

# Cricket Gold Coast

## Rules & Conditions of Play

### 2011-12

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## **PART A - ADMINISTRATIVE MATTERS**

### **1. Right of Alteration**

The Grades Committee may propose changes to these rules for approval by the Board. The Board retains the right to veto any decision of the Grades Committee.

### **2. Right of Interpretation**

The Board reserves the right of interpretation of any of the following rules in the interests of cricket, as required

### **3. Board of Control**

**3.1** Cricket Gold Coast shall appoint a Cricket Coordinator to deal with all day to day running of the competition, including:

- (a) Preparing fixtures for all matches
- (b) Allocating venues for fixtured matches
- (c) Maintaining ladders
- (d) Maintaining player and team statistics
- (e) Organise the printing of a handbook with all relevant information (rules, draw etc) included within and distribute to all clubs, umpires and association officials. These rules shall be placed on the website by September 1st each season.

**3.2** Clubs will be asked to nominate interested persons to sit on the Grades Committee. Cricket Gold Coast shall subsequently appoint persons to sit on The Grades Committee, which shall meet as required to administer the running of all grades of the competition. The Grades Committee shall be chaired by the Cricket Coordinator and shall have one representative from the Gold Coast Umpires and four additional members, sourced from the member clubs. No two members of the Grades Committee shall be members of the same club. The role of the Grades Committee shall include:

- (a) select all venues for finals, subject to approval by the board.
- (b) change the venue of any fixtured match during home and away rounds at their discretion
- (c) monitor player performance and grading of players
- (d) determine player eligibility for finals
- (e) resolve player clearance issues
- (f) resolve disputes per rule 12.
- (g) resolve breaches of regulations in accordance with rule 13.

**3.3** The Board shall appoint an independent Code of Conduct Committee (CoCC).

**3.4** The Board shall levy the clubs (via the Associations) an amount as required to administer the competition.

**3.5** Any Issue raised by a member Club should be in writing to the Cricket Co-Coordinator [info@cricketgoldcoast.com](mailto:info@cricketgoldcoast.com) detailing the problem and a proposed solution before it will be deemed eligible for consideration.

### **4. Players/ Clubs Agreement**

**4.2** By playing in this competition, players have elected to play under these bylaws

**4.3** Rules set by the Grades Committee, and approved by the board, are set for the season and these rules are to be signed off by every club before the season starts.

## **5. Results / Media Obligations**

**5.1** The board shall choose a software/online electronic package for use in team lists, match reports and statistics. The board has chosen myCricket for this season.

**5.2** Clubs are required to enter team lists to myCricket no later than 12pm Saturday, the first day of play.

**5.3** Match Results:

**5.3.1 – 1<sup>st</sup> Grade results** including scores, full batting and bowling figures and dismissals for both teams are to be entered in myCricket by the HOME team no later than 10am Sunday after the day's play. The AWAY team must then review the results and either confirm them if correct or dispute them if incorrect no later than 5:00pm Sunday after the conclusion of the match (i.e. this is not required after the first day of a two-day fixture). Catcher's names and run-out details are mandatory, it is the responsibility of the home team to ensure they are recorded in the scorebook for entry to myCricket.

**5.3.2 – In grades below 1<sup>st</sup> grade**, Match Results must be entered by the home team no later than 10am Sunday following the day's play. The AWAY team must then review the results and either confirm them if correct or dispute them if incorrect no later than 5:00pm Sunday after the conclusion of the match (i.e. this is not required after the first day of a two-day fixture). Catcher's names and run-out details are NOT mandatory, it is however recommended that this information is entered as these statistics affect the "Champion Player" rankings in myCricket which are used to determine the Cricketer of the Year in lower grades.

Note: if, for any reason a club is unable to meet these deadlines, they must contact the Coordinator by either SMS or email to advise there will be a delay.

Penalties for non-compliance:

1<sup>st</sup> Breach: written warning

2<sup>nd</sup> Breach: \$50 fine per team that offends

3<sup>rd</sup> Breach: Loss of 2 match points per team that offends

## **6. Umpires Fees**

**6.1** All umpires fees are to be paid on or before the first major break each day without exception.

**6.2** Wash out and Late Forfeit fees are set at \$10.00 per hour (\$5.00 per team per hour).

**6.3** Fees are \$100.00 per day per single umpire. (\$50.00 per team per umpire).

**6.4** Umpires duties shall include:

**6.4.1** The umpire/s shall take control of the ground 30 minutes prior to the scheduled start time and shall make the final decision of the pitch and ground condition, having taken advice from the curator / groundsman and the respective captains.

**6.4.2** Their primary objective is to ensure the pitch is 'safe', not necessarily 'good', I.E.: a damp pitch may not be 'unsafe' therefore it may be played on.

**6.5** A match report shall be completed by all umpires at the end of the match and shall be passed to the head of the Umpire's Association by email or mail by the following Wednesday.

## **7. Balls**

**7.1** All senior grades from 3rd grade up must use 4-piece Gabba Aussie 156 gram balls and all grades below must use 2-piece Gabba Aussie 156 gram balls.

## **8. Dress**

**8.1** The dress code for the GSP Cup shall be consistent with MCC laws of cricket. Any variation from white clothing must be pre-approved by the Board.

**8.2** Club Coloured Shirts will be permitted for use in Scheduled One Day Matches, subject to approval by the board.

**8.3** All players must wear spikes in games played on turf when batting or bowling.

## **9. Alcohol**

**9.1** Alcohol is NOT to be consumed by any player during the hours of play. Incidents of drinking can be reported within the prescribed time using the incident report or match report forms. No player will be allowed to take the field if in the opinion of the Official Umpire or Captain, they consider the player to be intoxicated.

**9.2** If an Official Umpire observes any player consuming alcohol prior to, or during, the game, on any field at the venue where they are officiating, he will advise those player/s that he/they are not to take any further part in the game for the rest of that day. This shall be an automatic red card offence. This is as per a QCA directive regarding insurance; if any alcohol has been consumed then all insurance rights are waived.

**9.3** Any Club Official (committee member or team captain) or Association Official can report any player currently playing in a game, if he/she observes that player consuming alcohol during or before the game, at the game venue. This report must be a written report and sent to the Commissioner by 4.30 pm Monday after the completion of the match.

**9.4** No alcohol is to be taken to any venue.

**9.5** No alcohol or cigarettes are to be consumed on any school premises at all.

## **10. Code of Behaviour – Preamble**

Cricket is a game that owes much of its unique appeal to the fact that it is to be played not only within its Laws, but also within the spirit of the game. Any action seen as abusing this spirit causes injury to the game itself.

Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory.

Cricket has a distinct place in Australian society and history. As an element in Australia's national identity, cricket plays a significant role. This status brings with it particular responsibilities for players and officials to conform to high standards of fair play and personal behaviour on and off the field.

This Code of Behaviour is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

## **11. Code of Behaviour**

### **11.1 Code of Behaviour - General**

**11.1.1** All Players are reminded that the competition's Code of Behaviour is as per Cricket Australia's guidelines. Please refer MCC 2000 laws of cricket.

**11.1.2** The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as with the Laws.

**11.1.3** Players, officials and umpires must not assault or attempt to assault another Umpire, another player, another official or a spectator.

**11.1.4** Players and officials must not react with unnecessary obvious dissension, displeasure or disapproval either towards an Umpire, his decision, or generally, following an umpiring decision.

**11.1.5** Players and officials must not use crude, racist and/or abusive language, or otherwise engage in conduct detrimental to the spirit of the game. An umpire would be expected to caution the player and advise the Captain of his concern before reporting any player for this type of behaviour.

**11.1.6** Players and officials must not indulge in conduct detrimental to the game.

**11.1.7** Players and officials must in no way use crude or abusive hand signals.

**11.1.8** Where an official umpire considers that a player has breached the code of behaviour, he may issue the player with a yellow card this shall indicate that the player will be mentioned in the umpire's match report.

**11.1.9** If the player again breaches the code of conduct in the same game, he shall be issued with a red card and may take no further part in the game. If the umpire is of the opinion that the first offence is sufficiently serious, he may issue a red card immediately. The player will automatically be suspended for the next match and the umpire must lodge a formal report and further action will be considered as per Rule 11. The player may NOT play in any CGC match until he has faced the Commissioner or Conducts Committee.

**11.1.10** Any player receiving 2 yellow cards in the same season shall automatically be suspended for the next match. Any subsequent yellow card in the same season will result in the player being cited to appear before the Conducts Committee.

### **11.2 Code of Behaviour – Procedures**

**11.2.1** A complaint can be made by any Player, Club Official, Umpire, Director of the Board of Cricket Gold Coast or any other person.

**11.2.2** All complaints must be in writing and forwarded to the Secretary, Cricket Gold Coast on the approved form that is available on the Cricket Gold Coast website.

**11.2.3** The following must occur for all complaints;

(a) The complainant must have completed the official complaint form and lodge that with Cricket Gold Coast no later than 5pm on the Monday following the incident and or the match;

(b) If the complaint is by an Umpire, the Umpires Association must forward the specific offence alleged along with the Umpires recommendation for penalty on the appropriate form to the Secretary, Cricket Gold Coast in compliance with 11.2.2.

**11.2.4** Upon receipt of any complaint by the Secretary of Cricket Gold Coast, the Secretary must within 24 hours of receipt forward the complaint to the following:

(a) The Commissioner of the Judiciary Committee;

(b) The player, official or person;

(c) The player, official or persons registered club.

**11.2.5** The Commissioner of the Judiciary Committee shall upon receipt of the complaint contact all other judiciary members by email and notify them of the complaint and then contact the player, official or person directly and ask the following:

- (a) Is the player, official or person in receipt of the formal complaint against them;
- (b) If not, the Commissioner will immediately suspend the call and arrange delivery of the complaint and also advise the player, official or person that they may have another person present when the call resumes.

**11.2.6** The Commissioner will not proceed with a telephone call until the player has the complaint. The Commissioner will again call, confirm the complaint is received and then outline the complaint and ask whether or not the player, official or person pleads guilty or not guilty to the charge or charges alleged.

(a) If a player, official or person pleads guilty to the offence or offences as outlined in the formal complaint then the Commissioner must consult with the other members of the judiciary and within 24 hours notify the player, official or person, the player, official or persons registered club and the Secretary of Cricket Gold Coast of the decision and penalty reached in relation to the plea of guilty entered.

(b) If a player pleads not guilty the Commissioner must then call a formal hearing of the complaint and offence or offences alleged and a hearing called. There must be at least 3 members of the judiciary to hear the complaint and the hearing must take place as soon as reasonable practical and no later than 10 days of the complaint being received by the Secretary of Cricket Gold Coast.

(c) The player, official or person may call witnesses in their defence but must notify the Commissioner of the names and number of witnesses at least 24 hours before the hearing.

(d) The player must be served a formal notice that they are not to partake in any match until such time as the matter is heard and any match missed will be taken into consideration by the judiciary in any penalty that is issued.

(e) Upon the complaint being determined by the judiciary, the Commissioner shall immediately notify in writing the Secretary of Cricket Gold Coast, the player, official or person and their registered club.

