

Cricket Gold Coast

Rules & Conditions of Play - 2019-20 Index

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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 Cricket Gold Coast shall appoint the Grades Committee which shall meet as required to administer the running of all grades of the competition.

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, seniorcoordinator@cricketgoldcoast.com detailing the problem and a proposed solution before it will be deemed eligible for consideration.

4. Players/ Clubs Agreement

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

4.2 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. A team of at least 11 players must be named if team has a bye in that round – see Rule 7 in Part B.

5.3 Match Results:

5.3.1 – 1st Grade results including scores, full batting and bowling figures and dismissals for both teams are to be entered in MyCricket by each team no later than 10am Sunday after the day's play. Either team may dispute the result no later than 5:00pm Sunday after the conclusion of the match. Should individual scores differ, the two clubs involved should resolve prior to a dispute being entered. 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 1st grade, Match Results must be entered by either team no later than 10am Sunday following the day's play. Each 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. Full batting and bowling

figures and dismissals for both teams are to be entered in MyCricket by each team no later than 6pm Wednesday after the day's play. 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 seniorcoordinator@cricketgoldcoast.com.au to advise there will be a delay.

Penalties for non-compliance:

1st Breach: written warning

2nd Breach: \$50 fine per team that offends

3rd Breach: Loss of 2 match points per team that offends

4th and Subsequent: \$50 fine and 2 match points per team that offends

5.3.3 Matches will be locked off at 6pm Wednesday following the conclusion of the match. Any outstanding details at this point shall remain outstanding and will attract the same penalties as in 5.3.2 and 5.3.3 above.

5.3.4 The MyCricket scoring application can be used to score a match. However, a manual scorebook must still be used and be present at the ground at all times in case of failure of the electronic system. If MyCricket application has been used throughout the match, this will be considered to meet the reporting requirements for both teams. It is the responsibility of the home team to have the manual scorebook on hand at everygame.

6. Umpires Fees

6.1 All umpire's 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 for first grade to third grade are \$120.00 per day per single umpire (\$60.00 per team per umpire) for all senior cricket including Over 40's (Masters) games. If there are two umpires the fees are \$100 per umpire (\$50 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 has the sole responsibility to make the final decision of pitch and ground conditions, 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 entered into mycricket by 6.00pm Wednesday following the conclusion of the match including the player votes of 3-2-1 in 1st and 2nd Grades.

7. Balls and Bats

7.1 In 1st and 2nd Grades, clubs must use 4-piece Kookaburra Gold 156-gram ball with the Cricket Gold Coast endorsement. In 3rd Grade and Over 40's, clubs must use 4-piece Kookaburra Gold or Silver 156g ball with Cricket Gold Coast endorsement. All other senior grades, teams must use either Gold or Silver 2-piece Kookaburra 156 gram balls with the Cricket Gold Coast endorsement.

7.2 There is to be no restriction on the bats used in all senior, masters and junior matches.

8. Dress

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

8.2 Club Coloured clothing will be permitted for use in Scheduled T20 Matches and 40 Over Matches in 1st grade only, subject to approval by the board.

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

8.4 All players must wear full cricket playing clothing when entering onto the playing area.

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 players /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 2017 laws of cricket. **Cricket Gold Coast excludes the new Law 42 – Players conduct. Our rules sufficiently cover player conduct. Law 41 shall only be in effect when an official umpire is officiating the game. The one exception to this when the ball strikes a helmet placed on the ground by the fielding team. The standing umpire may call 5 penalty runs when this happens.**

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;
- (b) The player, official or person;
- (c) The player, official or persons registered club.

11.2.5 The Commissioner shall upon receipt of the complaint 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 the level charged on and what penalties this may come with and then 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 within 12 hours must notify the Secretary of Cricket Gold Coast in writing of the penalty and the Secretary Cricket Gold Coast must pass on within 24 hours in formal letter to the player, official or person and the player, official or persons registered club 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 on 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.

(f) Non adherence to the foregoing regulations does not preclude the commissioner or judiciary from hearing any case, whether reported or not, providing that in all such cases the principals of natural justice apply and the player alleged to have committed a breach of the code of behaviour is not in any way unfairly disadvantaged by the failure to adhere to the regulations.

(g) The judiciary has the power to increase or decrease the charge at their discretion.

