

**HORNSBY KU-RING-GAI & HILLS  
DISTRICT CRICKET ASSOCIATION Inc.**



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**CONDUCT & PLAYING RULES  
SENIOR COMPETITION  
(2018/19)**

To be read in conjunction with the MCC Laws of Cricket 2017. In all cases these playing rules take precedence over the Laws of Cricket.

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# SECTION A: PLAYING HOURS, INTERVALS, LOSS OF PLAYING TIME, GROUNDS

## 1 CONTRIVED RESULTS

The Senior Competition Committee (SCC) reserves the right to examine the circumstances surrounding the result of any match. If it considers that the method of obtaining the result was unfair to any team in that grade, or any other club in terms of the Club Championship, it may take action. Action may include the deduction of competition points, irrespective of the result of the match.

## 2 SEMI-FINALS AND FINALS

The hours of play in Semi Finals and Finals will be determined by the SCC.

## 3 ADVERSE WEATHER

### 3.1 PROCEDURE

All players are to proceed to the ground unless the Council has closed the ground (which will be communicated on the Association web site).

### 3.2 TURF GROUNDS

If no pitch has been prepared, play is abandoned for that day – i.e. the ground is closed.

Where the pitch has been prepared and the ground or weather looks adverse, the following procedure applies. If both teams arrive and one or both sides are of the opinion that conditions may improve, then Umpires and players must be prepared to commence play at any time that afternoon. It is up to the Umpire to decide whether the turf square is likely to be damaged if play goes ahead.

### 3.3 FITNESS OF GROUND

If an Umpire has not been appointed for the match and captains cannot agree whether play should proceed, a JLT Risk Assessment Form must be completed by each Captain, with the reasons for play starting/not starting or being delayed clearly stated.

Play must not proceed and the captain who believes the ground is unfit must provide a report to the SCC to validate that decision. Photographic or video evidence is recommended. Both teams should remain at the ground until such time as the captains agree to abandon play.

The team considered to be in the wrong may be subject to penalties associated with a late forfeit (Rule 37.2). For two-day matches, the SCC may award a win by forfeit to the team who was considered to be disadvantaged.

### 3.4 ABSORBENT FILL MATERIALS

In order for play to proceed, sawdust or grass clippings may be used to provide a safe playing area. Under NO CIRCUMSTANCES may any other materials (e.g. woodchip, wood

shavings) be used on turf wicket grounds. On non-turf grounds, sand may also be used as a fill material.

### **3.5 EXTREME HOT WEATHER**

In the case of extremely hot weather the SCA Extreme Heat Policy (Appendix A) will be implemented. Overs to be bowled will be adjusted in terms of Rule 38.3 for any time lost.

## **4 LIGHTNING RULE**

If lightning is observed and the time between the lightning strike and the associated thunder 'clap' is less than 40 seconds, or less than 30 seconds for synthetic wickets, play must immediately be suspended. Covers may be placed on turf wickets until such time as the gap is less than 30 seconds. At this point all players and Umpires must leave the field and no further action with respect to covers may be taken until such time as play may resume. Play may resume not less than 30 minutes after the last occurrence of a gap of less than 30 seconds.

## **5 TURF GROUNDS**

HK&HDCA will supply wicket covers, hessian, pegs and a trolley for each turf ground, which will be left in the secure storage facility. Clubs must advise the Association prior to Round 1 of their two contact officers responsible for the placement of covers.

Any damage to or loss of Council property will be charged to the HK&HDCA, which will be on-charged to the respective clubs in all cases, together with a 10% Administration Fee.

### **5.1 GROUND REPORTS**

All teams that play on turf wickets are required to complete a Ground Report in MyCricket as part of their normal online Captain's Report.

### **5.2 COVERS**

Please refer to the HK&HDCA Covers Policy, available on the web site. Failure to adhere to the covers policy may result in penalties being applied.

## **6 PROTECTION OF THE PLAYING AREA**

### **6.1 REQUESTS FROM GROUND STAFF**

The Executive, through the SCC, has an obligation under the terms of hire to take all reasonable steps to preserve grounds. From time to time, specific requests may be made by one of the ground authorities and these shall be conveyed to clubs in a prompt fashion. These requests then form part of the Playing Conditions.

## **6.2 MARKS ON GROUND**

**No scrape marks**, including bowling marks, are to be made on the playing surface **by any player**. All teams (and official Umpires) are expected to have an ample supply of markers available for bowlers.

## **6.3 TURF GROUNDS**

The use of spiked footwear is encouraged in all turf matches.

## **6.4 NON-TURF GROUNDS**

No spiked footwear may be worn by any player on grounds with non-turf pitches.

# **7 MAINTENANCE OF PLAYING AREA**

All teams should have a broom available to sweep the pitch as required. On non-turf pitches, the area for the stumps should be filled with soil until it is level with the surface of the pitch.

## **SECTION B: CAPTAINS, TEAM SHEETS, MATCH RESULTS, PLAYERS**

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# **9 CAPTAINS' REQUIREMENTS**

## **9.1 CAPTAIN'S TICKET**

To captain a team, a player must have a HKHDCA Captain's Ticket qualification. To achieve this qualification, captains must pass the HKHDCA Captain's Ticket exam (achieved within the past five years) or the HKHDCA Umpire's Badge exam (achieved within the past ten years). NSWCUA Level 2 accredited umpires must pass a HKHDCA local rule exam to qualify. Team and Results sheets must have the name of the Captain listed for each match. Any Captain not so qualified will cause the loss of two competition points from his team.

This penalty shall not apply to any matches commencing before the results of the Captain's course for the current season have been advised.

## **9.2 TEAM SHEETS**

Captains must exchange completed team sheets prior to the toss of the coin, which shall take place no less than 15 minutes before the scheduled start of play. If an official Umpire is present, a duplicate of each team sheet is to be handed to the Umpire.

Team Sheets must include the age of any player under the age of 19 years as at 31st August and the number of overs bowled in a previous match played earlier on the same day. Additionally, the Player Rating must be indicated beside each player's name. If a player has not been registered with the Association and does not have a Rating, NR is to

be ascribed next to his name and the player must be registered with the Association by 8.00pm the following Monday (see Rule 27.3).

By submitting the Team Sheet, the Captain attests that each player listed on the team sheet is using their true and correct name.