**11.2.7** If the player, official or person wishes to appeal any decision of the judiciary, the player, official or person has the right to do so in accordance with rule 11.5

### **11.3 Code of Behaviour – Offences**

Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

### 11.3.1 Level 1 Offences

The Offences set out at 1.1 to 1.5 below are Level 1 Offences. The range of penalties which shall be imposed for a Level 1 Offence is set out in Section 11.4 of these rules. Players and, where applicable, officials must not:

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings	<ul style="list-style-type: none"> <li>Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.</li> </ul>
1.2	Show dissent at an umpire's decision	<ul style="list-style-type: none"> <li>Includes showing dissent at an umpire's decision by way of showing inappropriate or excessive disappointment, an obvious delay in resuming play or leaving the wicket, shaking the head, pointing or looking at the inside edge when given out lbw, pointing to the pad or rubbing the shoulder when caught behind, snatching the cap from the umpire, a bowler or fielder arguing or entering into an unduly prolonged discussion with the umpire about the umpire's decision.</li> <li>This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.</li> </ul>
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture	<ul style="list-style-type: none"> <li>This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.</li> <li>This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when deciding to report the behaviour as an offence and when assessing the seriousness of the breach.</li> </ul>
1.4	Engage in excessive appealing	<ul style="list-style-type: none"> <li>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. Excessive may also mean the practice of celebrating or assuming a dismissal before the decision has been given.</li> </ul>
1.5	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman	<ul style="list-style-type: none"> <li>Self explanatory.</li> </ul>

<b>Note:</b>	Any repeat of the same Level 1 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 2 Offence.
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### 11.3.2 Level 2 Offences

The Offences set out at 2.1 to 2.8 below are Level 2 Offences. The range of penalties which shall be imposed for a Level 2 Offence is set out in Section 11.4 of these rules. Players and, where applicable, officials must not:

No.	Rule	Guidelines
2.1	Show serious dissent at an umpire's decision	<ul style="list-style-type: none"> <li>• Dissent (including examples given in 1.2 above) will be classified as serious where the conduct contains an element of anger or abuse that is directed at the umpire or the umpire's decision or where there is excessive delay in resuming play or leaving the wicket.</li> <li>• This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.</li> </ul>
2.2	Engage in inappropriate and deliberate physical contact with other players or officials	<ul style="list-style-type: none"> <li>• Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official either during the course of play of a Match or during the periods before or after play at the relevant venue.</li> </ul>
2.3	Charge or advance towards the umpire in an aggressive manner when appealing	<ul style="list-style-type: none"> <li>• Self explanatory.</li> </ul>
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play	<ul style="list-style-type: none"> <li>• Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.</li> </ul>
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner	<ul style="list-style-type: none"> <li>• This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.</li> </ul>
2.6	Use language that is obscene, offensive or of a generally insulting nature to another player, official or spectator.	<ul style="list-style-type: none"> <li>• This is language or gestures which are directed at another person or persons. In exercising his judgement as to whether the behaviour has fallen below an acceptable standard, the umpire seeking to lay a charge shall be required to take into account the context of the particular situation and whether the words or gesture are likely to: <ul style="list-style-type: none"> <li>• be regarded as obscene; or</li> <li>• give offence; or</li> <li>• insult another person.</li> </ul> </li> <li>• This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.</li> </ul>
2.7	Change the condition of the ball in breach of Law 42.3	<ul style="list-style-type: none"> <li>• Prohibited behaviour includes picking the seam or deliberately throwing the ball into ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration and saliva.</li> </ul>
2.8	Attempt 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 shall be held responsible.	<ul style="list-style-type: none"> <li>• Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.</li> </ul>

<b>Note:</b>	Any repeat of the same Level 2 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 3 Offence.
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### 11.3.3 Level 3 Offences

The Offences set out at 3.1 to 3.3 below are Level 3 Offences. The range of penalties which shall be imposed for a Level 3 Offence is set out in Section 11.4 of these rules. Players and, where applicable, officials must not:

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
<b>3.1</b>	Intimidate or attempt to intimidate an umpire or referee whether by language or conduct	<ul style="list-style-type: none"><li>• Includes appealing in an aggressive or threatening manner.</li></ul>
<b>3.2</b>	Threaten to assault another player, Team official or spectator	<ul style="list-style-type: none"><li>• Self explanatory.</li></ul>
<b>3.3</b>	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, sexuality or national or ethnic origin	<ul style="list-style-type: none"><li>• Self explanatory.</li></ul>

<b>Note:</b>	Any repeat of the same Level 3 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 4 Offence.
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### 11.3.4 Level 4 Offences

The Offences set out at 4.1 to 4.4 below are Level 4 Offences. The range of penalties which shall be imposed for a Level 4 Offence is set out in Section 11.4 of these rules. Players and, where applicable, officials must not:

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
<b>4.1</b>	Threaten to assault an umpire or referee	<ul style="list-style-type: none"><li>• Self explanatory.</li></ul>
<b>4.2</b>	Physically assault another player, umpire, referee, official or spectator	<ul style="list-style-type: none"><li>• Self explanatory.</li></ul>
<b>4.3</b>	Engage in any act of violence on the field of play	<ul style="list-style-type: none"><li>• Self explanatory.</li></ul>
<b>4.4</b>	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent or national or ethnic origin	<ul style="list-style-type: none"><li>• Self explanatory.</li></ul>

### 11.3.5 Level 5 - Laws of Cricket and Spirit of the Game

The Offences set out at 5.1 to 5.3 below are Level 5 Offences. The range of penalties which shall be imposed for a Level 5 Offence is set out in Section 11.4 of these rules. Players and, where applicable, officials must not:

No.	Rule	Guidelines
5.1	Players must obey the <i>Laws of Cricket</i> 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 complies with this rule	<ul style="list-style-type: none"> <li>• This is meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 – 4 (inclusive) of the Code.</li> <li>• Conduct which will be prohibited under the clause includes using an illegal bat, cheating during play, time wasting and any conduct which is considered “unfair play” under Law 42 of the Laws of Cricket.</li> <li>• This Rule is not intended to punish unintentional breaches of the Laws of Cricket.</li> <li>• Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.</li> <li>• Nothing in this Rule or the Code alters the onus on the captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.</li> </ul>
5.2	Without limiting any other rule, players and officials must not at any time engage in behaviour unbecoming to a player or official that could bring them or the game of cricket into disrepute or be harmful to the interests of cricket	<ul style="list-style-type: none"> <li>• This is also meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 – 4 (inclusive) of the Code.</li> <li>• It is intended to include serious or repeated acts of misconduct, unruly behaviour and cheating during play.</li> </ul>
5.3	Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game. This includes comments on club websites or other electronic / social media. (e.g. Facebook, Twitter).	<p>Without limitation, players and officials will breach this rule and be deemed to be making comment detrimental to the interests of the game if in making any public or media comment they:</p> <ul style="list-style-type: none"> <li>• publicly denigrate or criticise another player or publicly denigrate or criticise an, official, umpire, referee or team against which they have played or will play, whether in relation to incidents which occurred in a match or otherwise;</li> <li>• publicly denigrate or criticise Cricket Gold Coast or any of its respective commercial partners;</li> <li>• denigrate or criticise another player or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics;</li> <li>• comment on the likely outcome of a hearing or a report or an appeal;</li> <li>• criticise the outcome of a hearing or an appeal; or</li> <li>• criticise any evidence, submission or other comment made by any person at the hearing of a report or any appeal.</li> </ul>

## **11.4 Code of Behaviour – Penalties**

**11.4.1** In the event the Commissioner or Conducts Committee decides that any person has breached any of Rules 1 – 5 (inclusive) of Section 11.3 of this Code of Behaviour, it will apply a penalty within the range of penalties for each level of offence set out in the table below and may also apply any or all of the penalties set out in this Section.

<b>Level of Offence</b>	
Level 1	Official reprimand and/or suspended ban of up to 1 multi-day Match and/or 2 one-day Matches
Level 2	Ban of a minimum of 1 multi-day Match and/or between 2 one-day Matches
Level 3	Ban of between minimum of 2 multi-day Matches and/or 4 one-day Matches
Level 4	Ban of a minimum of 5 multi-day Matches and/or 10 one-day Matches and a life ban.
Level 5	One or more of the following penalties will apply <ul style="list-style-type: none"><li>• a ban from playing for a period to be determined</li><li>• direct that the person make reparation for any damage made by that person to any property</li><li>• require that person to perform voluntary service to cricket or to the cricket community</li><li>• reprimand the person</li><li>• impose a fine</li></ul>

**11.4.2** When imposing any penalty upon a person who has breached this Code of Behaviour, the Commissioner or Conducts Committee may take into account any circumstance it considers relevant, including the following:

- (a) the seriousness of the breach;
- (b) the harm caused by the breach to the interests of cricket;
- (c) the person's seniority and standing in the game;
- (d) remorse shown by the person and the prospect of further breaches;
- (e) the prior record of the person in abiding by this Code, and any similar code of behaviour; and
- (f) the impact of the penalty on the person, including the person's capacity to pay a fine.

## **11.5 Code of Behaviour – Appeals**

**11.5.1** Appeals must be lodged in writing to the Coordinator within 14 days of the hearing and clubs must pay a \$250 bond with the Board at the time of lodging the appeal. This bond shall be forfeit if the appeal is unsuccessful. If the player then appeals to a higher body, his club shall lodge a further bond of \$250 at each level of appeal and such bond shall be forfeit if the appeal is unsuccessful.

**11.5.2** In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a Player pending completion of the hearing.

**11.5.3** There shall be an Appeals Committee that consists of the Board of Directors. Any member of the Board of Directors who is also a member of the Conducts Committee may not be involved in a case in both capacities. Members of the Appeals Committee shall not be representative of the Club or Clubs involved in the Hearing.

**11.5.4** The Appeals Committee shall be responsible for receiving all appeals from decisions of the Conducts Committee.

**11.5.5** The Appeals Committee shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conducts Committee or Board as the case may be and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before that initial hearing;

**11.5.6** Any new or additional evidence shall be received by the Appeals Committee only at the discretion of the Appeals Committee;

**11.5.7** There shall be no right of appearance before the Appeals Committee by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee.

**11.5.8** Where the matter under appeal is regarded by a majority of the Appeals Committee as sufficiently serious leave may be given by the Chairman of the Appeals Committee to permit appearance by any or all of the interested parties and/or their representatives.

**11.5.9** Should an appeal subsequently be upheld any suspension or penalty shall nevertheless be deemed to be valid.

## **12. Disputes Referred**

**12.1** Any protest from a Club, or any matter of dispute between Clubs, shall be adjudicated upon by the Grades Committee after all Clubs concerned have been notified of such protest or dispute and have had the opportunity of making written representations thereon. No such protest or dispute shall be considered by the Committee unless lodged with the Committee within Four [4] days after the matter in question arose, provided that in all cases in dispute any player or club may appeal to the Cricket Board of Directors within fourteen [14] days of the date of the Committee decision and its decision thereof shall be final.

## **13. Penalty Clause**

**13.1** In the event of a breach of the Regulations governing Competition matches and/or in respect of any action, conduct, behaviour or decision taken, made or implemented by any Club, player, official or other representatives of a club by, through or in connection with any Competition match which in the opinion of the Grades Committee constitutes conduct or action detrimental to the game or the spirit of the game or Cricket Gold Coast, the Grades Committee may impose on a club such a penalty as the Grades Committee considers appropriate in the circumstances.

**13.2** Without limiting the generality of paragraph [a] above, the penalty may include any of, or any combination of, but not limited to the following:

**13.2.1** Forfeiture of the match points gained by the club in the particular competition match;

**13.2.2** In the event of a final, forfeiture of the match;

**13.2.3** A monetary penalty.

#### **14. Penalty to Players/Officials**

**14.1** The Grades Committee shall recommend the penalty for any breach of these regulations as per rule 13 to the board for their approval. The board shall then notify the players and / or their club of these decisions and relevant penalties.

#### **15. Registration of Teams / Players**

Each club shall nominate the grades they intend to enter teams into. Clubs must seek Grades Committee approval if they do not wish to enter teams in consecutive grades. Grades Committee approval must also be granted for clubs to enter multiple teams in a specific grade.

The format of the draw shall be determined by the Grades Committee based on the team nominations received. The board shall determine which clubs are eligible to enter teams in 1<sup>st</sup> grade.

**15.1** Each club and association will record details on all players as required, using their own registration forms and shall supply these completed forms to the Grades Committee upon demand. The registration forms shall include verification that the player is aware of the Code of Behaviour.

**15.2** All Players must be registered and recorded with all details within the chosen software/online electronic computer system as determined by the Board of Control by the end of the first round.

Registrations must be updated as each player registers with the club.

**15.2.1** Each club shall be required to possess a membership roll of a minimum of eleven eligible playing members per nominated team.

**15.3** Each club shall lodge with the Board the names and contact details of all registered officials by electronic submission. Lodgement must be before the commencement of the first fixture.

Registrations must be updated as each official registers with the club.