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:

No.	Rule	Guidelines
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings	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.
1.2	Show dissent at an umpire's decision	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. 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. It shall not be a defence to any charge brought under this article to show that the umpire might have, or in fact did, get a decision wrong.
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture	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. 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.
1.4	Engage in excessive appealing	Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. Excessive may also mean the practice of celebrating or assuming a dismissal before the decision has been given.
1.5	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman	Self-explanatory.
Note:	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.	

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	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. 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. It shall not be a defence to any charge brought under this article to show that the umpire might have, or in fact did, get a decision wrong.
2.2	Engage in inappropriate and deliberate physical contact with other players or officials	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.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing	Self-explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play	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.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner	This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a generally insulting	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

	nature to another player, official or spectator.	gesture are likely to: be regarded as obscene; or give offence; or insult another person. 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.
2.7	Change the condition of the ball in breach of Law 42.3	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.
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.	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.
Note:	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	

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:

No.	Rule	Guidelines
3.1	Intimidate or attempt to intimidate an umpire or referee whether by language or conduct	Includes appealing in an aggressive or threatening manner It shall not be a defence to any charge brought under this article to show that the umpire might have, or in fact did, get a decision wrong.
3.2	Threaten to assault another player, Team official or spectator	Self explanatory.
3.3	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	Self explanatory.
Note:	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.	

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:

No.	Rule	Guidelines
4.1	Threaten to assault an umpire or referee	Self explanatory.
4.2	2 Physically assault another player, umpire, referee, official or spectator	Self explanatory.
4.3	Engage in any act of violence on the field of play	Self explanatory.
4.4	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	Self explanatory.

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	<p>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.</p> <p>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 41 of the Laws of Cricket.</p> <p>This Rule is not intended to punish unintentional breaches of the Laws of Cricket. Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.</p> <p>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.</p>
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	<p>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.</p> <p>It is intended to include serious or repeated acts of misconduct, unruly behaviour and cheating during play.</p>
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"> 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; publicly denigrate or criticise Cricket Gold Coast or any of its respective commercial partners; denigrate or criticise another player or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics; comment on the likely outcome of a hearing or a report or an appeal; criticise the outcome of a hearing or an appeal; or criticise any evidence, submission or other comment made by any person at the hearing of a report or any appeal.

11.4 Code of Behaviour – Penalties

11.4.1 In the event the Commissioner decides that any person has breached any of Rules 1 – 5 (inclusive) of Section 11.3 of this Code of Behaviour, the commissioner 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.

Level of Offence	
Level 1	Official reprimand and/or suspended ban of up to 2 one-day Matches
Level 2	Ban of between a minimum of 2 matches and a maximum of 6 matches.
Level 3	Ban of between a minimum of 4 matches and a maximum of 10 matches.
Level 4	Ban of a minimum of 10 matches up to a life ban.
Level 5	<p>One or more of the following penalties will apply</p> <ul style="list-style-type: none"> a ban from playing for a period to be determined direct that the person make reparation for any damage made by that person to any property require that person to perform voluntary service to cricket or to the cricket community reprimand the person impose a fine

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 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 1st grade.

15.1 Each club and association will record details on all players as required, using their own registration forms, either manual or electronic, 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 Any club wishing to use QCA players during the season must:

- (a) Ensure that such players are registered on mycricket by their QCA Club and their Cricket Gold Coast Club.
- (b) Any QCA player with a previous affiliation to a Cricket Gold Coast Club may return to play with that club if not required by their QCA club, provided that they have been dual registered as in (a) above; or
- (c) Any QCA player with no previous affiliation to a Cricket Gold Coast Club may be dual registered, but if not done so prior to the commencement of the season, then grades committee approval is required before they can play.

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 after 31st December within the Association.

16.3 Any player wishing to play in another Association must obtain a clearance from their Cricket Gold Coast 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 once they:

- (a) Reach 400 runs for the season and/or achieve an average of 55 or higher in at least 4 innings,
- (b) Taken 30 wickets for the season.

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 scheduled 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. A club may put a request to the grades committee for deviation to this, under the circumstance that the reason for dropping a player back is due to them being a replacement player for someone on representative duties.

17.4 Any player who has scored greater than 300 runs or taken more than 20 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.