A team that has not presented its team sheet to the appointed Umpire by the prescribed time as per MCC Law 13.4 so that it is ready for the toss, will be reported to the Association through the Umpires' Secretary and will be subject to a deduction of one competition point for each offence except the first offence, for which a written warning will be issued by the Association.

### **9.3 SCOREBOOKS**

In matches without an official Umpire, the two Captains must record the scores (progress or final) and sign both scorebooks before leaving the ground. Captains are encouraged to check the scorebooks at each scheduled break in play.

### **9.4 TURF WICKET ASSESSMENT REPORTS**

Turf Wicket Assessment Reports are to be completed online in MyCricket by the Captains and official Umpire(s) at the conclusion of each day's play. This allows reported problems to be brought to the attention of the respective Councils. Guidance will be provided to new Captains if required by contacting [hornsbyumpires@outlook.com](mailto:hornsbyumpires@outlook.com).

### **9.5 UMPIRES ASSESSMENT REPORT**

All Captains who have an official Umpire standing in their match MUST complete an Umpires Grading Report in MyCricket by 8.00pm on the Monday following completion of the match. Penalties apply if this task is not undertaken (refer Rule 37.5). For umpiring enquiries or guidance on this task, contact the HK&HDCA Umpires' Secretary - [hornsbyumpires@outlook.com](mailto:hornsbyumpires@outlook.com).

### **9.6 GROUND MAINTENANCE**

Teams should bring a broom (and preferably a spade) to all grounds, specifically those grounds with rabbit problems (e.g. Arcadia). All Captains must submit a report on their ground in MyCricket. This will assist the SCC in allocating finals grounds and to identify dangerous situations that need urgent attention.

### **9.7 GROUNDS TO BE LEFT TIDY**

Both Captains are responsible for ensuring that the ground and its immediate surrounds are left in a clean and tidy state at the end of each day's play. All rubbish should be placed in bins available, or removed from the site in the absence of accessible bins.

## **10 MATCH SCORES & RESULTS**

### **10.1 TEAM SCORES**

The team scores at the end of each day's play must be completed in MyCricket by 8.00pm on the Monday following that day's play. *A Grade teams are requested to enter*

scores by noon on the Sunday following each day's play so that a report can be submitted for the "Advocate". The team responsible for this duty is determined as follows:

### **10.1.1 First Day's Play**

The team batting first unless an outright result is obtained (in which case the winning team is responsible)

### **10.1.2 Second Day's Play**

The winning team, or in case of a draw or tie, the team that batted first in the match

### **10.1.3 One-day Matches**

The winning team, or in case of a draw or tie, the team that batted first

## **10.2 RAIN-AFFECTED MATCHES**

Should rain prevent a start to any day's play, both teams must enter results in MyCricket. Failure to comply with this rule will incur the same penalty as in Rule 37.3, to be automatically notified to Clubs by the Senior Competition Secretary.

## **10.3 FULL MATCH SCORES**

Each team must complete its full match score card in MyCricket by 8.00pm on the Monday following the completion of the match, regardless of the match result. (Refer Rule 37.3).

Clubs are NOT permitted to rename grades in MyCricket. The default grade name as set by the Association must be left as is. Offenders will be penalised as seen fit by the SCC.

## **10.4 TEAM LISTS**

Team lists must be submitted in MyCricket unless the entire match has been cancelled by the Senior Competition Committee.

## **11 END OF SEASON DETAILS**

Each club must supply to the Association, within 14 days of the completion of the finals, details of the performances of all persons who have played with the club during the season. The minimum requirement is to have MyCricket completely up to date for all teams.

Failure to comply with this rule will incur a penalty of \$200 for each offending team, which will be notified to the Club by the Senior Competition Secretary.

In addition, players in teams failing to complete the above requirements will not be rated for the following season until full information is submitted.

## **12 SCOREBOOKS**

All teams must keep proper records of each match in an official Scorebook.

## 13 FORFEITS

### 13.1 NOTICE OF INTENTION

Any team intending to forfeit a match must submit written notice to the HK&HDCA Executive Officer ([executive.officer@hkhdca.com.au](mailto:executive.officer@hkhdca.com.au)), the Umpires' Secretary ([hornsbyumpires@outlook.com](mailto:hornsbyumpires@outlook.com)), the SCC Secretary ([seniorcompsec@hkhdca.com.au](mailto:seniorcompsec@hkhdca.com.au)) and the Secretary of the club receiving the forfeit, together with an explanation of the reasons for the forfeit, 48 hours prior the scheduled commencement of the match. Should these conditions not be met, or should the SCC consider that the explanation is unsatisfactory, the offending team will be fined \$200 (see Rule 37.2). In all cases, the offending team will pay the fees of any attending Umpire(s) if advance notice was not provided.

### 13.2 CLAIMING A FORFEIT

#### 13.2.1 Late Arrival

If one side is not ready to start on time on any day of a match (see Rule 14 – minimum requirements) the opposing side must wait for a period of 45 minutes after the scheduled starting time. If the other side is ready within this time, the match must commence or continue, but the non-offending side may inform the other side that it is playing under protest. When such a delay occurs, the commencement time of the day's play must be recorded in both score books and signed by both Captains.

The offending team may be penalised one competition point for each full 30 minute delay of the scheduled start of play.

A team claiming a forfeit is required to list its intended players for that round in MyCricket.

#### 13.2.2 During a match

If either side fails to return after an interval or a stoppage in play, this will be regarded as a refusal to play. If either side has fewer than the minimum number of players present at any time during play (see Rule 14 – minimum requirements), the opposing side may inform the offending side that it intends to claim a forfeit and the match will be continued under protest. A note on the state of play at that time shall be recorded in both scorebooks.

## 14 MINIMUM REQUIREMENTS FOR STARTING A MATCH

The objective is to commence play at the scheduled time and teams who are not ready to commence on time are liable to forfeit the match (see Rule 13.2.1). A team must have six of the players nominated on their team sheet present during the entire scheduled (or re-scheduled) playing times of the match. There must be at least one person present who can act as Captain no later than 15 minutes prior to the scheduled start time (refer MCC Law 1).

In cases where boundaries are not defined by a fence, opposing Captains will agree upon and mark the boundaries before the match commences. If an official Umpire is present, the Umpire will determine the boundaries and notify the Captains.