**15.4** Failure to comply with the relevant time frame will result in all teams from all grades from the offending club being unable to compete until the situation is resolved.

**15.5** Clubs are required to nominate any QCA affiliated players prior to the start of the season for them to be eligible to compete in this competition.

**15.6** Any player who makes themselves available, is selected to play representative cricket and then declares themselves unavailable shall not be eligible to play for their local club for the same period.

#### **16. Clearances / Transfers**

**16.1** All players must ensure they are eligible to play for their chosen club before competing in the competition. Refer Rule 13.

**16.2** No player can change clubs mid-season, within the Associations without prior Grades Committee approval.

**16.3** Any QCA player must arrange permission from, and be cleared by, their QCA club before playing in the GSP competition

**16.4** Any player wishing to play in another Association must obtain a clearance from their CGC Club or they will not be eligible to play in the finals if they return to this Association.

#### **17. Grading**

**17.1** The Grades Committee reserves the right to re-grade any player within this competition.

**17.2** No player may be demoted more than one grade within their club from the last match played in without first seeking permission from the Grades Committee. Applications must be in writing and state the reasons. Documentation such as medical certificates must be provided.

**17.3** Should a team have a fixtured BYE, all players in that team from the previous match shall not be permitted to play in a lower grade during the period of the bye.

**17.4** Any player who has scored greater than 150 runs or taken more than 15 wickets may not play in a lower grade without prior approval from the Grades Committee.

**17.5** A player may not play in Senior Grade cricket until they have attained the age of 14.

## **18. Eligibility for Finals**

**18.1** A Player must have played 8 weeks of cricket for his club in this competition to qualify to play finals as listed on MyCricket. Definition of played is the player must have been named in the 12 in the match report or been a replacement for one of the named 12 and must take the field. In the event of a washout, the first 12 players named shall be deemed to have participated in the match. A substitute has not played in the game.

**18.2** If a player has played eight (8) weeks in a particular grade or lower he shall be qualified to play finals in that grade. If a player has not met this requirement then he will not be eligible to play in that grade or lower in the finals. If a player has played a greater number of games in a higher grade, he must apply to the Grades Committee to play in the lower grades finals.

**18.3** Any Club that has more than one team in a grade, there shall be no player movement after the first match after Christmas break between those teams without approval by the Grades Committee.

**18.4** Any club wishing to qualify any player who has not played 8 weeks as per 18.1 may only do so in the event of injury or medical condition. Note: a current medical certificate stating a player has been out of cricket due to injury may be considered.

**18.5** Any club seeking an exception from the above rule 18 must make a written application to the Grades Committee by the Monday of the week each finals match is due to start.

**18.6** Any club that has higher grade teams also making the finals may drop players between their teams (subject to rule 17) without the requirement of meeting the 8 weeks in that grade.

**18.7** Any club seeking an exception from the above rule 18 must make an application to the Grades Committee.

## **19. Players Eligibility for Awards**

**19.1** Batting: must have played 8 weeks and scored 200 runs minimum

**19.2** Bowling: must have played 8 weeks and taken 20 Wickets minimum

**19.3** Fairest and Best: In each division (1st and 2nd grade) the umpires will award a maximum of 6 points in total to players which may be allocated at their discretion to a maximum of 4 points per player. Half points are not to be allocated. Lower grades shall be determined by "Champion Player" points in MyCricket.

**19.4** Champion Club: Calculation will be 9 multiplied by the 1st grade points, 6 multiplied by the 2nd grade points, 4 multiplied 3rd grade points, 2 multiplied by 4th grade points, 1 multiplied by 5th and 6th grade points at the end of the Home and Away matches.

**19.4.1** Where a club has more than one team in one grade, the points for the club in that grade shall be the average of the points for all of the teams of that club in that grade.

**19.4.2** Any player found guilty of a breach of the Code of Conduct during any part of the season will be deemed ineligible for Best and Fairest award.

## **20. Wickets / Fees**

**20.1** Curator s fees are to be determined by local associations/clubs by-laws or contractual agreements.

**20.2** The home team is to supply all stumps, bails and ground markers. The home team is designated as the team named first on the official draw (regardless of the actual venue).

**20.3** Covers for turf pitches are to be provided by the home club.

**20.4** The host club for Grand Final matches will be paid any/all wicket preparation fees by the Board at \$100 for the first day and \$50 for the second day.

## **21. Draw**

**21.1** The draw will contain Clubs from the Two (2) listed Associations (Gold Coast and Beenleigh) along with any invited Clubs or Associations and may then be divided into two pools.

**21.2** Round 1 will start on the First Saturday in October and the final round of the home and away matches will conclude in February/March each year.

## **Part B: GENERAL MATCH CONDITIONS**

### **1. The Coin Toss**

The coin toss shall take place no more than 30 minutes and no less than 15 minutes prior to the commencement of the match. If there is an official umpire, the toss must take place in the umpire's presence. The captain winning the toss shall immediately inform the opposing captain and the umpire of his intentions.

### **2. Starting on time**

If a match does not start within 15 minutes of the scheduled commencement for reasons other than weather, light or ground conditions, a full report must be sent to the Grade Committee explaining the reasons. The Captains may be asked to respond to this report.

### **3. Number of Players**

**3.1** A team shall consist of 12 nominated players (13 players in 35 over matches).

**3.2.1** Each captain shall nominate his players in writing to one of the umpires prior to the toss.

**3.2.2** Eleven fieldsmen only shall be on the field at any one time.

**3.2.3** Unlimited interchange of fielders from the 12 players nominated to take part in the match shall be allowed.

### **4. Forfeits**

Any club forfeiting a match in a higher grade may lose points for all teams in lower grades on that day as per Appendix 3.

### **5. Replacement of players**

**5.1** Any player selected for a representative side who will be available for only one day of a two day match is permitted a replacement and will be entered on the team sheet with his name slashed with his replacement (e.g. J Smith/J Jones) and the replacement may play in his normal team when the representative player is available. Any player called up to replace the replacement may also revert to his regular team, and so on down the grades. This over-rides the rule about movement between grades.

**5.2** A replacement player may be used if a player is injured playing a representative game (i.e. Webb Shield or other). The player's club must notify the Grade Committee prior to doing so.

**5.3** If the replaced player is currently batting or bowling, the replacement MUST assume his position.

## **6. Under Age Bowlers**

**6.1** Age restrictions for youth bowlers are as per Cricket Australia's recommendations. A pace bowler may bowl a maximum of overs unchanged then the bowler rests until the same number of overs has been bowled from the same end at which he was bowling. There shall also be a limit that a pace bowler may bowl in a day. All ages are taken from 31 August each year.

**6.2** The restrictions by age are:

Under 19        8 overs in a spell and 20 overs in a day

Under 17        6 overs in a spell and 16 overs in a day

Under 16        6 overs in a spell and 14 overs in a day

Under 15        5 overs in a spell and 12 overs in a day

Example: If an under 17 bowler bowls 16 overs in the Junior game in the morning, he cannot bowl for the rest of the day. If he bowls 8 overs in the Junior game in the morning, he can only bowl 8 overs in the Senior game in the afternoon.

NOTES:

- Captains are to advise the umpires of any players to whom these restrictions apply
- This rule shall apply to pace bowlers (of medium pace or faster as defined by the umpires and broadly defined as one who is not considered a slow bowler)
- A bowler who has bowled a spell of less than the maximum overs per spell may resume bowling prior to the completion of the necessary break as defined above, but this will be considered an extension of the same spell and the maximum number of overs per spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell will be disregarded.
- Where a bowler changes between medium pace (or faster) and slow bowling during a day's play, if the bowler begins with pace bowling, the bowler is subject to this playing condition throughout the day. If the bowler begins with slow bowling and changes to pace bowling, this condition shall only apply from the time of the change.
- It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. If the underage player bowled in Junior cricket in the morning, the umpire must be advised of the number of overs that the player bowled in the Junior game that morning.

## **7. Fixtured Byes**

If all teams in a grade have the same number of byes, there shall be no points for byes. If there are an uneven number of byes, there shall only be points awarded to teams with extra byes. Bye points shall be the average of the team's points over the season.

## **8. Washouts**

### **8.1 Washouts before 10am on Match Day**

- 8.1.1** If the home club believes the ground is unplayable they are to contact the away team captain to tell them they think the day's play should be called off.
- 8.1.2** The away captain can either agree, or request to review the ground and make a decision then.
- 8.1.3** If the away captain agrees to call the game off, they are to contact the coordinator, by telephone (only the away team captain can do this). The coordinator will then advise the umpires association that the game has been called off. UNDER NO CIRCUMSTANCES ARE CLUBS TO CONTACT THE UMPIRES DIRECT.
- 8.1.4** If there is no umpire appointed to a match, then the coordinator does NOT need to be notified and the match should be entered to myCricket as "Match Abandoned".
- 8.1.5** If the away captain requests to review the ground then both captains are to meet at the ground and if they then agree to call the game off, they are then to follow rule 8.1.3.
- 8.1.6** If they do not reach a decision, then the below rule for washouts after 10am shall apply.

### **8.2 Washouts after 10am on Match Day**

- 8.2.1** The umpire shall be the sole judge of whether play is possible and nobody else can call off the game.
- 8.2.2** If the match is scheduled to be played on turf and there is no umpire appointed and the two captains cannot reach a decision, the coordinator should be contacted and he will arrange for a board member to attend the match to make a decision.
- 8.2.3** If the match is scheduled to be played on synthetic and there is no umpire appointed and both captains cannot reach a decision then play shall continue.

## **9. Application and Calculation of Team Averages**

**9.1** Should there be equality in the aggregate premierships points, the team higher on the ladder shall be the one with the better team average. Team averages shall be calculated by:

**9.2** Dividing total runs scored by total wickets lost (batting average)

**9.3** Dividing total runs conceded by total wickets taken (bowling average)

**9.4** Dividing the batting average by the bowling average to give the team average

Note: Determination of wickets lost: A wicket shall be recorded as lost or taken when an innings terminates with batsmen unable to commence, continue, or resume his innings within the scheduled playing time or compulsory number of overs, but a team declaring its innings closed or forfeiting an innings shall be deemed to have lost only those wickets that have actually fallen.

## **10. Finals**

**10.1** A final will be played using the following format:

Week One: Semi Finals

1<sup>st</sup> v 4<sup>th</sup>

2<sup>nd</sup> v 3<sup>rd</sup>

Week Two : Grand Final

**10.2** In the event of a total washout of a semi final or grand final, the highest placed team from the regular season will be declared the winner.

**10.3** In those grades with two day grand finals, each day of the grand final will commence at 10.00 am with an early session from 10.00 am to 12.00 noon. The second session shall be from 12.30 pm to 3.25 pm if there is no time lost on either day. In the event that time is lost on either day, play shall continue until such time has been made up, or until 5.30 pm, whichever is the latter.

**10.4** Semi Finals shall be played with the same playing times as regular season games.

**10.5** If there have been interruptions to play in the grand final due to light or weather conditions, the umpires may alter lunch and afternoon tea breaks to suit the match situation at their discretion.

**10.6** Preference will be given to playing all finals at the home ground of the higher placed team, however if the Grades Committee deems that their facilities or ground are not up to an acceptable standard the Grades Committee has the right to move the match to an alternative venue at their discretion. In all turf games, the umpire is to complete a match report that shall include a ground rating. These reports are to be forwarded to the Cricket Coordinator.

## **75 Over Matches – Playing Conditions**

### **1. Laws of Cricket**

The Laws of Cricket (2000 Code 3<sup>rd</sup> Edition) shall apply except as varied below

### **2. Fitness of Ground Weather and Light**

**2.1** The umpire shall be the sole judge of these conditions. If there is no umpire in attendance, the Captains shall determine the outcome. In the event of their disagreement the state of play at the time of the question shall continue.

**2.2** Covers MUST be placed on turf wickets no later than 7pm on the Thursday and Friday evening (and Saturday evening if there is play scheduled for Sunday) and removed as early as possible the following day, but no later than 7am on the day of play, unless inclement weather would make it unreasonable to do so (subject to Council laws).

