Oval</b>	Maitland Rd or Albert St	WICKHAM	2293
<b>J R Ron Hill Oval</b>	Straight Drive	TORONTO	2283
<b>Joe Passmore Oval</b>	Albert St	WICKHAM	2293
<b>Kahibah Oval</b>	Corner Bula St and James St	CHARLESTOWN	2290
<b>Kentish Oval</b>	Womboin Rd	LAMBTON	2299
<b>Learmonth Park</b>	Lawson St	HAMILTON SOUTH	2303
<b>Les Miller Field</b>	Maude St	BELMONT	2280
<b>Lynn Oval</b>	Mitchell St	STOCKTON	2295
<b>National Park: Sportsground No. 1</b>	Parry St	NEWCASTLE WEST	2300
<b>NP: Sportsground #5</b>	Smith St	NEWCASTLE WEST	2300
<b>NP: Sportsground #6</b>	Smith St	NEWCASTLE WEST	2300
<b>Pasterfield Sports Complex</b>	Horizon Ave	CAMERON PARK	2285
<b>Pat Cahill Oval</b>	Maude St	BELMONT	2280
<b>Pat Jordan Oval</b>	Fitzroy St	CARRINGTON	2294
<b>Ray Watt Oval</b>	Uni Campus <i>(Turn off University Drive into Wirra Cr)</i>	CALLAGHAN	2308
<b>Richard Ford Oval</b>	Wallarah Rd	NEW LAMBTON	2299
<b>Robert Holland Oval</b>	Onley St	AWABA	2283
<b>Thomas Armstrong</b>	Maitland Rd or Albert St	WICKHAM	2293
<b>Townson Oval</b>	Mitchell St	MEREWETHER	2291
<b>Wallsend Park Oval #2</b>	Brooks St	WALLSEND	2287
<b>Walters Park</b>	Creek Reserve Rd	SPEERS POINT	2284
<b>Waratah Oval</b>	Harris St	WARATAH	2298
<b>Waratah Park Oval #3</b>	Young St <i>(Rear of Waratah Oval)</i>	GEORGETOWN	2298

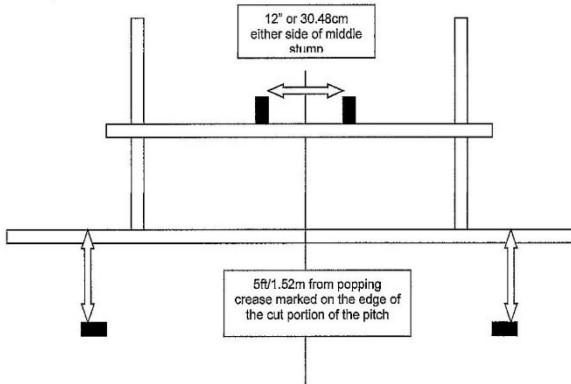


Oval	Address	Suburb	Post Code
<b>Adamstown Oval #2</b>	Bryant St	ADAMSTOWN	
<b>Bill Elliot Oval</b>	Maryland Drv	MARYLAND	2287
<b>Cardiff Oval #2</b>	Railway Pde	CARDIFF	2285
<b>Connolly Park</b>	Cowper St	CARRINGTON	2294
<b>Don Waring Oval</b>	Palmer Way (off Nelson Bay Rd)	NELSON BAY	2315
<b>Feighan Oval #1</b>	Seaman Rd	WARNERS BAY	2282
<b>Feighan Oval #2</b>	Seaman Rd	WARNERS BAY	2282
<b>Feighan Oval #3</b>	New Rd	WARNERS BAY	2282
<b>Hillsborough Oval</b>	Percy St	HILLSBOROUGH	2290
<b>Jesmond Park</b>	Newcastle Rd	JESMOND	2299
<b>John St Oval</b>	John St	WARNERS BAY	2282
<b>King Park #5</b>	Newline Rd	RAYMOND TERRACE	2324
<b>Kurraka Reserve</b>	Kurraka Drv	FLETCHER	2287
<b>Lewis Oval</b>	Durham Rd	LAMBTON	2299
<b>Liles Oval #1</b>	Cowlishaw St	REDHEAD	2290
<b>Liles Oval #2</b>	Cowlishaw St	REDHEAD	2290
<b>Lindsay Memorial</b>	Anderson Drv	BERESFIELD	2322
<b>Lugar Park</b>	Lugar St	KOTARA SOUTH	2289
<b>Mandalong (A'town)</b>	Myers Ln	BROADMEADOW	2292
<b>Marks Oval</b>	Floraville Rd	FLORAVILLE	2280
<b>Myamblah Crescent Reserve</b>	Myamblah Cr	MEREWETHER HTS	2291
<b>Myer Park</b>	Myers Ln (off Melville Rd)	BROADMEADOW	2292
<b>Nesbitt Park</b>	Casey Ave	KOTARA	2289
<b>Parbury Park</b>	Marks St	SWANSEA	2281
<b>Pickering Oval</b>	Princeton Ave	KOTARA	2289
<b>Salamander Oval #1</b>	Tarrant Rd	SALAMANDER BAY	2317
<b>Tredennick Oval</b>	Macquarie St	Boolaroo	2284
<b>Valentine Rugby</b>	Parklea Ave	VALENTINE	2280
<b>Valentine Soccer</b>	Parklea Ave	VALENTINE	2280
<b>Waratah Oval #4</b>	Young St	GEORGETOWN	2298
<b>Waratah Oval #5</b>	Young St	GEORGETOWN	2298
<b>Water Board Oval</b>	Fennell Cr	BLACKALLS PARK	2283

## Ground and Pitch Markings

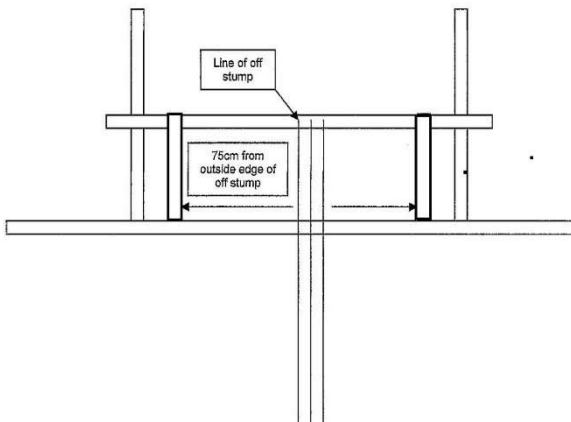
### LAW 41.11 (THE PROTECTED AREA)

Protected Area markings must be the same width as the crease markings.



### (WIDE BALL - JUDGING A WIDE)

Wide markings must be the same width as the crease markings. The lines extend backwards from the popping crease and forward from the bowling crease. The distance of 75cm shall be measured from the outside edge of the off stump on either side of the pitch.



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