## 15 RACIAL DISCRIMINATION

All players are reminded that there is zero tolerance towards racial discrimination and/or harassment in the HK&HDCA. As outlined in the Players Code of Conduct, this means that there is to be absolutely no use of language or gestures that offend, insult, humiliate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin under any circumstances. Severe penalties apply for breach of this rule. Refer to the HKHDCA Code of Conduct on the HK&HDCA website ([www.hkhdca.com.au](http://www.hkhdca.com.au)) for full details.

## 16 PLAYERS ARRIVING LATE

Provided that a player has not been previously present at the ground, he may take the field (whilst following the provisions of the Laws) and be permitted to commence bowling at the next or subsequent over. Similarly, a batsman arriving late may bat at the fall of the next wicket, but not beforehand due to a retirement.

## 17 PLAYERS LEAVING EARLY

Any penalty times in accordance with MCC Law 24 shall not carry over into the next day's play.

## 18 BOWLING RESTRICTIONS

The senior competition's age bowling restrictions shall be aligned with the most overs available in a day in accordance with Cricket Australia guidelines (see Rule 18.3).

### 18.1 \_\_\_\_\_ JUNIORS ON TEAM SHEETS

In all matches, the age group of any player under the age of nineteen at midnight on the 31st August of the current season must be listed on the team sheet. Juniors who have bowled earlier that day in another match must have the number of overs they bowled declared on the team sheet. Where a match extends beyond the first day, the team sheet is to be updated each day to reflect any overs bowled earlier that day.

### 18.2 \_\_\_\_\_ PACE BOWLING

Any junior bowler who, in the sole opinion of the umpire, is bowling at medium or fast pace shall be subject to restrictions in accordance with guidelines released by Cricket Australia (see Rule 18.3) in order to minimise injury to these players. The fact that a wicket-keeper is standing up to the stumps does not affect an umpire's ruling. Once a player is considered to have bowled at medium pace or faster, he will be subjected to these restrictions for the entire day's play, irrespective of any change to slow bowling.

### 18.3 \_\_\_\_\_ MAXIMUM OVERS

The restrictions below refer to both the maximum number of overs bowled in a spell and in a day. A bowler may bowl up to his maximum spell providing this does not take him past the daily maximum for his age group.

Date of Birth	Age Group	Max Overs per Spell	Max Overs per Day
After 31/08/2006	Under 11	3	6
01/09/2004 to 31/08/2006	U12 & 13	4	8
01/09/2003 to 31/08/2004	Under 14	5	10
01/09/2002 to 31/08/2003	Under 15	5	12
01/09/2001 to 31/08/2002	Under 16	6	16
01/9/2000 to 31/08/2001	Under 17	6	16
01/09/1999 to 31/8/2000	Under 18	7	18
01/09/1998 to 31/08/1999	Under 19	8	20

## **18.4 REST PERIODS**

The prescribed rest period for a bowler under these restrictions extends until a number of overs equal to the length of the bowler's last spell has been bowled from the end from which he last bowled.

## **18.5 SPELLS**

Once the bowler reaches his maximum spell, he must cease bowling and may not bowl again until the prescribed rest period has expired. If a bowler bowled less than his maximum spell, he may recommence bowling at any time, however if he has not rested for his prescribed rest period, subsequent overs will form part of the same spell.

## **18.6 BREAKS IN PLAY**

A rest period credit of one over for each full four minutes lost during any scheduled or unscheduled break shall apply unless an over spans that period.

## **18.7 TRACKING RESTRICTIONS**

Scorers are responsible for keeping track of the overs of each nominated player and must advise the umpires when a player has reached his maximum spell or if a player is about to breach Rule 18. Official Umpires will also record these details.

## **18.8 PENALTIES**

Breach of Rule 18.1 and a subsequent breach of Rule 18.3 or any other breach of Rule 18 may result in the offending side being awarded zero competition points for the match, regardless of the result. The opposing side will be awarded points as determined by the Senior Competition Committee.

# **19 JUNIOR PLAYER PROTECTION**

## **19.1 HELMETS**

All players under the age of 19 years at September 1st preceding the season shall be required to wear a helmet while batting or keeping up to the stumps regardless of the type of bowling being faced or the prevailing weather conditions.



## **19.2**            **FIELDING**

Any junior player (under the age of 19 years at September 1<sup>st</sup> preceding the season) may not field within 10m to the batsman on strike, in any position from point through the bowler to the wicket keeper.

## **20** QUALIFICATION OF PLAYERS

### **20.1**            **ONE TEAM ONLY**

Players may represent one team only on any one day of play.

### **20.2**            **MORE THAN ONE TEAM IN A GRADE**

Where a Club plays more than one team in any grade, a player will not play in more than one of those teams.

### **20.3**            **FINALS**

For a player to be eligible for a Senior Competition elimination round, semi-final or grand final, his name must appear on the team sheet in MyCricket for at least four full matches (or the equivalent in half games) in that grade or lower for the Club he represents. This excludes substitute fielders and byes, but may include forfeits granted under the competition rules and all matches not totally cancelled by the Senior Competition Committee.

## **21** CRICKET ATTIRE

Players wearing incorrect cricket attire shall not take the field of play or remain on the field of play without the opposing Captain's permission. Short trousers are **NOT** permitted unless a player is under the age of 16 years.

The standard of dress shall be neat and as follows:

- Trousers and shorts must be white or cream
- Shirts must be white or cream
- Jumpers and sleeveless pullovers must be white or cream and may have coloured neck, wrist or waist bands
- Shoes or boots must be predominantly (over 50%) white

Logos and coloured strips as previously approved by the Association are permitted.

## **22** SMOKING

Smoking on the field is strictly prohibited during scheduled hours of play. Captains must be aware of any further restrictions imposed in this regard by the hirer of each ground.

## **23 UMPIRES**

### **23.1 \_\_\_\_\_ ONE UMPIRE**

If only one officiating Umpire is present at any time during a match, he, in conjunction with the two Captains, will have the power to select another Umpire. The official Umpire will take the bowler's end in each instance. The 'player umpire' at the striker's end (square leg) will generally be a member of the batting side.

For the purposes of MCC Law 2, only the appointed umpire shall determine the fitness of the ground.

### **23.2 \_\_\_\_\_ NO UMPIRES**

If no appointed Umpires are present at any time during a match, the two Captains will appoint two persons to act as Umpires. Upon request of either Captain, these persons may be changed during the course of a match. Any person so appointed will have control of all aspects of the match commensurate with the duties of an official Umpire, except the allocation of five run penalties for unfair play (MCC Law 41) and Player Conduct (MCC Law 42).