17.6 If a club has more than one team in a Grade, there shall be no player movement between teams after 1st January.

18. Eligibility for Finals

18.1 A Player must have played 8 games of cricket, as listed in MyCricket, in that grade or lower for his club in this competition. Definition of played is the player must have been named in the 12 (13 in 35 overs games) on the team list, or been a replacement for one of the named players and must take the field. In the event of a washout, the first 12 players named (13 in 35 overs games) 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) games in a particular grade or lower he shall be qualified to play in the higher grade, ie a player who plays 3 games in 4th grade and 5 games in 5th grade is qualified for 4th grade final only.

18.3 If a player has played a minimum of 4 games in a grade or lower and has also played Masters or Juniors, he may count the Masters or Junior games towards the 8 game requirement. However, Masters games can only be added for qualification for 4th grade or higher. Any Junior game played prior to attaining the age of 14 years shall not be included as qualifying games.

18.4 Any player who has played Masters or Juniors only must seek Grades Committee approval to play in Senior finals.

18.5 If a player has played a greater number of weeks in a higher grade, the club must apply to the Grading Committee for the player to play in lower grade finals.

18.6 Any club that has teams making finals in consecutive grades may select players in the lower grade team (subject to Rule 17 and 18.5).

18.7 Any club wishing to play any player who does not meet the 8 game requirement 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.

18.8 Any club seeking an exception from the above rule 18 must make an application to the Grades Committee by the Monday prior to the game.

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.

20.5 All turf pitches must have a hessian cover.

21. Draw

21.1 The draw will contain Clubs from the Three (3) listed Associations (Gold Coast, Beenleigh and Tweed Heads) 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 11 or 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.

3.2.4 A team must have a minimum of 7 players present at the start of play. In the event that 7 players are not present, the game shall be forfeited to the opposing team.

4. Forfeits

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

5. Replacement of players

5.1 Any player selected for a representative side (including QCA Club Matches) 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. Schaefer Shield, Plunkett Cup 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

There are no age restrictions on youth bowlers competing in senior cricket.

7. Scheduled Byes

7.1 If all teams in a grade have the same number of byes and all matches are in the same format, there shall be no points for byes.

7.2 If there are an uneven number of byes and all matches are in the same format, 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.

7.3 Where a team has a bye, at least 11 players must be named on MyCricket in that team for that round. Those players are not then eligible to play for any other team in that round. Being named for the bye shall count as a qualifying game for finals.

7.4 Where a team is not named on MyCricket, it will be assumed that the team is the same as that named in the previous round.

7.5 Where a player has played in a higher grade, he cannot be dropped to a lower grade if the higher grade team has a bye, without permission from the Grade Committee.

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 should still be notified, added to the list on the CGC website, 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 in all grades other than 3rd grade:

Week One: Semi Finals

1st v 4th / 2nd v 3rd

Week Two : Grand Final

10.1.1 A final will be played using the following format in 3rd grade:

Quarter Finals		Semi Finals		Final
QF1	1 st North Pool v 4 th South Pool	SF1	Winner QF 1 v Winner QF4	Winner SF 1 V Winner SF 2
QF2	2 nd North Pool v 3 rd South Pool			
QF3	1 st South Pool v 4 th North Pool	SF2	Winner QF 2 v Winner QF3	
QF4	2 nd South Pool v 3 rd North Pool			

10.2 For one day cricket in the event of a total washout of a semi final or grand final on the Saturday, the highest placed team from the regular season will be declared the winner. **Where semi final cricket is over 2 day and day 1 is completely washed out, day 2 will revert to a 40 over 1 day game as per normal rules. If day 2 is also washed out then the highest placed team from the regular season will be declared the winner.**

10.3 In 1st Grade only, the Grand Final will commence at 10.00 am each day 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 earlier.

10.4 In 1st Grade Semi Finals and all finals in other grades, hours of play shall be as per the normal hours of the regular season.

10.5 If there have been interruptions to play in the finals 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 The 1st grade Semi and Grand Final should be played on the best ground available (Bill Phippen Oval), but if that is not available then the grades committee and home team will decide together on the field. 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.

11. Lightning Policy

Umpires, Officials and Players should follow the “30/30” rule

The “30–30 Rule” states that when lightning is followed by thunder and the time difference between the lightning and the following thunder is 30 seconds or less, play must be suspended and all participants must leave the field of play, moving to a safe area. Play must not be resumed until 30 minutes have elapsed after the last lightning being sighted. On each occasion that lightning is seen, whilst off the field, the 30 minute period is to recommence.