**2.3** If, in the opinion of the curator, the covers should not be placed, he (or his club) must notify the Coordinator and detail the reasons for not placing the covers on the pitch, to ensure the necessary action can be taken. The Coordinator must be advised on the day that the covers are not being used.

**2.4** Note: covers may be put on and removed from pitches all week if the curator sees fit to do so providing the above requirement is met as a minimum.

**2.5** Failure of the home team to cover the pitch per rule 2.2 shall result in the following:

**2.5.1** If the match is played, the home team may be penalised by loss of 2 match points and/or fines up to \$100 at the discretion of the Grade Committee.

**2.5.2** If no play is possible on day one, the home team may be penalised by loss of 4 match points and/or fines up to \$200 at the discretion of the Grade Committee.

**2.5.3** If no play is possible on day two, the home team may be deemed to have forfeited the match and all forfeit penalties may apply, including loss of match points for all lower graded teams.

**2.6** It is the responsibility of every club to ensure the match can be played, and any club found abusing the spirit and intent of this rule will be harshly penalised. There will be random inspections from the grading committee and penalties, including possible loss of match points shall apply.

**2.7** It is strongly recommended that no boundary shall be within two metres of any fixed object. It is suggested that clubs put markers and a solid line around the boundary two metres inside any fixed object. Note: If there is no line, the imaginary line between markers is a straight line from marker to marker, not a curve.

### **3. Duration of Matches**

**3.1** Matches shall be of two day's scheduled duration. The first innings of each side will be limited to 75 six ball overs. A minimum of 35 overs per side shall constitute a match. In an uninterrupted match where the team batting is not dismissed, the team bowling shall bowl a minimum of 75 overs in the day. In the last hour of each day's scheduled play there must be one over bowled for every four minutes of play available, allowing for any possible change of innings. If no play is possible on day one, a 40 over game will be played on day two.

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

##### **4.1 Hours of Play**

There will be two sessions, separated by a break as below:

Session 1 – 12.15 pm to 2.45 pm

Interval – 2.45 pm to 3.05 pm

Session 2 – 3.05 pm to 5.30 pm

The interval shall be forfeited if play starts after 2.00 pm.

##### **4.2 Intervals for Drinks**

One drinks break per session shall be permitted. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires will permit extra intervals for drinks. 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.

#### **5. Length of Innings**

Penalties for the fielding team shall apply for not bowling the required overs by the scheduled or rescheduled time for the cessation of each first innings. See Rule 8.

##### **5.1 Uninterrupted Matches**

**5.1.1** Each team shall bat for 75 overs in the first innings unless all out earlier. A team shall not be permitted to declare its innings closed until 20 overs have been completed, unless a first innings result has been achieved.

##### **5.2 Delayed or Interrupted Matches**

###### **5.2.1 General**

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. A minimum of 35 overs have to be bowled to the side batting second to constitute a match, unless a first innings result has already been achieved. 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 to play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. The time may be extended to allow for one extra over for both teams to be added if required.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the team batting second shall only receive the same number of overs and the umpires shall determine if a slow over rate penalty shall apply. See Rule 8.

If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the result shall be determined using the comparative tables at Appendix 2 and the umpires shall determine if a slow over rate penalty shall apply. See Rule 8.

The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out or declared their innings closed in less than the agreed number of overs.

Any uncompleted over included in the overs already bowled shall be regarded as a completed over.

Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

### **5.2.2 Delay or Interruption to the innings of the Team Batting First**

If the number of overs of the team batting first is reduced, a fixed time for the completion of the first session shall be determined and the innings of both teams shall be reduced on the basis of one over per team for every 8 minutes or part thereof lost.

### **5.2.3 Delay or Interruption to the innings of the Team Batting Second**

If there is a suspension of play during the second innings, the overs shall be reduced at the rate of 15 overs per hour for time lost. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any recalculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

## **6. The Result**

**6.1** A result can be achieved only if both teams have had the opportunity to bat for at least 35 overs, unless one team has been all out in less than 35 overs or unless the team batting second scores enough runs to win in less than 35 overs. Any match in which a result has not already been achieved and both teams have not had an opportunity to bat for a minimum 35 overs shall be declared a no result.

**6.2** In matches where both teams have had the opportunity to bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

### **6.3 Delayed or Interrupted Matches – Calculation of the Target Score**

**6.3.1** If, due to suspension of play after the start of the match, the number of overs has to be revised to a lesser number than originally allotted (minimum 35 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target score will be calculated using the tables in Appendix 2. The number of overs faced by the team batting first (or the potential number of overs if the side has been dismissed) is compared to the number of overs to be faced by the team batting second and the tables show the relevant percentage.

**6.3.2** The percentage is applied to the score of the first innings score.

**6.3.3** If the resultant number is a whole number, this is the score to tie and one additional run is required to win.

**6.3.4** If the resultant number is a fraction, the number rounded down is the score to tie and one additional run is the score to win.

#### **6.4 The Follow On**

The follow on may be enforced if the difference in the first innings scores is 100 runs or more.

### **7. Short Pitched Deliveries**

A bowler shall be allowed to bowl two fast short pitched deliveries per over.

**7.1** A fast short pitched ball 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.

**7.2** The umpire at the bowler's end shall advise the bowler and the batsman on strike when one and then two fast short pitched deliveries have been bowled.

**7.3** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit the ball by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.

**7.4** In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signal a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap his head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsmen at the wicket and the other umpire of what has occurred. The caution shall apply throughout the innings.

**7.5** If there is a second instance of the bowler being no balled for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in the preceding paragraph and inform the bowler that this is his final warning.

**7.6** 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 nor be allowed to bowl the next over.

**7.7** The umpire will then report the matter to the appropriate authority as a breach of code of conduct.

**7.8** This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

### **8. Penalty For Not Bowling Required Overs**

**8.1** If the umpire determines that the bowling side has been responsible for the failure to bowl their overs by the scheduled time for the cessation of the innings, for each over short of the required

number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team's match points. The over in progress at the scheduled time for cessation of the session shall count as a completed over. The team batting second shall only receive the number of overs that they bowled. If the umpire determines that the fielding side was not at fault, they shall receive their full allocation of overs when batting.

**8.2** If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, unless determined otherwise by the umpires, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team's match points. The over in progress at the scheduled time for cessation of the session shall count as a completed over. The result shall then be determined using the comparative tables to determine an adjusted target.

**8.3** For the purpose of determining penalties, the following allowances shall be taken into account:

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of serious injury.
- (c) Actual time taken to dry a wet ball.
- (d) Actual time taken to a maximum of 4 minutes for each drinks break in excess of 2 per innings in conditions of extreme heat.

**8.4** There shall be no allowance given for:

- (a) Wickets falling
- (b) Drinks intervals
- (c) Sightscreen changes

## **50 Over Matches – Playing Conditions**

### **1. Laws of Cricket**

The Laws of Cricket (2000 Code 3<sup>rd</sup> Edition) shall apply except as varied below

### **2. Fitness of Ground Weather and Light**

**2.1** The umpire shall be the sole judge of these conditions. If there is no umpire in attendance, the Captains shall determine the outcome. In the event of their disagreement the state of play at the time of the question shall continue.

**2.2** Covers MUST be placed on turf wickets no later than 7pm on the Thursday and Friday evening (and Saturday evening if there is play scheduled for Sunday) and removed as early as possible the following day, but no later than 7am on the day of play, unless inclement weather would make it unreasonable to do so (subject to Council laws).

**2.3** If, in the opinion of the curator, the covers should not be placed, he (or his club) must notify the Coordinator and detail the reasons for not placing the covers on the pitch, to ensure the necessary action can be taken. The Coordinator must be advised on the day that the covers are not being used.

**2.4** Note: covers may be put on and removed from pitches all week if the curator sees fit to do so providing the above requirement is met as a minimum.

**2.5** Failure of the home team to cover the pitch per rule 2.2 shall result in the following,

**2.5.1** If the match is played, the home team may be penalised by loss of 2 match points and/or fines up to \$100 at the discretion of the Grade Committee.

**2.5.2** If no play is possible, the home team may be deemed to have forfeited the match and all forfeit penalties may apply, including loss of match points for all lower graded teams.

**2.6** It is the responsibility of every club to ensure the match can be played, and any club found abusing the spirit and intent of this rule will be harshly penalised. There will be random inspections from the grading committee and penalties, including possible loss of match points shall apply.

**2.7** It is strongly recommended that no boundary shall be within two metres of any fixed object. It is suggested that clubs put markers and a solid line around the boundary two metres inside any fixed object. Note: If there is no line, the imaginary line between markers is a straight line from marker to marker, not a curve.

### **3. Duration of Matches**

**3.1** Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 six ball overs. A minimum of 20 overs per side shall constitute a match.

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

##### **4.1 Hours of Play**

There will be two sessions of 3.5 hours each, separated by a break as below:

Session 1 – 10.00 am to 1.30 pm

Interval - 1.30 pm to 2.00 pm

Session 2 – 2.00 pm to 5.30 pm

##### **4.2 Intervals Between Innings**

There shall be an interval at the conclusion of the innings of the team batting first. At the conclusion of this interval, the team batting second shall commence their innings.

Except as provided below, the interval shall be of 30 minutes duration.

Where more than 60 minutes of actual playing time has been lost, the interval shall be reduced to 10 minutes.

The interval shall be, in all cases, a minimum of 10 minutes.

##### **4.3 Intervals for Drinks**

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires will permit extra intervals for drinks. 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.

#### **5. Length of Innings**

Penalties for the fielding team shall apply for not bowling the required overs by the scheduled or rescheduled time for the cessation of each session.

##### **5.1 Uninterrupted Matches**

Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the number of overs bowled at the scheduled change of innings shall be noted. The team batting first shall then bat until they have faced 50 overs. The team batting second shall then only receive the number of overs noted that they had bowled to the team batting first at the time for the scheduled interval.

If the team batting first is all out and the last wicket falls within 2 minutes of the scheduled interval, the innings of the side batting second shall be limited to the same number of overs as that faced by the team batting first (the over in which the last wicket falls counts as a complete over).

If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

If the team fielding second is unable to complete the required number of overs due to light or weather conditions, the result shall be determined using the comparative table at Appendix 2. See rule 10.3.

## **5.2 Delayed or Interrupted Matches**

### **5.2.1 General**

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. A team shall not be permitted to declare its innings closed. A minimum of 20 overs have to be bowled to the side batting second to constitute a match, unless a result has already been achieved. 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 to play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. The time may be extended to allow for one extra over for both teams to be added if required.

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, light and weather permitting and the umpires shall determine if a slow over rate penalty shall apply. If the team fielding second is unable to bowl the required number of overs by the close of play, the result shall be determined using the comparative tables at Appendix 2. See Rule 10.3.

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.

Any uncompleted over included in the overs already bowled shall be regarded as a completed over.

Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

### **5.2.2 Delay or Interruption to the innings of the Team Batting First**

If the number of overs of the team batting first is reduced, a fixed time for the completion of the first session shall be determined.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. See Rule 5.1.

### **5.2.3 Delay or Interruption to the innings of the Team Batting Second**

If there is a suspension of play during the second innings, the overs shall be reduced at the rate of 15 overs per hour for time lost. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any recalculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

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 required number of overs has been bowled or a result achieved, weather and light permitting and the umpires shall determine if a slow over rate penalty shall apply. If the team fielding second is unable to bowl the required number of overs by the close of play, the result shall be determined using the comparative tables at Appendix 2. See Rule 10.3.