### **23.3 \_\_\_\_\_ UMPIRES FEES**

Official Umpires receive a fee as set by the Executive prior to the commencement of the season.

### **23.4 \_\_\_\_\_ CONDUCT TOWARDS AN UMPIRE**

In accordance with MCC Law 42, if a member of any club at any time or place insults by word or action any Umpire who will be, is, or has been officiating in any match, on such action being reported to the Executive Officer of the Association by 8pm on the Wednesday following the match, such charge will be investigated in accordance with the HKHDC A Disputes & Disciplinary Policy and dealt with as it deems fit.

### **23.5 \_\_\_\_\_ COMPLAINTS**

Any complaint regarding the conduct of an Umpire shall be notified to the Executive Officer of the Association by 8pm on the Wednesday following the match of the occurrence of the incident. The matter will be investigated by the Executive and dealt with as it deems fit.

## **SECTION C: PLAYING EQUIPMENT, LOCAL RULES**

## **24 PLAYING EQUIPMENT**

Each team shall provide a new ball, as approved by the SCC (see Rule 24.2), a wicket consisting of three stumps and two bails of regulation size. Each team shall have at least one spare stump and a spare bail. It shall also have present as part of a common kit or in

the possession of individual players, a scorebook, wicket-keeping equipment, at least enough equipment for three batsmen (two bats will suffice), and bowling markers.

## **24.1 STUMPS**

In matches played on turf pitches, stumps must be MCC regulation, i.e. the stumps shall be constructed entirely of wood and shall be dome-shaped at the top. In all matches played on non-turf pitches, stumps may have metal ferrules and metal guards at the bottom, provided that these are not loose.

## **24.2 BALLS**

The quality and style (i.e. two-piece / four-piece) of balls to be used in competition matches will be as approved by the SCC.

## **24.3 BATS**

MCC Law 5 limits relating to bat edge and depth will not be enforced for the 2018/19 season. Other Law 5 limits will apply.

This Rule will be reviewed annually.

## **24.4 BOUNDARY MARKERS**

Each team should have six or more markers to define boundaries where necessary.

# **25 LOCAL RULES**

## **25.1 PRACTICE ON THE FIELD**

### **25.1.1 Turf Pitches**

MCC Law 26 applies.

### **25.1.2 Non-turf Pitches**

MCC Law 26 applies after the toss has taken place.

## **25.2 NO BALL**

### **25.2.1 Synthetic Wickets**

Any ball not pitching on the playing surface or pitching on the playing surface edge will be called and signalled as a “no ball”. When the return creases are not marked, the bowler must, in the delivery stride, place at least one of his feet on the synthetic surface. Failure to do so will cause the delivery to be called a no ball.

### **25.2.2 Short Pitched Deliveries**

Short pitched deliveries shall be dealt with by the Umpires as provided for in the MCC Laws, including all provisions of MCC Law 41 (Unfair play). Any warnings / suspensions shall be noted in the scorebook.

### **25.2.3 Full Pitched Deliveries**

Any delivery that passes or would have passed without pitching above waist height of the striker standing upright at the popping crease is deemed to be a no-ball.

The bowling of a full-pitched delivery shall be deemed dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, the speed, length, height and direction of the delivery, it is likely to inflict physical injury on the batsman. The fact that the striker is wearing protective equipment shall be disregarded.

Dangerous bowling will be dealt with in accordance with MCC Law 41, except that two warnings must be given before a bowler is suspended. Any warnings / suspensions shall be noted in the scorebook.

#### **25.2.4    Suspensions**

Where a bowler is suspended, the appointed umpire or Captain of the player umpire shall submit a full report of the incident (via the appropriate Club channels) to the Executive Officer by 8pm on the Monday following the incident. The report shall include the time and over that the incident occurred, the time, over and details of any warnings issued, and the name of the umpire giving the warnings/suspension. The SCC may refer the incident to the D&D.

Note that warnings need not be reported UNLESS the bowler was subsequently suspended. This does not override any report to the association D&D that a club may wish to submit.

Penalties apply for failing to meet these reporting requirements – see Rule 37.12.

### **25.3            OBSTRUCTING THE FIELD**

A batsman cannot be given out "obstructing the field" if he is merely returning the ball to a fieldsman or a bowler.

### **25.4            UNFAIR PLAY**

In all matches, only an official Umpire may apply five run penalties provided for under MCC Law 41.

Unless an official Umpire is present, either umpire may call and signal no ball where the matter is one of height as the ball passes the batsman. When an official Umpire is present, he is solely responsible for calling any 'height' no balls, with or without an indication from the 'player umpire' at square leg.

### **25.5            Reserved**

### **25.6            PLAYER CONDUCT**

In all matches, only official Umpires may enforce MCC Law 41 (Unfair play).

## **SECTION D: SCC, REGISTRATIONS, RATINGS, PENALTIES**

### **26 SENIOR COMPETITION COMMITTEE**

#### **26.1 \_\_\_\_\_ FORMATION**

The Senior Competition Secretary shall form a Senior Competition Committee at the first meeting after the HK&HDCA's Annual General Meeting. A ballot shall be performed if required. Where practicable, the committee shall consist of five active players spread across the Turf Competition Grades, B Grades, C Grades and D Grades. Persons do not have to be on the Executive to be on the SCC.

#### **26.2 \_\_\_\_\_ REPORTING STRUCTURE**

The Senior Competition Committee will at all times be responsible to the Executive, however the SCC will manage the Senior Competition in all details.

#### **26.3 \_\_\_\_\_ DUTIES**

The Senior Competition Committee will receive and adjudicate upon all requests for player registrations and Player Ratings and re-ratings.

#### **26.4 \_\_\_\_\_ MEETINGS**

All Senior Competition Committee meetings shall be minuted.

### **27 SENIOR COMPETITION REGISTRATION**

#### **27.1 \_\_\_\_\_ INITIAL TEAM NOMINATIONS**

Clubs will submit initial team nomination forms to the Executive Officer before a date determined by the SCC and completed in the following manner:

- (i) Each registration form will be submitted and signed by the club Secretary or Registrar
- (ii) There MUST be a separate spread sheet tab for each proposed team
- (iii) The names must be in alphabetical order within descending Rating order, i.e. 0, 1, 2, 3, etc. Non-rated players will appear last, also in alphabetical order. The identification number (from MyCricket) of all players MUST be supplied on the form
- (iv) The date of birth for all players MUST be included on the form
- (v) The club Secretary or Registrar attests that each nominated player has been satisfactorily identified and their nomination is submitted using their true and correct name

Registrations of players whose details are incomplete will not be accepted. A player will be regarded as unregistered until all details are complete as required under Rule 27.1.