The “30–30 Rule” is best suited for existing thunderstorms moving into the area. However, it cannot predict or protect against a first lightning strike. Thunderstorms can develop overhead where there will be no prior notice that a storm is incoming. Be alert to changes in sky conditions portending thunderstorm development directly overhead. When lightning threatens, go immediately to a safer location. Do not hesitate. Lightning casualty statistics are full of stories where persons who were just about to make it to safety, when they were struck. Even a few extra minutes lead time can be lifesaving.

12. CLUB RISK ASSESSMENT/GROUND CHECK

A. Yes/No Visible water pooling on the field/outfield within 30m of the cricket pitch

B. Yes/No Evidence of water underfoot whilst walking on the field

C. Yes/No Visibility of Play is affected by Rain/Fog

D. Yes/No An inspection of the ground has occurred and the field is safe to use (free of defects) for the intended purpose.

E. Yes/No Has a JLT Sport Game Day Checklist been completed.

Please note that should rain fall immediately prior to or during the game, then reassessment as to whether play should continue must be made, taking into account the affect any additional rain may have on the playing surface.

Note: If you have answered yes to question(s) A,B, and/or C the game is not to occur.

13. Helmets

It is mandatory for junior cricketers (those under 18 years of age) to wear helmets at all times when wicket-keeping up to the stumps or batting, including when they are playing senior cricket.

Notes

- Parents/guardians, coaches and team officials need to ensure that this playing condition is adhered to.
- This includes when junior batters are facing slow bowling.
- Association administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider the use of helmets for junior wicket-keepers ‘standing-back’ if there are concerns about the skill level of the wicket-keeper, bowlers and fielders.
- Cricket Australia strongly recommends that all senior cricketers wear a helmet when batting, wicket-keeping or fielding in close (or in a zero reaction time position). In elite cricket a zero reaction time position is considered any position within 7 metres of the batter except any position behind square on the off side – therefore if fielding at silly mid-off or short-leg it is recommended that you wear a helmet, whereas helmets may not be necessary if fielding at gully or (regulation) slip to a spinner.
- At the commencement of the 2020-2021 cricket season, all community cricketers (whether junior or senior) will be required to wear British Standard BS7928:2013 compliant helmets at all times when batting, wicket keeping up to the stumps and fielding in close. More guidance will be provided in due course. A list of helmets suitable for Men’s, Women’s and junior cricket is maintained and regularly updated at www.ecb.co.uk/information/ecb-and-pca-guidance-head-protectors/helmets.

- Cricket Australia provides further information on junior format requirements relating to restrictions on fielding in close in their playing policies and guidelines.
- Cricket Australia provides further information on recommended protective gear for Umpires in their playing policies and guidelines.
- For further information on Cricket Australia's playing policies and guidelines see <http://community.cricket.com.au/clubs/well-played>.

14. Pace Bowling Workload

Cricket Australia has developed guidelines around workloads for youth pace bowlers in order to reduce the risk of bone stress injuries. Cricket Gold Coast supports these guidelines, but it is the responsibility of players, clubs, coaches, captains and parents to manage the player's workloads as per the recommended guidelines.

In general the guidelines recommend:

- Avoid bowling more than 2 days in a row where possible
- Avoid bowling more than 4 days in a week
- Allow one easy week (eg: 50% of target load) every 4-5 weeks
- Schedule a week off bowling after every 10-12 weeks of bowling to allow your body to recover

For specific age group workload guidelines please refer to the Community Cricket link below:

<https://www.community.cricket.com.au/clubs/youth-pace-bowling-guidelines>

75 Over Matches – Playing Conditions (1st, 2nd & 3rd Grade)

1. Laws of Cricket

The Laws of Cricket (2019 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. In 1st and 2nd Grade, the umpires shall use light meters when determining the suitability of light conditions.

2.2 Covers MUST be placed on turf wickets no later than 8pm 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 20 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 play on each day, a minimum of 15 overs must be bowled. Play shall continue until the 15 overs have been bowled or time is called, whichever is the later. In the event of a change of innings in the last hour, an allowance of 3 overs for the change of innings will be included in the 15 overs.

3.2 If a scheduled two day game is washed out on day one, it will be played as a 40 over One Day match on day two. Rules will apply as per 40 over matches playing conditions.

3.3 Should the bowling side complete their first innings by either completion of their allocated overs or by dismissal of the batting side within 30 minutes of the scheduled closure time, the bowling side will not be required to bat out the remainder of the days play but may choose to do so if they desire. If the batting side declares their first innings closed with less than 30 minutes of the schedules days play remaining then the bowling side is not required to bat out the remainder of the days play.