## **6. Restrictions on the placement of fieldsmen – APPLIES TO 1<sup>st</sup> & 2<sup>nd</sup> GRADE ONLY**

**6.1** At the instant of delivery, there may be no more than 5 fieldsmen on the leg side.

**6.2** In addition to the restriction on leg side fieldsmen, further fielding restrictions apply to certain overs in each innings. The nature of fielding restrictions and the overs during which they shall apply (hereinafter called the Powerplay Overs) are as follows:

**6.3** Two semicircles shall be drawn on the field of play. These semicircles shall have as their centre the middle stump at each end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction area shall be marked by continuous white lines or by 'dots' at 5 yard (4.57 metre) intervals, each dot to be covered by white plastic or rubber (but not metal) discs measuring 7 inches (18cm) in diameter. During the first block of Powerplay Overs (as set out below) only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery, and during the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

**6.4** During the non-Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

**6.5** In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

**6.6** Powerplay Overs are to be taken as outlined below:

**6.6.1** The first block of Powerplay Overs (block of 10 overs in an uninterrupted match) shall be at the commencement of the innings.

**6.6.2** For the remaining second and third Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other block at the discretion of the batting captain. If an uneven number of overs are required for each block of Powerplay Overs, the fielding captain shall have the greater number. Once a side has nominated a Powerplay, the decision can not be changed. The umpire who will stand at the bowler's end for the

commencement of a block shall determine which side first made the request for the block. It shall be the onus of the captain to inform the umpires of their intention to take a Powerplay. The umpires shall not ask or remind either captain regarding their option to take a Powerplay except as required in the following paragraph. If, in the opinion of the umpires, neither captain has advised them of their intention to take a Powerplay it will be assumed that no Powerplay is in effect.

**6.6.3** Should either captain choose not to exercise the Powerplay option, the remaining blocks of Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 41<sup>st</sup> and the 46<sup>th</sup> overs)

**6.7** In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the following table. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Innings Duration	Number of Powerplay Overs	Sequence Taken
20-22	8	4+2+2
23-24	9	4+3+2
25-27	10	5+3+2
28-29	11	6+3+2
30-32	12	6+3+3
33-34	13	7+3+3
35-37	14	7+4+3
38-39	15	8+4+3
40-42	16	8+4+4
43-44	17	9+4+4
45-47	18	9+5+4
48-49	19	10+5+4
50	20	10+5+5

**6.8** Where, in an interrupted innings, on resumption the actual number of Powerplay Overs (prior to the interruption) is no longer achievable, the recalculated number of Powerplay Overs for that innings will be the closest achievable whole number.

**6.9** Each block of Powerplay Overs must commence at the start of an over.

**6.10** If an innings is interrupted during an over, the status of that over (whether it is a Powerplay Over or not) must be retained when the over is completed. If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs has already been exceeded, then fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over. If, following any interruption, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplay (s) will commence at the start of the next over.

**6.11** At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorer by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal. The umpire shall also advise the fielding captain before any signal is made that the batting side has taken the Powerplay.

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

**7.1** No bowler shall bowl more than 10 overs in an innings.

**7.2** In a delayed or interrupted match 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.

**7.3** 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.

**7.4** In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

## **8. No Ball**

### **8.1 Free Hit After a Foot Fault No Ball**

**8.1.1** The delivery following a No Ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will also be a free hit.

**8.1.2** For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.

**8.1.3** The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### **8.2 Short Pitched Deliveries**

A bowler shall be allowed to bowl one fast short pitched delivery per over.

- (a) A fast short pitched ball 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.
- (b) The umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- (c) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit the ball by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.

- (d) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signal a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap his head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsmen at the wicket and the other umpire of what has occurred. The caution shall apply throughout the innings.
- (e) 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 the preceding paragraph and inform the bowler that this is his final warning.
- (f) 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 nor be allowed to bowl the next over.
- (g) The umpire will then report the matter to the appropriate authority as a breach of code of conduct.
- (h) This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

## **9. Wide Bowling – Judging a Wide**

**9.1** Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

**9.2** Any off side or leg side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide.

**9.3** As a guide, a delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.

**9.4** As a guide, any ball passing the batsman on the off side more than 75 cm wide of the off stump shall be called a Wide. For matches played on turf wickets, lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the wicket.

## **10. The Result**

**10.1** A result can be achieved only if both teams have had the opportunity to bat for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Any match in which both teams have not had an opportunity to bat for a minimum 20 overs, shall be declared a no result, unless a result has already been achieved.

**10.2** In matches where both teams have had the opportunity to bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

### **10.3 Delayed or Interrupted Matches – Calculation of the Target Score**

**10.3.1** If, due to suspension of play after the start of the match, the number of overs of the team batting second has to be revised to a lesser number than originally allotted (minimum 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target score will be calculated using the tables in Appendix 2. The number of overs faced by the team batting first (or the potential number of overs if the side has been dismissed) is compared to the number of overs to be faced by the team batting second and the tables show the relevant percentage.

**10.3.2** The percentage is applied to the score of the first innings score.

**10.3.3** If the resultant number is a whole number, this is the score to tie and one additional run is required to win.

**10.3.4** If the resultant number is a fraction, the number rounded down is the score to tie and one additional run is the score to win.

### **11. Bonus Points – refer APPENDIX 1**

- (a) The team that wins the match may obtain a bonus point by either of the following methods:
- (b) The team batting second shall achieve one bonus point if they pass the score of the team batting first within 80% of the allocated overs (i.e. 40 overs in an uninterrupted match).
- (c) The team bowling second shall receive one bonus point if they restrict the team batting second to no more than 80% of the score of the team that batted first.
- (d) The team that wins the match may obtain two bonus points by either of the following methods:
- (e) The team batting second shall achieve two bonus points if they pass the score of the team batting first within 50% of the allocated overs (i.e. 25 overs in an uninterrupted match).
- (f) The team bowling second shall receive two bonus points if they restrict the team batting second to no more than 50% of the score of the team that batted first
- (g) Where a side is all out, the number of overs to be used is the number of overs that the side would otherwise be eligible to face.
- (h) Part overs are to be considered whole overs for the purpose of calculating bonus points.
- (i) Where matches are shortened and targets revised, bonus points are to be calculated based on revised overs and scores.
- (j) To claim bonus points, clubs must email the coordinator [info@cricketgoldcoast.com](mailto:info@cricketgoldcoast.com) no later than 5pm Monday after the conclusion of the match. Clubs who fail to meet this deadline will forfeit bonus points for that particular match.

### **12. Match Points – Refer APPENDIX 3**

## **40 Over Matches – Playing Conditions**

### **1. Laws of Cricket**

The Laws of Cricket (2000 Code 3<sup>rd</sup> Edition) shall apply except as varied below

### **2. Fitness of Ground Weather and Light**

**2.1** The umpire shall be the sole judge of these conditions. If there is no umpire in attendance, the Captains shall determine the outcome. In the event of their disagreement the state of play at the time of the question shall continue.

**2.2** Covers MUST be placed on turf wickets no later than 7pm on the Thursday and Friday evening (and Saturday evening if there is play scheduled for Sunday) and removed as early as possible the following day, but no later than 7am on the day of play, unless inclement weather would make it unreasonable to do so (subject to Council laws).

**2.3** If, in the opinion of the curator, the covers should not be placed, he (or his club) must notify the Coordinator and detail the reasons for not placing the covers on the pitch, to ensure the necessary action can be taken. The Coordinator must be advised on the day that the covers are not being used.

**2.4** Note: covers may be put on and removed from pitches all week if the curator sees fit to do so providing the above requirement is met as a minimum.

**2.5** Failure of the home team to cover the pitch per rule 2.2 shall result in the following,

**2.5.1** If the match is played, the home team may be penalised by loss of 2 match points and/or fines up to \$100 at the discretion of the Grade Committee.

**2.5.2** If no play is possible on day one, the home team may be penalised by loss of 4 match points and/or fines up to \$200 at the discretion of the Grade Committee.

**2.5.3** If no play is possible on day two, the home team will be deemed to have forfeited the match and all forfeit penalties shall apply, including loss of match points for all lower graded teams.

**2.6** It is the responsibility of every club to ensure the match can be played, and any club found abusing the spirit and intent of this rule will be harshly penalised. There will be random inspections from the grading committee and penalties, including possible loss of match points shall apply.

**2.7** It is strongly recommended that no boundary shall be within two metres of any fixed object. It is suggested that clubs put markers and a solid line around the boundary two metres inside any fixed object. Note: If there is no line, the imaginary line between markers is a straight line from marker to marker, not a curve.

### **3. Duration of Matches**

**3.1** Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 40 six ball overs. A minimum of 20 overs per side shall constitute a match.

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

### **4.1 Hours of Play**

There will be two sessions of 2 hours 40 minutes each, separated by a break as below:

Session 1 – 12.15 pm to 2.55 pm

Interval – 2.55 pm to 3.05 pm

Session 2 – 3.05 pm to 5.45 pm

### **4.2 Intervals Between Innings**

The innings of the team batting second shall not commence before the time for the scheduled interval between innings unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute interval will occur and the team batting second will commence its innings and the interval shall occur as scheduled.

Except as provided below, the interval shall be of 10 minutes duration.

### **4.3 Intervals for Drinks**

One drinks breaks per session shall be permitted, after 20 overs have been bowled. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires will permit extra intervals for drinks. 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.

## **5. Length of Innings**

Penalties for the fielding team shall apply for not bowling the required overs by the scheduled or rescheduled time for the cessation of each session.

### **5.1 Uninterrupted Matches**

Each team shall bat for 40 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the number of overs bowled at the scheduled change of innings shall be noted. The team batting first shall then bat until they have faced 40 overs. The team batting second shall then only receive the number of noted that they had bowled to the team batting first at the time for the scheduled interval.

If the team batting first is all out and the last wicket falls within 2 minutes of the scheduled interval, the innings of the side batting second shall be limited to the same number of overs as that faced by the team batting first (the over in which the last wicket falls counts as a complete over).

If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

If the team fielding second is unable to complete the required number of overs due to light or weather conditions, the result shall be determined using the comparative table at Appendix 2. See Rule 10.3

## **5.2 Delayed or Interrupted Matches**

### **5.2.1 General**

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. A team shall not be permitted to declare its innings closed. A minimum of 20 overs have to be bowled to the side batting second to constitute a match, unless a result has already been achieved. 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 to play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. The time may be extended to allow for one extra over for both teams to be added if required.

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. See Rule 5.1.

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, light and weather permitting and the umpires shall determine if a slow over rate penalty shall apply. If the team fielding second is then unable to bowl the required number of overs by the close of play, the result shall be determined using the comparative tables at Appendix 2.

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.

Any uncompleted over included in the overs already bowled shall be regarded as a completed over.

Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

### **5.2.2 Delay or Interruption to the innings of the Team Batting First**

If the number of overs of the team batting first is reduced, a fixed time for the completion of the first session shall be determined.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. See Rule 5.1.

### **5.2.3 Delay or Interruption to the innings of the Team Batting Second**

If there is a suspension of play during the second innings, the overs shall be reduced at the rate of 15 overs per hour for time lost. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any recalculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

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, light and weather permitting and the umpires shall determine if a slow over rate penalty shall apply. If the team fielding second is then unable to bowl the required number of overs by the close of play, the result shall be determined using the comparative tables at Appendix 2. See Rule 10.3.

## **6. Restrictions on the placement of fieldsmen – APPLIES TO 1<sup>st</sup> & 2<sup>nd</sup> GRADE ONLY**

**6.1** At the instant of delivery, there may be no more than 5 fieldsmen on the leg side.

**6.2** In addition to the restriction on leg side fieldsmen, further fielding restrictions apply to certain overs in each innings. The nature of fielding restrictions and the overs during which they shall apply (hereinafter called the Powerplay Overs) are as follows:

**6.3** Two semicircles shall be drawn on the field of play. These semicircles shall have as their centre the middle stump at each end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction area shall be marked by continuous white lines or by 'dots' at 5 yard (4.57 metre) intervals, each dot to be covered by white plastic or rubber (but not metal) discs measuring 7 inches (18cm) in diameter. During the first block of Powerplay Overs (as set out below) only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery, and during the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

**6.4** During the non-Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

**6.5** In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

**6.6** Powerplay Overs are to be taken as outlined below:

**6.6.1** The first block of Powerplay Overs (block of 8 overs in an uninterrupted match) shall be at the commencement of the innings.