## **27.2 SUBSEQUENT PLAYER REGISTRATIONS**

Subsequent player registrations will be submitted as in 27.1 except that:

- (i) Players proposed for different grades may appear on the same tab
- (ii) The proposed grade for each player must be listed in the right hand column of the registration form

## **27.3 UNREGISTERED PLAYERS**

Any unregistered player is permitted to play for a club provided that:

- (i) The player has not played with another club during the current season (in which case the player must first have a clearance)
- (ii) The player is registered with the Association and in MyCricket by 8.00pm on the Monday following the completion of the match.

In all grades except A Grade, a batting restriction of 25 runs per innings and a bowling restriction of five overs per innings are placed upon players until they are both registered and rated. This restriction applies to the whole match.

- (iii) The SCC approves of the player playing in that team if the player is a non-rated player.

## **27.4 JUNIOR PLAYERS**

Clubs must register any player involved in the HKHDCA Junior Competition if they intend playing in the HKHDCA Senior Competition and must apply for a senior Rating as per Rule 28. Clubs must provide the player's current statistics, both club and representative, and their date of birth with the Ratings request.

## **27.5 PLAYERS NOT REQUIRED TO BE REGISTERED**

A player who has a Rating for the current season and who plays for the same club as previously is not required to be registered as a subsequent registration.

## **27.6 ASSUMED NAME**

A club playing a player under an assumed name without first having reported the fact to the SCC in writing shall forfeit the match or matches in which such player took part. The SCC shall have the power to penalise the offending club or player as it sees fit.

# **28 SENIOR COMPETITION RATINGS REQUESTS**

## **28.1 INITIAL PLAYER RATINGS REQUESTS**

Initial Rating requests for unrated players MUST be submitted to [ratings@hkhdca.com.au](mailto:ratings@hkhdca.com.au) by September 1st to permit processing and rating for the season. Requests MUST be accompanied by a detailed statistical record of the players performances including the Competition and years in which they last played.

## **28.2 SUBSEQUENT RATINGS REQUESTS**

Subsequent Player Rating requests MUST be submitted to [ratings@hkhdca.com.au](mailto:ratings@hkhdca.com.au) by 8.00pm on the Wednesday prior to the commencement of a match to be processed prior to that match.

## **28.3 JUNIOR RATINGS**

All players under the age of 18 years at the 1st September preceding the season will be given a Provisional Rating and retain a Provisional Rating until they achieve the age of 18 years at September 1st.

## **28.4 PLAYER RATINGS ON TEAM SHEETS**

Opposing Captains should confirm that the individual player Ratings indicated on Team Sheets are correct (as per the Ratings Sheet issued by the SCC and published on the HK&HDCA website). If an opposing Captain has determined that a team has played an incorrectly rated player, or a non-registered player, he must notify the SCC Secretary by Monday 8.00pm following the first day of the match. If notification is not received by the SCC within the specified timeframe, action may not be taken in relation to the match just completed (in the case of a one-day match) or the match in progress.

The SCC will independently audit a sample of matches and will take action as it sees fit. This may include re-rating of any provisionally rated player.

## **28.5 PLAYING AN UNREGISTERED PLAYER**

If the SCC determines that a team has played an unregistered player in breach of Rule 27.3, penalties will apply as specified under Rule 37.6.

## **29 INTER-ASSOCIATION TRANSFERS**

Any player who is not a defaulted player within the Association will be entitled to play in another Association or District Club, provided that he obtains a clearance from this Association prior to playing elsewhere. Such a clearance will be issued within seven days of the receipt of the written application, and will only be withheld if the player is unfinancial.

### **29.1 TRANSFERS**

The SCC will grant a transfer to a player under the following conditions:

- (i) In the case of dissolution of a Club financially with the Association; OR
- (ii) The player is financial with the Club from which he is seeking the transfer

## **30 COMPOSITION OF TEAMS AND COMPETITIONS**

### **30.1 TEAM GRADING**

The SCC will grade teams of each club on the classification of the top 13 rated players shown on each team's registration form (minimum 11 players required).

## 30.2 FORMING COMPETITIONS

The SCC will then form competitions by comparing team gradings from the various clubs.

## 30.3 RATING DEFINITIONS

Players must play four matches, have a minimum of four innings or bowl a minimum of 40 overs within a single grade to earn a Rating in accordance with the following criteria:

- 0 rated players - A Grade ONLY
- 1 rated players - A Grade
- 2 rated players – A2 Grade (Kookaburra Cup)
- 3 rated players - B Grade
- 4 rated players – B2 Grade
- 5 rated players - C Grade
- 6 rated players – C2 Grade
- 7 rated players - C3 Grade
- 8 rated players - D Grade
- 9 rated players – D2 Grade
- 10 rated players – below average D2 Grade

The Senior Competition Committee will give all players who have not played four matches a continuance of their Rating in the following season as a P-Rated player.

## 30.4 POST SEASON RATINGS

Player's Ratings will be based on performance at the completion of each season according to the grade within which they played most matches:

- (i) Players will be assessed on their best discipline for the season (i.e. batting or bowling)
- (ii) Special Ratings may be given by the SCC at its discretion to outstanding players or players who received a dispensation the previous season, **or any other player as seen fit**
- (iii) Ratings will generally be based on:

BATTING (Minimum of four Innings)	BOWLING (Minimum of 40 Overs)
450+ runs and average 30+    OR 200+ runs and average 50+ down 2 rating points	40+ wickets or average less than 7.5 down 2 rating points



<b>BATTING (Minimum of four Innings)</b>	<b>BOWLING (Minimum of 40 Overs)</b>
350+ runs and average 25+ OR 200+ runs and average 40+ down 1 rating point	30+ wickets or average less than 10 down 1 rating point
350+ runs and average less than 30 OR 200-349 runs and average less than 40 OR 150-199 runs and average 20+ OR Less than 150 runs and average 25+ standard grade rating	15-29 wickets and average > 10 standard grade rating
Less than 150 runs and average 15-25 OR 150-199 runs and average less than 20 up 1 rating point	Less than 15 wickets and average < 30 up 1 rating point
Less than 150 runs and average < 15 up 2 rating points	Less than 15 wickets and average 30+ up 2 rating points

## **31 DISPENSATIONS**

Dispensations shall only be given in special or unique circumstances, e.g. a one team club that requires dispensations for two players to play together in that grade, or a person playing with a disability, etc.