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 3.10 pm, Session 2 – 3.10 pm to 5.35 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 11.8 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.

5.1.2 Play is not permitted to be called off until 16:30 on day two.

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 20 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.

At the resumption of every delay, the umpire/s shall advise both captains of the revised conditions under which the match will be played. It is the responsibility of the captains to ensure the scorers are aware of the changes. 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 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 a result has not already been achieved and both teams have not had an opportunity to bat for a minimum 20 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.

6.2.1 At the end of the match the captains are responsible to ensure the scorebooks are completed and result written in the space provided. Only once this is done will the umpire then sign off the result. The result cannot be changed thereafter.

6.2.2 If a result cannot be agreed upon, then both scorebooks are to be sent to the grade committee along with a written report from both captains. The grades committee will then determine the result.

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 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.

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, shall be called No Ball (Law 21.10 Ball bouncing over head height of striker) and will also count as one of the allowable balls 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 neither 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.

8. Penalty for Not Bowling Required Overs

8.1 For Team bowling first - 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, the innings shall continue until the batting team has received their full complement of overs. The team batting second shall only receive the number of overs that they bowled at the allotted finish time. If the umpire determines that the fielding side was not at fault, they shall refer to rule 5.2.2.

For Team bowling second - If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of **time, at the completion of the last over in regulation time the umpires shall determine if a slow over rate penalty shall apply, being 6 runs per over. The umpires shall halt the game and inform both captains and the scorers that the total of all penalty runs are to be added at that point. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. If the side batting second's score is still behind the side batting first, play shall resume and the remaining overs shall be bowled, weather and light permitting. If the team fielding second is then unable to bowl the remaining overs due to light or weather, the result shall be determined using the comparative tables at Appendix 3. See Rule 10.3**

NOTE: The 6 run per over penalty will be added to the batting team score prior to referring to the table.

NOTE: This penalty can only be called by a qualified umpire

8.2 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.

8.3 There shall be no allowance given for:

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

9 Bowling of high full pitched balls

- (a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed a No Ball.
- (b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the popping crease is to be deemed a No Ball.

The bowler shall be given a first warning in the first instance, a final warning in the second instance and if there is a third instance shall not be permitted to bowl for the remainder of the innings.

40 Over Matches – Playing Conditions (1st, 2nd & 3rd Grade)

1. Laws of Cricket

The Laws of Cricket (2019 Edition) shall apply except as varied within this document.

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. In 1st and 2nd Grade, the umpires shall use light meters when determining the suitability of light conditions.

2.2 Covers MUST be placed on turf wickets no later than 8pm 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.

2.6 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 30 minutes each, separated by a break as below:

Session 1 – 12.15 pm to 2.45 pm, Interval – 2.45 pm to 3.00 pm, Session 2 – 3.00 pm to 5.30 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 break per session shall be permitted, after 20 overs have been bowled. The provisions of Law 11.8 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 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 3. 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 16 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 3.

At the resumption of every delay, the umpire/s shall advise both captains of the revised conditions under which the match will be played. It is the responsibility of the captains to ensure the scorers are aware of the changes. 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 16 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 being 6 runs per over. 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 3. See Rule 10.3.

6. Leg Side fielders

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

7. Restrictions on the placement of fieldsmen – APPLIES TO 1st & 2nd GRADE ONLY

7.1 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:

7.2 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.

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

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

7.5 Powerplay Overs are to be taken as outlined below:

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

7.5.2 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 cannot 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.

7.5.3 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 33rd and the 37th overs)

7.6 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 1st and 2nd 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

7.7 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.

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

7.9 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.

7.10 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.

8. Number of Overs per Bowler

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

8.2 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.

8.3 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.

8.4 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.

9. No Ball

9.1 In one day games, all no balls are considered a free hit.

(a) The delivery following a No Ball 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.

10. 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, shall be called No Ball (21.10 Ball bouncing over head of striker) and will also count as one of the allowable balls 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.

11. Wide Bowling – Judging a Wide

11.1 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.

11.2 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.

11.3 Any delivery that passes 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.

11.4 Any delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be called a wide unless:

(a) the ball passes between the striker and the stumps,

12. The Result

12.1 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.

12.2 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.