**6.6.2** For the remaining second and third Powerplay Overs (blocks of 4 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other block at the discretion of the batting captain. If an uneven number of overs are required for each block of Powerplay Overs, the fielding captain shall have the greater number. Once a side has nominated a Powerplay, the decision can not be changed. The umpire who will stand at the bowler's end for the commencement of a block shall determine which side first made the request for the block. It shall be the onus of the captain to inform the umpires of their intention to take a Powerplay. The umpires shall not ask or remind either captain regarding their option to take a Powerplay except as required in the following paragraph. If, in the opinion of the umpires, neither captain has advised them of their intention to take a Powerplay it will be assumed that no Powerplay is in effect.

**6.6.3** Should either captain choose not to exercise the Powerplay option, the remaining blocks of Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 33<sup>rd</sup> and the 37<sup>th</sup> overs)

**6.7** In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the following table. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Innings Duration	Number of Powerplay Overs	Sequence Taken
20-22	8	4+2+2
23-24	9	4+3+2
25-27	10	5+3+2
28-29	11	6+3+2
30-32	12	6+3+3
33-34	13	7+3+3
35-37	14	7+4+3
38-39	15	8+4+3
40	16	8+4+4

**6.8** Where, in an interrupted innings, on resumption the actual number of Powerplay Overs (prior to the interruption) is no longer achievable, the recalculated number of Powerplay Overs for that innings will be the closest achievable whole number.

**6.9** Each block of Powerplay Overs must commence at the start of an over.

**6.10** If an innings is interrupted during an over, the status of that over (whether it is a Powerplay Over or not) must be retained when the over is completed. If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs has already been exceeded, then fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over. If, following any interruption, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplay (s) will commence at the start of the next over.

**6.11** At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorer by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal. The umpire shall also advise the fielding captain before any signal is made that the batting side has taken the Powerplay.

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

**7.1** No bowler shall bowl more than 8 overs in an innings.

**7.2** In a delayed or interrupted match 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.

**7.3** 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.

**7.4** In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

## **8.1 No Ball**

### **8.1 Free Hit After a Foot Fault No Ball**

(a) The delivery following a No Ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will also be a free hit.

(b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.

(c) The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### **8.2 Short Pitched Deliveries**

A bowler shall be allowed to bowl one fast short pitched delivery per over.

- a) A fast short pitched ball 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.
- b) The umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- c) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit the ball by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.
- d) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signal a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap his head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsmen at the wicket and the other umpire of what has occurred. The caution shall apply throughout the innings.
- e) 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 the preceding paragraph and inform the bowler that this is his final warning.
- f) 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 nor be allowed to bowl the next over.

- g) The umpire will then report the matter to the appropriate authority as a breach of code of conduct.
- h) This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

## **9. Wide Bowling – Judging a Wide**

**9.1** Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

**9.2** Any off side or leg side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide.

**9.3** As a guide, a delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.

**9.4** As a guide, any ball passing the batsman on the off side more than 75 cm wide of the off stump shall be called a Wide. For matches played on turf wickets, lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the wicket.

## **10. The Result**

**10.1** A result can be achieved only if both teams have had the opportunity to bat for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Any match in which both teams have not had an opportunity to bat for a minimum 20 overs, shall be declared a no result, unless a result has already been achieved.

**10.2** In matches where both teams have had the opportunity to bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

### **10.3 Delayed or Interrupted Matches – Calculation of the Target Score**

**10.3.1** If, due to suspension of play after the start of the match, the number of overs of the team batting second has to be revised to a lesser number than originally allotted (minimum 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target score will be calculated using the tables in Appendix 2. The number of overs faced by the team batting first (or the potential number of overs if the side has been dismissed) is compared to the number of overs to be faced by the team batting second and the tables show the relevant percentage.

**10.3.2** The percentage is applied to the score of the first innings score.

**10.3.3** If the resultant number is a whole number, this is the score to tie and one additional run is required to win.

**10.3.4** If the resultant number is a fraction, the number rounded down is the score to tie and one additional run is the score to win.

**11. Bonus Points – Refer APPENDIX 1**

- (a) The team that wins the match may obtain a bonus point by either of the following methods:
- (b) The team batting second shall achieve one bonus point if they pass the score of the team batting first within 80% of the allocated overs (i.e. 32 overs in an uninterrupted match).
- (c) The team bowling second shall receive one bonus point if they restrict the team batting second to no more than 80% of the score of the team that batted first.
- (d) The team that wins the match may obtain two bonus points by either of the following methods:
- (e) The team batting second shall achieve two bonus points if they pass the score of the team batting first within 50% of the allocated overs (i.e. 20 overs in an uninterrupted match).
- (f) The team bowling second shall receive two bonus points if they restrict the team batting second to no more than 50% of the score of the team that batted first.
- (g) Where a side is all out, the number of overs to be used is the number of overs that the side would otherwise be eligible to face.
- (h) Part overs are to be considered whole overs for the purpose of calculating bonus points.
- (i) Where matches are shortened and targets revised, bonus points are to be calculated based on revised overs and scores.
- (j) To claim bonus points, clubs must email the coordinator [info@cricketgoldcoast.com](mailto:info@cricketgoldcoast.com) no later than 5pm Monday after the conclusion of the match. Clubs who fail to meet this deadline will forfeit bonus points for that particular match.

**12. Match Points – Refer APPENDIX 3**

## **35 Over Matches – Playing Conditions**

### **1. Laws of Cricket**

The Laws of Cricket (2000 Code 3<sup>rd</sup> Edition) shall apply except as varied below

### **2. Fitness of Ground Weather and Light**

**2.1** The umpire shall be the sole judge of these conditions. If there is no umpire in attendance, the Captains shall determine the outcome. In the event of their disagreement the state of play at the time of the question shall continue.

**2.2** It is the responsibility of every club to ensure the match can be played, and any club found abusing the spirit and intent of this rule will be harshly penalised.

**2.3** It is strongly recommended that no boundary shall be within two metres of any fixed object. It is suggested that clubs put markers and a solid line around the boundary two metres inside any fixed object. Note: If there is no line, the imaginary line between markers is a straight line from marker to marker, not a curve.

### **3. Duration of Matches**

**3.1** Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 35 six ball overs. A minimum of 20 overs per side shall constitute a match. Each team shall provide 3 stumps, 2 bails and boundary markers sufficient to mark half the ground.

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

#### **4.1 Hours of Play**

There hours of play will be as follows:

Session 1 – 12.15 am to 2.45 pm

Interval – 2.45 pm to 2.55 pm

Session 2 – 3.05 pm to completion of match.

#### **4.2 Intervals Between Innings**

There will be a 10 minute break after the completion of the first innings and the team batting second will then commence its innings.

#### **4.3 Intervals for Drinks**

One drinks break per session shall be permitted, after 18 overs. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires will permit extra intervals for drinks. 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.

## **5. Length of Innings**

### **5.1 Uninterrupted Matches**

Each team shall bat for 35 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the number of overs bowled at the scheduled change of innings shall be noted. The team batting first shall then bat until they have faced 35 overs. The team batting second shall then only receive the number of overs noted that they had bowled to the team batting first at the time for the scheduled interval.

If the team batting first is all out and the last wicket falls within 2 minutes of the scheduled interval, the innings of the side batting second shall be limited to the same number of overs as that faced by the team batting first (the over in which the last wicket falls counts as a complete over).

If the team batting first is dismissed in less than 35 overs, the team batting second shall be entitled to bat for 35 overs.

If the team fielding second is unable to complete the required number of overs due to light or weather conditions, the result shall be determined using the comparative table at Appendix 2.

### **5.2 Delayed or Interrupted Matches**

#### **5.2.1 General**

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. A team shall not be permitted to declare its innings closed. A minimum of 20 overs have to be bowled to the side batting second to constitute a match, unless a result has already been achieved. The calculation of the number of overs to be bowled shall be based on an average rate of 20 overs per hour in the total time available to play.

If the team fielding second is unable to complete the required number of overs due to light or weather conditions, the result shall be determined using the comparative tables at Appendix 2.

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.

Any uncompleted over included in the overs already bowled shall be regarded as a completed over.

Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

#### **5.2.2 Delay or Interruption to the innings of the Team Batting First**

If the number of overs of the team batting first is reduced, the innings of each team shall be reduced by one over each for every eight minutes (or part thereof) of time lost.

The interval shall be taken at the conclusion of the innings of the team batting first.

#### **5.2.3 Delay or Interruption to the innings of the Team Batting Second**

If there is a suspension of play during the second innings, the overs shall be reduced at the rate of 15 overs per hour for time lost. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any recalculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

The hours of play shall be extended until the required number of overs has been bowled or a result achieved, weather and light permitting. If the team fielding second is then unable to complete the required number of overs the result shall be determined using the comparative tables at Appendix 2.

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

**6.1** No bowler shall bowl more than 7 overs in an innings.

**6.2** In a delayed or interrupted match 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.

**6.3** 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.

**6.4** In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

## **7. No Ball**

Any ball pitching off the synthetic pitch shall be called and signalled No Ball.

## **8. Short Pitched Deliveries**

A bowler shall be allowed to bowl one fast short pitched delivery per over.

- (a) A fast short pitched ball 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.
- (b) The umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- (c) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit the ball by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.
- (d) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signal a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap his head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding

side, the batsmen at the wicket and the other umpire of what has occurred. The caution shall apply throughout the innings.

- (e) 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 the preceding paragraph and inform the bowler that this is his final warning.
- (f) 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 nor be allowed to bowl the next over.
- (g) The umpire will then report the matter to the appropriate authority as a breach of code of conduct.
- (h) This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

## **9. Wide Bowling – Judging a Wide**

**9.1** Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

**9.2** Any off side or leg side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide.

## **10. The Result**

**10.1** A result can be achieved only if both teams have had the opportunity to bat for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Any match in which both teams have not had an opportunity to bat for a minimum 20 overs, shall be declared a no result.

**10.2** In matches where both teams have had the opportunity to bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

### **10.3 Delayed or Interrupted Matches – Calculation of the Target Score**

**10.3.1** If, due to suspension of play after the start of the match, the number of overs of the team batting second has to be revised to a lesser number than originally allotted (minimum 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target score will be calculated using the tables in Appendix 2. The number of overs faced by the team batting first (or the potential number of overs if the side has been dismissed) is compared to the number of overs to be faced by the team batting second and the tables show the relevant percentage.

**10.3.2** The percentage is applied to the score of the first innings score.

**10.3.3** If the resultant number is a whole number, this is the score to tie and one additional run is required to win.

**10.3.4** If the resultant number is a fraction, the number rounded down is the score to tie and one additional run is the score to win.

### **11. Match Points**

See Appendix 3

# **MASTERS CRICKET**

## **40 Over Matches – Playing Conditions**

### **1. Laws of Cricket**

The Laws of Cricket (2000 Code 3<sup>rd</sup> Edition) shall apply except as varied below. As there are some variations to the format of matches in Masters Cricket, should there be any conflict between the Masters Rules and the standard Cricket Gold Coast rules then the rule of the Masters Cricket shall apply.

### **2. The Team**

- 2.1** A team shall consist of 13 nominated players, 11 of whom may bat and 11 may bowl.
- 2.2** Each captain shall nominate his players in writing to one of the umpires prior to the toss.
- 2.3** Eleven fieldsmen only shall be on the field at any one time.
- 2.4** Unlimited interchange of fielders from the 13 players nominated to take part in the match shall be allowed.
- 2.5** Players must be aged no less than 40 years of age to participate in the match.
- 2.6** Players may become eligible to play during the season upon turning 40 years of age.
- 2.7** Each team may contain up to two players who are aged at least 38 years of age, and they may also become eligible during the season upon turning 38 years of age.
- 2.8** All players must have participated in at least 3 Masters Cricket matches to be eligible to play finals.
- 2.9** Should a club have multiple teams in the Masters Cricket competition, the player must have played at least 3 matches in a particular team to qualify to play finals in that team.