## **32 RESTRICTIONS**

### **32.1 BATTING AND BOWLING RESTRICTIONS**

Batting and bowling restrictions may be imposed on any player playing with a dispensation at the discretion of the SCC, or on any provisionally (“P”) rated player. No restrictions shall be imposed on any player with a Permanent Rating during the season. Restrictions will generally be 50 runs for batting or 12 overs (2 x 6 overs) for bowling, although the SCC reserves the right to lower these restrictions in exceptional circumstances. Additional restrictions may apply for one-day games.

### **32.2 ELIGIBLE GRADES**

A maximum of four players may play one grade lower than their Rating (refer to Rule 30.3) in any one team on any given day. This excludes zero rated players, who may only play A Grade.

## **33 DEFINITIONS**

**RATED PLAYER:** A player who has been given a Rating by the SCC on his performance in the Association in the preceding season

**NON-RATED PLAYER:** A player who, for any reason, has not been given a Rating

**PROVISIONAL RATING:** The Rating the SCC gives a non-rated and/or U18 player upon registration

## **34 PLAYING RULES AND STRUCTURE OF COMPETITION**

Any material changes to the Senior Competition rules will be approved by the Executive. As far as practicable, the principles outlined below will be adopted when formulating the Senior Competition.

### **34.1 STRUCTURE OF COMPETITIONS**

The structure of competitions will be determined no later than one week prior to the commencement of each season.

### **34.2 TEAMS PER GRADE**

All grades will consist of not more than ten teams.

### **34.3 BYES**

Byes will be eliminated in favour of even competitions.

### **34.4 A GRADE COMPETITION**

In determining the A Grade competition, the following criteria will be applied:

- (i) Clubs finishing in the top four of the previous season's A Grade competition will automatically be included, provided their nominated teams and representation across the Senior Competition are substantially the same or better
- (ii) The remaining places will be filled by Clubs with consideration of the following:
  - a. The Minor Premier of A Reserve Grade in the previous season will be considered, upon application (if not already represented in A Grade), provided their nominated team is substantially the same or better
  - b. the strongest nominated teams
  - c. the club's representation across other grades in the Senior Competition
  - d. The best interests of the Association in the opinion of the SCC
- (iii) The SCC must be satisfied that all nominations are bona fide registrations, i.e. the person nominated or registered intends playing in the majority of matches

### **34.5 MORE THAN ONE TEAM IN A GRADE**

The SCC will take measures to ensure that no club has more than one team playing in any one grade of the Saturday afternoon competition, unless the club concerned enters more teams than there are grades.

If a club has fewer teams than there are grades, no more than one team may be nominated for any one grade. However, the SCC reserves the right to move nominated teams in A Reserve Grade and below between the grades as it sees fit.

## **35 POINTS ALLOCATION / PREMIERSHIP DETERMINATION**

### **35.1 \_\_\_\_\_ POINTS ALLOCATIONS**

Points will be allocated as follows:

Outright win (leading on both innings)	10 points
Win by forfeit – maximum points scored in that grade and round, including byes	
Outright win after tie on 1st Innings	8 points
Outright win after trailing on 1st innings	6 points
Win on 1st innings	6 points
Bye	6 points
Tied match after completion of four innings	5 points
Outright loss after leading on 1st innings	4 points
1st innings tie	3 points
Drawn match	2 points
Outright loss after tie on 1st innings	2 point
Loss on 1st innings	1 point
Outright loss	0 points
Loss by forfeit	0 points

### **35.2 \_\_\_\_\_ MINOR PREMIERS**

The competition will be made up of a number of rounds as seen fit by the SCC. At the conclusion of these rounds, the team leading on points will be declared Minor Premier. The SCC will decide at the commencement of each season the format for the playing of finals.

### **35.3 \_\_\_\_\_ TWO TEAMS EQUAL ON POINTS**

In the event of two or more teams having an equal number of points at any stage in the competition, team order at that stage will be determined by applying the quotient system. For this to occur, MyCricket must be up to date with all information. Failure to do so will be penalised by the loss of eligibility of the team(s) concerned of rights under Rule 35.1.

The quotient for a team will be determined as follows:

- (i) The batting average for a team will be obtained by dividing its number of runs by its number of wickets lost. The batting average of its opponents will be obtained in the same manner. The former will then be divided by the latter to produce the team's quotient. For the purposes of this calculation, a player who has "retired hurt" will be considered not out and a side declaring its innings closed will be considered to have lost only the wickets that have fallen.
- (ii) If an innings was completed because fewer than eleven players were available to bat, the team will be deemed to have lost ten wickets in that innings.

### **35.4 \_\_\_\_\_ SEMI-FINAL WINNER**

In the event of a semi-final not being played to an outright conclusion or if both teams are tied at the completion of two innings, the team to advance to the final shall be

determined as the team winning on the first innings. Should there be no result or tie on the first innings, the highest placed team shall advance.

### **35.5 \_\_\_\_\_ FINAL WINNER**

In the event of a final not being played to an outright conclusion with a clear winner, the Premier shall be declared in the following order:

- (i) Tie in a match at the completion of both innings, Joint Premiers shall be declared
- (ii) Tied scores at the completion of the first innings with second innings being incomplete, Joint Premiers shall be declared
- (iii) The second innings being incomplete, the team that won on first innings shall be declared Premier
- (iv) In the event of a final being drawn or abandoned, the higher placed team shall be declared Premier

## **36 TROPHIES AND CLUB CHAMPIONSHIP**

### **36.1 \_\_\_\_\_ PERPETUAL TROPHIES**

Clubs holding perpetual trophies are to return them to the Executive Officer by the Council meeting preceding each season's Finals in order that they may be displayed and presented after the relevant Final. The clubs winning those trophies are then responsible for returning them to the Executive Officer by the Council meeting immediately following the Final for engraving and presentation at the Association's Annual Presentation Night.

### **36.2 \_\_\_\_\_ FAILURE TO RETURN A TROPHY**

Any club failing to comply with Rule 36.1 will be fined an amount to be determined annually by the Executive for each perpetual trophy which it fails to return by the stipulated time.