12.2.1 At the end of the match the captains are responsible to ensure the scorebooks are completed and result written in the space provided. Only once this is done will the umpire then sign off the result. The result cannot be changed thereafter.

12.2.2 If a result cannot be agreed upon, then both scorebooks are to be sent to the grade committee along with a written report from both captains. The grades committee will then determine the result.

12.3 Delayed or Interrupted Matches – Calculation of the Target Score

12.3.1 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 3. 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.

12.3.2 The percentage is applied to the score of the first innings score.

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

12.3.4 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.

13 Bowling of high full pitched balls

(a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed a No Ball.

(b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the popping crease is to be deemed a No Ball.

The bowler shall be given a first warning in the first instance, a final warning in the second instance and if there is a third instance shall not be permitted to bowl for the remainder of the innings.

Bonus Points – Refer APPENDIX 1

The team that wins the match may obtain a bonus point by either of the following methods:

(a) 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).

(b) 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.

(c) The team that wins the match may obtain two bonus points by either of the following methods:

- (d) 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).
- (e) 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.
- (f) 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.
- (g) Part overs are to be considered whole overs for the purpose of calculating bonus points.
- (h) Where matches are shortened and targets revised, bonus points are to be calculated based on revised overs and scores.
- (i) It shall be the responsibility of the MyCricket Co-Ordinator to allocate bonus points by manually adjusting MyCricket in accordance with the scores entered by the clubs.

14. Match Points – Refer APPENDIX 4

35 Over Matches – Playing Conditions (4th, 5th & 6th Grades)

1. Laws of Cricket

The Laws of Cricket (2019 Edition) shall apply except as varied within this document.

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 will be two sessions of 2 hours 30 minutes each, separated by a break as below:

Session 1 – 12.15 pm to 2.45 pm, Interval – 2.45 pm to 3.00 pm, Session 2 – 3.00 pm to 5.30 pm

4.2 Intervals Between Innings

There will be a 15-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 11.8 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 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 14 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 3.

At the resumption of every delay, the umpire/s shall advise both captains of the revised conditions under which the match will be played. It is the responsibility of the captains to ensure the scorers are aware of the changes. If no umpire is present, the captains are to agree on the revised conditions before play can resume.

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 14 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 being 6 runs per over. 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 3. See Rule 10.3.

6. Leg Side fielders

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

7. Number of Overs per Bowler

7.1 No bowler shall bowl more than 7 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

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

9. 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, shall be called No Ball (Law 21.10 Ball bouncing over head of striker) and will also count as one of the allowable balls 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.

10. Wide Bowling – Judging a Wide

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

10.2 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.

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.

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.

11.2.1 At the end of the match the captains are responsible to ensure the scorebooks are completed and result written in the space provided. Only once this is done will the umpire then sign off the result. The result cannot be changed thereafter.

11.2.2 If a result cannot be agreed upon, then both scorebooks are to be sent to the grade committee along with a written report from both captains. The grades committee will then determine the result.

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 3. 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 Bowling of high full pitched balls

(a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed a No Ball.

(b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the popping crease is to be deemed a No Ball.

The bowler shall be given a first warning in the first instance, a final warning in the second instance and if there is a third instance shall not be permitted to bowl for the remainder of the innings.

13. Match Points – Refer APPENDIX 4

MASTERS CRICKET

40 Over Matches – Playing Conditions

1. Laws of Cricket

The Laws of Cricket (2019 Edition) shall apply except as varied in this document. 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 permitted

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 All players must have participated in at least 3 Masters Cricket matches to be eligible to play finals.

2.8.1 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.

2.8.2 Any club seeking an exception from the above rule must make an application to the Grades Committee by the Monday prior to the game.

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 12.40pm, Interval – 12.40 pm to 1.20 pm, Session 2 – 1.20 pm to 4.00 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 10-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 3.

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 3. See rule 11.3.

At the resumption of every delay, the umpire/s shall advise both captains of the revised conditions under which the match will be played. It is the responsibility of the captains to ensure the scorers are aware of the changes. 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 3. See Rule 11.3.

7. Leg Side fielders

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

8. Number of Overs per Bowler

8.1 No bowler shall bowl more than 7 overs in an innings, with a minimum of 6 bowlers to be used in a full 40 over match.

8.2 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.

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

8.4 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.

9. No Ball - Short Pitched Deliveries

A bowler shall **NOT** be allowed to bowl **ANY** short pitched deliveries.