### **3. Fitness of Ground Weather and Light**

- 3.1** The umpire shall be the sole judge of these conditions. If there is no umpire in attendance, the Captains shall determine the outcome. In the event of their disagreement the state of play at the time of the question shall continue.
- 3.2** Covers MUST be placed on turf wickets no later than 7pm on the Saturday and removed as early as possible the following day, but no later than 7am on the day of play, unless inclement weather would make it unreasonable to do so (subject to Council laws).
- 3.3** If, in the opinion of the curator, the covers should not be placed, he (or his club) must notify the Coordinator and detail the reasons for not placing the covers on the pitch, to ensure the necessary action can be taken. The Coordinator must be advised on the day that the covers are not being used.
- 3.4** Note: covers may be put on and removed from pitches all week if the curator sees fit to do so providing the above requirement is met as a minimum.

**3.5** Failure of the home team to cover the pitch per rule 2.2 shall result in the following,  
**3.5.1** If the match is played, the home team may be penalised by loss of 2 match points and/or fines up to \$100 at the discretion of the Grade Committee.  
**3.5.2** If no play is possible, the home team may be penalised by loss of 6 match points and/or fines up to \$200 at the discretion of the Grade Committee.

**3.6** It is the responsibility of every club to ensure the match can be played, and any club found abusing the spirit and intent of this rule will be harshly penalised. There will be random inspections from the grading committee and penalties, including possible loss of match points shall apply.

**3.7** It is strongly recommended that no boundary shall be within two metres of any fixed object. It is suggested that clubs put markers and a solid line around the boundary two metres inside any fixed object. Note: If there is no line, the imaginary line between markers is a straight line from marker to marker, not a curve.

#### **4. Duration of Matches**

**4.1** Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 40 six ball overs. A minimum of 20 overs per side shall constitute a match.

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

##### **5.1 Hours of Play**

There will be two sessions of 2 hours 40 minutes each, separated by a break as below:

Session 1 – 10.00am to 12.45pm

Interval – 12.45 pm to 1.30 pm

Session 2 – 1.30 pm to 4.15 pm

##### **5.2 Intervals Between Innings**

The innings of the team batting second shall not commence before the time for the scheduled interval between innings unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute interval will occur and the team batting second will commence its innings and the interval shall occur as scheduled.

Except as provided below, the interval shall be of 10 minutes duration.

##### **5.3 Intervals for Drinks**

One drinks breaks per session shall be permitted, after 20 overs have been bowled. The umpires may allow for additional drinks breaks at their discretion. 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.

#### **6. Length of Innings**

##### **6.1 Uninterrupted Matches**

Each team shall bat for 40 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the number of overs bowled at the scheduled change of innings shall be noted. The team batting first shall then bat until they have faced 40 overs. The team batting second shall then only receive the number of overs noted that they had bowled to the team batting first at the time for the scheduled interval.

If the team batting first is all out and the last wicket falls within 2 minutes of the scheduled interval, the innings of the side batting second shall be limited to the same number of overs as that faced by the team batting first (the over in which the last wicket falls counts as a complete over).

If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

If the team fielding second is unable to complete the required number of overs due to light or weather conditions, the result shall be determined using the comparative table at Appendix 2.

## **6.2 Delayed or Interrupted Matches**

### **6.2.1 General**

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. A team shall not be permitted to declare its innings closed. A minimum of 20 overs have to be bowled to the side batting second to constitute a match, unless a result has already been achieved. 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 to play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. The time may be extended to allow for one extra over for both teams to be added if required.

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. See Rule 6.1.

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, light and weather permitting. If the team fielding second is then unable to bowl the required number of overs by the close of play, the result shall be determined using the comparative tables at Appendix 2. See rule 11.3.

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.

Any uncompleted over included in the overs already bowled shall be regarded as a completed over.

Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

### **6.2.2 Delay or Interruption to the innings of the Team Batting First**

If the number of overs of the team batting first is reduced, a fixed time for the completion of the first session shall be determined.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. See Rule 6.1.

### **6.2.3 Delay or Interruption to the innings of the Team Batting Second**

If there is a suspension of play during the second innings, the overs shall be reduced at the rate of 15 overs per hour for time lost. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any recalculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

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, light and weather permitting. If the team fielding second is then unable to bowl the required number of overs by the close of play, the result shall be determined using the comparative tables at Appendix 2. See Rule 11.3.

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

**7.1** No bowler shall bowl more than 6 overs in an innings.

**7.2** In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than 15 percent of the total overs allowed.

**7.3** Where the number of overs allowed is not a whole number, the number shall be rounded up.

**7.4** In the event of a bowler being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

## **8. No Ball - Short Pitched Deliveries**

A bowler shall be allowed to bowl one fast short pitched delivery per over.

- a) A fast short pitched ball 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.
- b) The umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- c) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit the ball by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.

- d) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A different signal shall be used to signal a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap his head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batsmen at the wicket and the other umpire of what has occurred. The caution shall apply throughout the innings.
- e) 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 the preceding paragraph and inform the bowler that this is his final warning.
- f) 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 nor be allowed to bowl the next over.
- g) The umpire will then report the matter to the appropriate authority as a breach of code of conduct.
- h) This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

### **9. Wide Bowling – Judging a Wide**

**9.1** Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

**9.2** Any off side or leg side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide.

### **10. Retiring of Batsmen**

**10.1** Batsmen are to retire upon reaching a score of 50 runs.

**10.2** A retired batsman may resume their innings after all other players in the 11 have either been dismissed or retired.

**10.3** If a team has multiple batsmen retire, they must resume their innings in the order that they retired.

### **11. The Result**

**11.1** A result can be achieved only if both teams have had the opportunity to bat for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. Any match in which both teams have not had an opportunity to bat for a minimum 20 overs, shall be declared a no result, unless a result has already been achieved.

**11.2** In matches where both teams have had the opportunity to bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

### **11.3 Delayed or Interrupted Matches – Calculation of the Target Score**

**11.3.1** If, due to suspension of play after the start of the match, the number of overs of the team batting second has to be revised to a lesser number than originally allotted (minimum 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target score will be calculated using the tables in Appendix 2. The number of overs faced by the team batting first (or the potential number of overs if the side has been dismissed) is compared to the number of overs to be faced by the team batting second and the tables show the relevant percentage.

**11.3.2** The percentage is applied to the score of the first innings score.

**11.3.3** If the resultant number is a whole number, this is the score to tie and one additional run is required to win.

**11.3.4** If the resultant number is a fraction, the number rounded down is the score to tie and one additional run is the score to win.

## **12. Match Points – Refer APPENDIX 3**

Bonus Points are not applicable

## APPENDIX 1

### Bonus Point System Example

Team Batting First	Team Batting Second				Team Bowling Second	
	50 Over Game		40 Over Game		1 Point	2 Points
	1 Point	2 Points	1 Point	2 Points		
Score	Overs to Win By	Overs to Win By	Overs to Win By	Overs to Win By	Defensive Target	Defensive Target
300	40	25	32	20	240	150
275	40	25	32	20	220	137
250	40	25	32	20	200	125
225	40	25	32	20	180	112
200	40	25	32	20	160	100
175	40	25	32	20	140	87
150	40	25	32	20	120	75
125	40	25	32	20	100	62
100	40	25	32	20	80	50
75	40	25	32	20	60	37

APPENDIX 2 - Calculation of Target Score for 75 Over Matches

		Overs Available for Team Batting Second																																								
		35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
Overs Available to be faced by Team Batting First	75	60.0	61.0	62.0	63.0	64.0	65.0	66.0	67.0	68.0	69.0	70.0	71.0	72.0	73.0	74.0	75.0	76.0	77.0	78.0	79.0	80.0	81.0	82.0	83.0	84.0	85.0	86.0	87.0	88.0	89.0	90.0	91.0	92.0	93.0	94.0	95.0	96.0	97.0	98.0	99.0	X
	74	60.5	61.5	62.5	63.5	64.5	65.5	66.6	67.6	68.6	69.6	70.6	71.6	72.6	73.6	74.7	75.7	76.7	77.7	78.7	79.7	80.7	81.8	82.8	83.8	84.8	85.8	86.8	87.8	88.9	89.9	90.9	91.9	92.9	93.9	94.9	95.9	97.0	98.0	99.0	X	
	73	61.0	62.0	63.0	64.0	65.1	66.1	67.1	68.2	69.2	70.2	71.2	72.3	73.3	74.3	75.3	76.4	77.4	78.4	79.5	80.5	81.5	82.5	83.6	84.6	85.6	86.6	87.7	88.7	89.7	90.8	91.8	92.8	93.8	94.9	95.9	96.9	97.9	99.0	X		
	72	61.5	62.5	63.5	64.6	65.6	66.7	67.7	68.8	69.8	70.8	71.9	72.9	74.0	75.0	76.0	77.1	78.1	79.2	80.2	81.3	82.3	83.3	84.4	85.4	86.5	87.5	88.5	89.6	90.6	91.7	92.7	93.8	94.8	95.8	96.9	97.9	99.0	X			
	71	62.0	63.0	64.1	65.1	66.2	67.3	68.3	69.4	70.4	71.5	72.5	73.6	74.6	75.7	76.8	77.8	78.9	79.9	81.0	82.0	83.1	84.2	85.2	86.3	87.3	88.4	89.4	90.5	91.5	92.6	93.7	94.7	95.8	96.8	97.9	98.9	X				
	70	62.5	63.6	64.6	65.7	66.8	67.9	68.9	70.0	71.1	72.1	73.2	74.3	75.4	76.4	77.5	78.6	79.6	80.7	81.8	82.9	83.9	85.0	86.1	87.1	88.2	89.3	90.4	91.4	92.5	93.6	94.6	95.7	96.8	97.9	98.9	X					
	69	63.0	64.1	65.2	66.3	67.4	68.5	69.6	70.7	71.7	72.8	73.9	75.0	76.1	77.2	78.3	79.3	80.4	81.5	82.6	83.7	84.8	85.9	87.0	88.0	89.1	90.2	91.3	92.4	93.5	94.6	95.7	96.7	97.8	98.9	X						
	68	63.6	64.7	65.8	66.9	68.0	69.1	70.2	71.3	72.4	73.5	74.6	75.7	76.8	77.9	79.0	80.1	81.3	82.4	83.5	84.6	85.7	86.8	87.9	89.0	90.1	91.2	92.3	93.4	94.5	95.6	96.7	97.8	98.9	X							
	67	64.2	65.3	66.4	67.5	68.7	69.8	70.9	72.0	73.1	74.3	75.4	76.5	77.6	78.7	79.9	81.0	82.1	83.2	84.3	85.4	86.6	87.7	88.8	89.9	91.0	92.2	93.3	94.4	95.5	96.6	97.8	98.9	X								
	66	64.8	65.9	67.0	68.2	69.3	70.5	71.6	72.7	73.9	75.0	76.1	77.3	78.4	79.5	80.7	81.8	83.0	84.1	85.2	86.4	87.5	88.6	89.8	90.9	92.0	93.2	94.3	95.5	96.6	97.7	98.9	X									
	65	65.4	66.5	67.7	68.8	70.0	71.2	72.3	73.5	74.6	75.8	76.9	78.1	79.2	80.4	81.5	82.7	83.8	85.0	86.2	87.3	88.5	89.6	90.8	91.9	93.1	94.2	95.4	96.5	97.7	98.8	X										
	64	66.0	67.2	68.4	69.5	70.7	71.9	73.0	74.2	75.4	76.6	77.7	78.9	80.1	81.3	82.4	83.6	84.8	85.9	87.1	88.3	89.5	90.6	91.8	93.0	94.1	95.3	96.5	97.7	98.8	X											
	63	66.7	67.9	69.0	70.2	71.4	72.6	73.8	75.0	76.2	77.4	78.6	79.8	81.0	82.1	83.3	84.5	85.7	86.9	88.1	89.3	90.5	91.7	92.9	94.0	95.2	96.4	97.6	98.8	X												
	62	67.3	68.5	69.8	71.0	72.2	73.4	74.6	75.8	77.0	78.2	79.4	80.6	81.9	83.1	84.3	85.5	86.7	87.9	89.1	90.3	91.5	92.7	94.0	95.2	96.4	97.6	98.8	X													
	61	68.0	69.3	70.5	71.7	73.0	74.2	75.4	76.6	77.9	79.1	80.3	81.6	82.8	84.0	85.2	86.5	87.7	88.9	90.2	91.4	92.6	93.9	95.1	96.3	97.5	98.8	X														
	60	68.8	70.0	71.3	72.5	73.8	75.0	76.3	77.5	78.8	80.0	81.3	82.5	83.8	85.0	86.3	87.5	88.8	90.0	91.3	92.5	93.8	95.0	96.3	97.5	98.8	X															
	59	69.5	70.8	72.0	73.3	74.6	75.8	77.1	78.4	79.7	80.9	82.2	83.5	84.7	86.0	87.3	88.6	89.8	91.1	92.4	93.6	94.9	96.2	97.5	98.7	X																
	58	70.3	71.6	72.8	74.1	75.4	76.7	78.0	79.3	80.6	81.9	83.2	84.5	85.8	87.1	88.4	89.7	90.9	92.2	93.5	94.8	96.1	97.4	98.7	X																	
	57	71.1	72.4	73.7	75.0	76.3	77.6	78.9	80.3	81.6	82.9	84.2	85.5	86.8	88.2	89.5	90.8	92.1	93.4	94.7	96.1	97.4	98.7	X																		
	56	71.9	73.2	74.6	75.9	77.2	78.6	79.9	81.3	82.6	83.9	85.3	86.6	87.9	89.3	90.6	92.0	93.3	94.6	96.0	97.3	98.7	X																			
	55	72.7	74.1	75.5	76.8	78.2	79.5	80.9	82.3	83.6	85.0	86.4	87.7	89.1	90.5	91.8	93.2	94.5	95.9	97.3	98.6	X																				
	54	73.6	75.0	76.4	77.8	79.2	80.6	81.9	83.3	84.7	86.1	87.5	88.9	90.3	91.7	93.1	94.4	95.8	97.2	98.6	X																					
	53	74.5	75.9	77.4	78.8	80.2	81.6	83.0	84.4	85.8	87.3	88.7	90.1	91.5	92.9	94.3	95.8	97.2	98.6	X																						
	52	75.5	76.9	78.4	79.8	81.3	82.7	84.1	85.6	87.0	88.5	89.9	91.3	92.8	94.2	95.7	97.1	98.6	X																							
	51	76.5	77.9	79.4	80.9	82.4	83.8	85.3	86.8	88.2	89.7	91.2	92.6	94.1	95.6	97.1	98.5	X																								
	50	77.5	79.0	80.5	82.0	83.5	85.0	86.5	88.0	89.5	91.0	92.5	94.0	95.5	97.0	98.5	X																									
	49	78.6	80.1	81.6	83.2	84.7	86.2	87.8	89.3	90.8	92.3	93.9	95.4	96.9	98.5	X																										
	48	79.7	81.3	82.8	84.4	85.9	87.5	89.1	90.6	92.2	93.8	95.3	96.9	98.4	X																											
	47	80.9	82.4	84.0	85.6	87.2	88.8	90.4	92.0	93.6	95.2	96.8	98.4	X																												
	46	82.1	83.7	85.3	87.0	88.6	90.2	91.8	93.5	95.1	96.7	98.4	X																													
	45	83.3	85.0	86.7	88.3	90.0	91.7	93.3	95.0	96.7	98.3	X																														
	44	84.7	86.4	88.1	89.8	91.5	93.2	94.9	96.6	98.3	X																															
	43	86.0	87.8	89.5	91.3	93.0	94.8	96.5	98.3	X																																
	42	87.5	89.3	91.1	92.9	94.6	96.4	98.2	X																																	
	41	89.0	90.9	92.7	94.5	96.3	98.2	X																																		
40	90.6	92.5	94.4	96.3	98.1	X																																				
39	92.3	94.2	96.2	98.1	X																																					
38	94.1	96.1	98.0	X																																						
37	95.9	98.0	X																																							
36	97.9	X																																								
35	X																																									