### **36.3 \_\_\_\_\_ END OF SEASON MYCRICKET UPDATES**

All club and player averages must be updated in MyCricket within 14 days of the completion of the finals. If any club fails to do this, its members will forfeit all rights to trophies.

### **36.4 \_\_\_\_\_ INELIGIBLE PLAYERS**

A player's performances are ineligible for any awards in a grade where the player has received a dispensation to play.

### **36.5 \_\_\_\_\_ SHIELDS AND CUPS**

Shields or Cups competed for in competitions or championships cannot be won outright unless otherwise stated.

## **37 PENALTIES**

The SCC issues fines and penalties as it sees fit based upon the following schedule.

### **37.1 \_\_\_\_\_ WITHDRAWING A TEAM**

Any club withdrawing a team after the release of the official first round draw shall receive a fine of \$200. If a team is withdrawn after Round 2, the fine will be \$500. Any Club withdrawing a team after Round 4 will be fined the full season fee.

### **37.2 \_\_\_\_\_ FORFEITS**

Any club that forfeits a match shall incur a fine of \$200.00 (see also Rule 13).

Any club forfeiting a second match in a season shall incur an automatic fine of \$200.

Third and subsequent forfeits by a club will incur an automatic \$500 fine.

### **37.3 \_\_\_\_\_ MYCRICKET SCORES**

If a team fails to submit scores in MyCricket for their Saturday or Sunday match as per Rule 10.1, the offending team's Club will incur the following fines. This penalty also applies to the team batting first in a two-day match (see Rule 10).

- (i) First offence – \$50 fine
- (ii) Second offence – \$100 fine
- (iii) Third and subsequent offences – \$200 fine and loss of one competition point from the offending team

### **37.4 \_\_\_\_\_ COMPLETE MATCH RESULTS**

If a team does not supply complete match results in MyCricket by 8.00pm on the Monday following the completion of a match (see Rule 10), the offending team's Club will incur the following fines:

- (i) First offence – \$50 fine
- (ii) Second offence – \$100 fine
- (iii) Third and subsequent offences – \$200 fine and loss of one competition point from the offending team

### **37.5 \_\_\_\_\_ UMPIRES REPORT**

In the case of a Captain not submitting an official Umpires match report in MyCricket by 8.00pm on the Monday following the completion of a match, the offending team's club will incur the following fines:

- (i) First offence – \$50 fine
- (ii) Second offence – \$100 fine
- (iii) Third and subsequent offences – \$200 fine and loss of one competition point from the offending team

### **37.6 UNREGISTERED, DEFAULTED OR DISQUALIFIED PLAYERS**

Playing an unregistered, defaulted or disqualified player will incur a maximum penalty of loss of points awarded in the round or rounds concerned with the opposing team being declared the winner and to receive maximum points for the match. There will be an automatic penalty as follows to be issued by the Senior Competition Secretary for each round concerned:

- (i) First offence – \$50 fine
- (ii) Second offence – \$100 fine
- (iii) Third and subsequent offences – \$200 fine

### **37.7 NON-RATED PLAYERS**

Failure to comply with the automatic run and/or over restrictions for a non-rated player (see Rule 27.3) will cause the player to be deemed to be an unregistered player.

### **37.8 OVER-RATED PLAYERS**

Any player playing lower than allowed by his current Rating will be deemed to be an unregistered player.

### **37.9 SMOKING ON THE FIELD**

A fine of an amount to be determined annually by the Executive for each offence (see Rule 22) shall apply to any player smoking on the field of play.

### **37.10 INCORRECT ATTIRE**

A fine of an amount to be determined annually by the SCC for each offence (see Rule 21) shall apply to any player in incorrect cricket attire.

### **37.11 SCORE BOOKS**

Failure to keep proper records in score books will incur a fine of an amount to be determined by the SCC.

### **37.12 BOWLER SUSPENDED FROM PLAY**

Failure to submit a complete bowler suspension report (see Rule 25.2.4 – Full Pitched Deliveries) to the Executive Officer by 8pm on the Monday following the incident may incur penalties against the Club or team of the presiding player umpire, which may include reversal of the outcome of the match.

## **SECTION E: SATURDAY COMPETITION RULES**

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### **38 AFTERNOON TWO-DAY GAMES – ALL GRADES**

#### **38.1 \_\_\_\_\_ HOURS OF PLAY**

Scheduled playing hours are 1:00pm until 6:00pm, except where matches are scheduled on Sundays or during the summer school holidays, where matches shall start at 12 noon and have a scheduled finishing time of 5.00pm.

The minimum number of overs to be bowled on each day of a two-day match is 70. A change of innings will reduce this by three overs, provided it does not occur during a scheduled interval. Completed overs only shall apply in calculating the number of overs remaining in a day's play (e.g. if 62.3 overs have been bowled, allowing for three overs for the change of innings, five overs remain to be bowled for the day).

On the second day, the final 18 overs will commence at 5.00pm (4.00pm for a 12 noon match) or after the bowling of 52 overs, whichever is the later.

#### **38.2 \_\_\_\_\_ TEA INTERVAL**

A Tea Interval is scheduled to be taken between 3:30pm and 3:45pm (or between 2:30pm and 2:45pm for a 12 noon match).

If the start of play is delayed, the Tea Interval may be moved back by agreement of the two Captains (and the official Umpire(s) if present). If no play occurs before 3:00pm (or 2pm for a 12 noon match) the Tea Interval shall NOT be taken.

A 15 minute Tea Interval will be taken when an innings closes within 20 minutes of a scheduled tea break, with no loss of overs.

#### **38.3 \_\_\_\_\_ LOSS OF PLAYING TIME**

If there is an interruption of play during the match, including the last hour of the match, then one over shall be deducted for every complete four minutes lost.

#### **38.4 \_\_\_\_\_ PLAY ABANDONED DAY 1**

If play is cancelled in any match or the ground is otherwise closed (see Rule 3.1) on the first day of a two-day match (with the exception of semi-finals and finals), then the second day will be played as a one-day match, in accordance with Rule 39.

If the toss was not conducted on the first day, the match automatically becomes a one day match.

#### **38.5 \_\_\_\_\_ FOLLOW-ON**

In two day matches, the follow-on for all A Grade and A2 Grade (Kookaburra Cup) matches is 100 runs, whilst in B Grade and below the follow-on margin is 75 runs.