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

a) In the first instance, the umpire shall call and signal No Ball. A different signal shall be used to signal a No Ball for a 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.

b) 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.

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

10. Wide Bowling – Judging a Wide

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

10.2 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.

11 Bowling of high full pitched balls

(a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed a No Ball.

(b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the popping crease is to be deemed a No Ball.

The bowler shall be given a first warning in the first instance, a final warning in the second instance and if there is a third instance shall not be permitted to bowl for the remainder of the innings.

12.1. Retiring of Batsmen

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

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

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

13. The Result

13.1 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.

13.2 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.

13.2.1 At the end of the match the captains are responsible to ensure the scorebooks are completed and result written in the space provided. Only once this is done will the umpire then sign off the result. The result cannot be changed thereafter.

13.2.2 If a result cannot be agreed upon, then both scorebooks are to be sent to the grade committee along with a written report from both captains. The grades committee will then determine the result.

At the end of the match, the umpire(s) shall sign the scorebook to certify the result of the match. In the absence of an official umpire, both captains shall sign the scorebook. The result cannot be changed thereafter.

13.3 Delayed or Interrupted Matches – Calculation of the Target Score

13.3.1 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 3. 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.

13.3.2 The percentage is applied to the score of the first innings score.

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

13.3.4 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.

14. Match Points – Refer APPENDIX 4

Bonus Points are not applicable

T20 Matches

1. Laws of Cricket

The Laws of Cricket (2019 Edition) shall apply except as varied in this document.

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.

The umpires shall use light meters when determining the suitability of light conditions.

2.2 Covers MUST be placed on turf wickets no later than 7pm on the Saturday evening following the scheduled Saturday days play and removed as early as possible the following day, but no later than 8 am 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 Failure of the home team to cover the pitch per rule 2.2 shall result in the following,

2.4.1 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.

2.4.2 If no play is possible, 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.

2.4.3 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.

2.5 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 20 Overs duration. The matches will consist of one innings per side and each innings will be limited to 20 six ball overs. A minimum of 5 overs per side shall constitute a match.

4. Hours of Play and Intervals

4.1 Hours of Play

There will be two sessions of play per day as below:

Round robin competition

Session 1 – 10.00 am to 11.25 am, 11.35 am to 1.00 pm

Session 2 – 2.00 pm to 3.25 pm, 3.35 pm to 5.00 pm (If matches are held at a different location the MyCricket draw start time will be altered to provide time for teams to move to the new venue)

4.2 Intervals between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval of ten minutes shall take place immediately and the innings of the team batting second shall commence.

4.3 Intervals for Drinks

An individual player may be given a drink either on the boundary edge, at the end of an over or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken.

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 20 overs unless all out earlier and 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 20 overs. The team batting second shall then only receive the number of noted overs 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 20 overs, the team batting second shall be entitled to bat for 20 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 Duckworth/Lewis calculation.

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 5 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 4.25 overs per minute 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.

At the resumption of every delay, the umpire/s shall advise both captains of the revised conditions under which the match will be played. It is the responsibility of the captains to ensure the scorers are aware of the changes.

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 Duckworth/Lewis calculation.

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 4.25 minutes per over 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 Duckworth/Lewis calculation.

6. Restrictions on the placement of fieldsmen

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

6.2 For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle, known as the power play.

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 are 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.

6.4 During the non-power play 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 In circumstances where the number of overs for the team batting first are reduced, the number of overs in regard to the power play shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for both the first and second innings. Fractions are to be ignored in all calculations re the number of overs (if on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately.)

Total Overs	Fielding Restrictions
6-9	2
10-13	3
14-16	4
17-19	5
20	6

6.7 If an innings is interrupted during an over, the status of that over, whether it is a power play over or not must be retained when the over is completed.

7. Number of Players

7.1 A team shall consist of 12 nominated players.

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

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

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

7.2.4 A team must have a minimum of 7 players present at the start of play. In the event that 7 players are not present, the game shall be forfeited to the opposing team

8. Umpire Fees

Fees are \$60.00 per umpire per game payable on match day.

9. The Ball

All T20 matches must use 4-piece Gold Kookaburra 156g ball with the Cricket Gold Coast endorsement.

10. Number of Overs per Bowler

10.1 No bowler shall bowl more than 4 overs in an innings.

10.2 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 unless the total has been exceeded before the interruption.

10.3 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.