- 1) Identify the number of overs faced by the team batting first
- 2) Reference this with the number of overs available to the team batting second
- 3) Multiply this number with the score of the team batting first
- 4) Divide this number by 100
- 5) Round down to a whole number (no decimals)
- 6) Add 1 run
- 7) This is the target score required to win the game

Example: Team 1 has been limited to 54 overs and scores 195. Team 2's innings is reduced to 47 overs

Formula =  $195 \times 90.3 / 100 = 176.08$  Rounded down to 176 +1 = 177 required to win

APPENDIX 2 - Calculation of Target Score for 50, 40 and 35 Over Matches

		Overs Available for Team Batting Second																																
		20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
Overs Available to be faced by Team Batting First	50	55.0	56.5	58.0	59.5	61.0	62.5	64.0	65.5	67.0	68.5	70.0	71.5	73.0	74.5	76.0	77.5	79.0	80.5	82.0	83.5	85.0	86.5	88.0	89.5	91.0	92.5	94.0	95.5	97.0	98.5	X		
	49	55.6	57.1	58.7	60.2	61.7	63.3	64.8	66.3	67.9	69.4	70.9	72.4	74.0	75.5	77.0	78.6	80.1	81.6	83.2	84.7	86.2	87.8	89.3	90.8	92.3	93.9	95.4	96.9	98.5	X			
	48	56.3	57.8	59.4	60.9	62.5	64.1	65.6	67.2	68.8	70.3	71.9	73.4	75.0	76.6	78.1	79.7	81.3	82.8	84.4	85.9	87.5	89.1	90.6	92.2	93.8	95.3	96.9	98.4	X				
	47	56.9	58.5	60.1	61.7	63.3	64.9	66.5	68.1	69.7	71.3	72.9	74.5	76.1	77.7	79.3	80.9	82.4	84.0	85.6	87.2	88.8	90.4	92.0	93.6	95.2	96.8	98.4	X					
	46	57.6	59.2	60.9	62.5	64.1	65.8	67.4	69.0	70.7	72.3	73.9	75.5	77.2	78.8	80.4	82.1	83.7	85.3	87.0	88.6	90.2	91.8	93.5	95.1	96.7	98.4	X						
	45	58.3	60.0	61.7	63.3	65.0	66.7	68.3	70.0	71.7	73.3	75.0	76.7	78.3	80.0	81.7	83.3	85.0	86.7	88.3	90.0	91.7	93.3	95.0	96.7	98.3	X							
	44	59.1	60.8	62.5	64.2	65.9	67.6	69.3	71.0	72.7	74.4	76.1	77.8	79.5	81.3	83.0	84.7	86.4	88.1	89.8	91.5	93.2	94.9	96.6	98.3	X								
	43	59.9	61.6	63.4	65.1	66.9	68.6	70.3	72.1	73.8	75.6	77.3	79.1	80.8	82.6	84.3	86.0	87.8	89.5	91.3	93.0	94.8	96.5	98.3	X									
	42	60.7	62.5	64.3	66.1	67.9	69.6	71.4	73.2	75.0	76.8	78.6	80.4	82.1	83.9	85.7	87.5	89.3	91.1	92.9	94.6	96.4	98.2	X										
	41	61.6	63.4	65.2	67.1	68.9	70.7	72.6	74.4	76.2	78.0	79.9	81.7	83.5	85.4	87.2	89.0	90.9	92.7	94.5	96.3	98.2	X											
	40	62.5	64.4	66.3	68.1	70.0	71.9	73.8	75.6	77.5	79.4	81.3	83.1	85.0	86.9	88.8	90.6	92.5	94.4	96.3	98.1	X												
	39	63.5	65.4	67.3	69.2	71.2	73.1	75.0	76.9	78.8	80.8	82.7	84.6	86.5	88.5	90.4	92.3	94.2	96.2	98.1	X													
	38	64.5	66.4	68.4	70.4	72.4	74.3	76.3	78.3	80.3	82.2	84.2	86.2	88.2	90.1	92.1	94.1	96.1	98.0	X														
	37	65.5	67.6	69.6	71.6	73.6	75.5	77.5	79.5	81.5	83.5	85.5	87.5	89.5	91.5	93.5	95.5	98.0	X															
	36	66.7	68.8	70.8	72.9	75.0	77.1	79.2	81.3	83.3	85.4	87.5	89.6	91.7	93.8	95.8	97.9	X																
	35	67.9	70.0	72.1	74.3	76.4	78.6	80.7	82.9	85.0	87.1	89.3	91.4	93.6	95.7	97.9	X																	
	34	69.1	71.3	73.5	75.7	77.9	80.1	82.4	84.6	86.8	89.0	91.2	93.4	95.6	97.8	X																		
	33	70.5	72.7	75.0	77.3	79.5	81.8	84.1	86.4	88.6	90.9	93.2	95.5	97.7	X																			
	32	71.9	74.2	76.6	78.9	81.3	83.6	85.9	88.3	90.6	93.0	95.3	97.7	X																				
	31	73.4	75.8	78.2	80.6	83.1	85.5	87.9	90.3	92.7	95.2	97.6	X																					
30	75.0	77.5	80.0	82.5	85.0	87.5	90.0	92.5	95.0	97.5	X																							
29	76.7	79.3	81.9	84.5	87.1	89.7	92.2	94.8	97.4	X																								
28	78.6	81.3	83.9	86.6	89.3	92.0	94.6	97.3	X																									
27	80.6	83.3	86.1	88.9	91.7	94.4	97.2	X																										
26	82.7	85.6	88.5	91.3	94.2	97.1	X																											
25	85.0	88.0	91.0	94.0	97.0	X																												
24	87.5	90.6	93.8	96.9	X																													
23	90.2	93.5	96.7	X																														
22	93.2	96.6	X																															
21	96.4	X																																
20	X																																	

- 1) Identify the number of overs faced by the team batting first
- 2) Reference this with the number of overs available to the team batting second
- 3) Multiply this number with the score of the team batting first
- 4) Divide this number by 100
- 5) Round down to a whole number (no decimals)
- 6) Add 1 run
- 7) This is the target score required to win the game

Example: Team 1 has been limited to 42 overs and scores 149. Team 2's innings is reduced to 37 overs

Formula =  $149 \times 91.1 / 100 = 135.74$  Rounded down to 135 +1 = 136 required to win

## Appendix 3

### Match Points

	75 Over Game	50 Over Game	40 Over Game	35 Over Game
Win on 1 <sup>st</sup> Innings and subsequent outright win	10	N/A	N/A	N/A
Tie on 1 <sup>st</sup> Innings and subsequent outright win	8	N/A	N/A	N/A
Loss on 1 <sup>st</sup> Innings and subsequent outright win	6	N/A	N/A	N/A
Win on 1 <sup>st</sup> innings only	6	6	6	6
Tie outright	5	N/A	N/A	N/A
Win on 1 <sup>st</sup> innings and subsequent outright loss	4	N/A	N/A	N/A
Abandoned game	3	3	3	3
Tie on first innings and no further result	3	3	3	3
Bye(see General Rule 7 under Playing Conditions)	Varies	Varies	Varies	Varies
Forfeit Win	Maximum Points for round	Maximum Points for round	Maximum Points for round	6
Forfeit Loss	Loss of maximum points for round	Loss of maximum points for round	Loss of maximum points for round	0

	<b>75 Over Game</b>	<b>50 Over Game</b>	<b>40 Over Game</b>	<b>35 Over Game</b>
1 Bonus Point for side batting first	N/A	Side Batting second scores no more than 80% of target (first side's total or adjusted target)	Side Batting second scores no more than 80% of target (first side's total or adjusted target)	Not Available
1 Bonus Point for side batting second	N/A	Side batting second achieves win in 80% of overs (40 overs in uninterrupted game)	Side batting second achieves win in 80% of overs (32 overs in uninterrupted game)	Not Available
2 Bonus Points for side batting first	N/A	Side Batting second scores no more than 50% of target (first side's total or adjusted target)	Side Batting second scores no more than 50% of target (first side's total or adjusted target)	Not Available
2 Bonus Point for side batting second	N/A	Side batting second achieves in 50% of overs (25 overs in uninterrupted game)	Side batting second achieves win in 50% of overs (20 overs in uninterrupted game)	Not Available