10.4 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be permitted to finish the incomplete over.

10.5 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.

11. No Ball

11.1 In all T20 games, all no balls are considered a free hit.

(a) The delivery following a No Ball 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.

11.2 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, shall be called No Ball (Law 21.10 Ball bouncing over head of striker) and will also count as one of the allowable balls 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.

12. Wide Bowling – Judging a Wide

12.1 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.

12.2 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.

12.3 Any delivery that passes 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.

12.4 Any delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be called a wide unless:

(a) The ball passes between the striker and the stumps,

13. The Result

13.1 A result can be achieved only if both teams have had the opportunity to bat for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

Any match in which both teams have not had an opportunity to bat for a minimum 5 overs, shall be declared a no result, unless a result has already been achieved.

13.2 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.

13.3 Delayed or Interrupted Matches – Calculation of the Target Score

13.3.1 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 5 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 under the Duckworth/Lewis calculation.

14. Procedure of One1 Eliminator

In the event the scores are equal (ie either the number of runs scored or as a result of the Duckworth/Lewis calculation), the result shall be determined through a tiebreaker based on the ICC one over per side Eliminator "One1 Eliminator"

The "One1 Eliminator" shall occur as follows:

- (a) Subject to weather conditions the One1 Eliminator shall commence 5 minutes after the conclusion of the match,
- (b) The One1 Eliminator will take place on the pitch allocated for the match with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- (c) Prior to the commencement of the One1 Eliminator, each team shall select three batsmen and one bowler.
- (d) The selected players are given in writing to the umpires.
- (e) Each team's over is played with the same fielding restrictions as those that are in place for the last over of the T20 match.
- (f) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
- (g) The loss of two wickets in the over ends the team's one over innings.
- (h) In the event that the result is still a tie after the One1 Eliminator above have been applied, the One1 Eliminator (clauses a-g) shall be repeated until a winner is obtained.
- (i) If a "One1 Eliminator" cannot be completed due to light or weather conditions, the match will be deemed a tie.

15. MATCH POINTS

16.1 Match Points

16.1.1 Each team shall be allocated 4 points for a win.

16.1.2 Each team shall be allocated 2 points for a tie.

16.1.3 Each team shall be allocated 2 points for a wash out.

16.2 Bonus Points

- (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. 16 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. 10 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) It shall be the responsibility of the Cricket Co-Ordinator to allocate bonus points by manually adjusting MyCricket in accordance with the scores entered by the clubs.

APPENDIX 1

Bonus Point System Example – 40 Overs – APPLICABLE for 1st GRADE & 2nd GRADE ONLY

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

APPENDIX 2

This appears in the back of the score book

APPENDIX 3

This appears in the back of the score book

APPENDIX 4

Points

	75 Over Game	40 Over Game	35 Over Game	T20
Win on 1 st Innings and subsequent outright win	12	N/A	N/A	N/A
Tie on 1 st Innings and subsequent outright win	10	N/A	N/A	N/A
Loss on 1 st Innings and subsequent outright win	8	N/A	N/A	N/A
Win on 1 st Innings only	8	6	6	4
Tie Outright	6	N/A	N/A	N/A
Win on first Innings and subsequent outright loss	4	N/A	N/A	N/A
Abandoned game	4	3	3	2
Tie on first Innings and no further result	4	3	3	
Tie on first Innings and outright loss	2	N/A	N/A	N/A
Bye (see General Rule 7 under Playing Conditions)	N/A	Varies	Varies	N/A
Forfeit Win	Maximum Points for round	Maximum Points for round	Maximum Points for round	Maximum Points for round
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)	Side batting second scores no more than 80% of target (first side's total or adjusted target)
1 Bonus Point for side batting second	N/A	Side batting second achieves win in 80% of overs (32 in uninterrupted game)	Side batting second achieves win in 80% of overs (28 in uninterrupted game)	Side batting second achieves win in 80% of overs (16 in uninterrupted game)
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)	Side batting second scores no more than 50% of target (first side's total or adjusted target)
2 Bonus Points for side batting second	N/A	Side batting second achieves win in 50% of overs (20 in uninterrupted game)	Side batting second achieves win in 50% of overs (17 in uninterrupted game)	Side batting second achieves win in 50% of overs (10 in uninterrupted game)
Batting Bonus Points	N/A	N/A	N/A	N/A
Bowling Bonus Points	N/A	N/A	N/A	N/A