## **39 AFTERNOON ONE-DAY GAMES – ALL GRADES**

### **39.1 \_\_\_\_\_ HOURS OF PLAY**

All one-day matches in all grades shall be 35 overs per side, with play commencing at 1.00pm, and shall be of one innings only per team. The break between innings shall be ten minutes and the scheduled finishing time is 6.00pm.

All one-day matches in school holiday periods (when Junior matches are not scheduled) shall commence at 12 noon with a scheduled finishing time of 5.00pm.

All Sunday matches shall start at 12 noon and have a scheduled finishing time of 5.00pm.

### **39.2 \_\_\_\_\_ LOSS OF PLAYING TIME**

#### **39.2.1 \_\_\_\_\_ Time Lost in First Session**

The number of overs to be bowled in each innings is reduced by one over per eight full minutes lost, to a maximum of 15 overs lost per innings. If more than 20 overs are lost per innings, the match shall be abandoned. If overs are lost, the Captains (and/or Umpires) will agree on the number of overs to be played by each side and the match will be played as per a normal one-day match. See also Rule 39.3 concerning bowling restrictions.

#### **39.2.2 \_\_\_\_\_ Time Lost in Second Session**

The number of overs to be bowled is reduced by one over per full four minutes lost to a maximum of 15 overs lost. If less than four minutes is lost, there is no loss of overs. Lost overs may occur immediately at the commencement of the second session and/or during the session. If less than 15 overs are completed in the second session without a result being achieved, the match shall be declared a draw.

#### **39.2.3 \_\_\_\_\_ Adjusted Run Aggregate**

Where the side batting second loses overs under Rule 39, it shall chase a Revised Total. To win the match, the team batting second must score at least one run more than the Revised Total.

The Revised Total shall be calculated in the following manner:

- (i) Determine how many overs have been lost **compared to the team batting first**. Note that with multiple rain delays, this may accumulate during play.
- (ii) Determine the Adjustment Rate from the table below (i.e. If five overs have been lost, the Adjustment Rate is 0.903).
- (iii) Determine the Revised Total by multiplying the total runs scored by the team batting first and the Adjustment Rate. The target score for the team batting second is the Revised Total plus one run. With multiple delays in the second session, the Revised Total/Target may change as the Overs Lost may increase. For example, if five overs have been lost at the start of the second session, the



Adjustment Rate is 0.903, however if a further ten overs are lost during the innings, the total number of Overs Lost is 15 and therefore the Adjustment Rate is 0.708.

- (iv) In the event of the Revised Total including part of a run (e.g. 175.915), the Revised Total is rounded down (in this example, 175). Teams must carry a copy of these rules to all matches so that revised scores can be calculated easily.
- (v) All Revised Totals must be noted in both score books and initialled by both Captains, for each occurrence.

Overs Lost	Adjustment Rate	Overs Lost	Adjustment Rate
1	0.981	11	0.786
2	0.961	12	0.767
3	0.942	13	0.747
4	0.922	14	0.728
5	0.903	15	0.708
6	0.883	16	0.689
7	0.864	17	0.669
8	0.844	18	0.650
9	0.825	19	0.630
10	0.806	20	0.610

### **39.2.4 Incomplete Overs**

In the event of the team batting second facing an incomplete over due to lost time (e.g. 30.3 overs), any runs scored in the incomplete over cannot be included in the final total.

### **39.3 BOWLING RESTRICTIONS**

No bowler may bowl more than 20% of the designated number of overs for the innings. If the total number of overs is reduced, no bowler may then bowl in excess of 20% of the adjusted total. Rounding up is permitted for the minimum number of bowlers to permit the adjusted total to be achieved by five bowlers. For example, if overs are reduced to 31, 20% is 6.2. In this case, four bowlers may bowl six overs and one bowler may bowl seven. If the reduced total is 32 overs, 20% is 6.4, three bowlers may bowl six overs and two bowlers may bowl seven. If a bowler has already exceeded his amended number of overs, he may not bowl again in the match.

## **40 12<sup>th</sup>, 13<sup>th</sup> and 14<sup>th</sup> Men – TWO-DAY GAMES**

### **40.1 FORMAT**

A team sheet may contain 13 players (14 for C1 and below), with two players (3 for C1 and below) indicated as “day 1” and two players (3 for C1 and below) listed as “day 2”. Players so listed will be a member of the team only for the day indicated.

Neither may bat, bowl, nor keep wickets on the day they are not listed to play. Additionally, if an innings is incomplete at the end of Day 1, one of the players listed for Day 2 may not bat for the innings in progress if a player listed as Day 1 has commenced batting (see Laws for commencement of innings), nor bowl if the Day 1 player has commenced bowling. If both Day 1 players have commenced batting (or bowling), neither Day 2 player may bat (or bowl) in that innings.

If either (or all) of the Day 1 batsmen are not out at the close of Day 1, they may not continue their innings, nor can a replacement bat in that innings. The Day 1 batsmen will be listed as "RETIRED OUT".

## **40.2 \_\_\_\_\_ TRANSGRESSION**

Breach of Rule 40 will result in the offending side being awarded zero competition points for the relevant match, regardless of the result. The opposing side will be awarded points as determined by the Senior Competition Committee.

## **40.3 \_\_\_\_\_ 12<sup>th</sup>, 13<sup>th</sup> & 14<sup>th</sup> Men**

Those players named under the 12<sup>th</sup>, 13<sup>th</sup> and 14<sup>th</sup> man rules shall only be accredited with playing one-half of a match for the purposes of finals qualification.

## **41 GRADE PLAYER REPLACEMENT**

### **41.1 \_\_\_\_\_ FORMAT**

On Day 2 of a match, a player who is selected in any team participating in the Sydney Grade Cricket Association competition (1st to 5th Grade) may be replaced. The replacement for the Grade player may already be playing in the round in progress, however the subsequent replacement cannot be playing in the current round.

This rule will apply to two-day games during the season, excluding semi-finals and finals. It is restricted to one player per team, per round. A club must notify the Association's Executive Officer ([executive.officer@hkhdc.com.au](mailto:executive.officer@hkhdc.com.au)), the Umpires' Secretary ([hornsbyumpires@outlook.com](mailto:hornsbyumpires@outlook.com)) and the Secretary of the opposing team at least 48 hours prior to the commencement of play on Day 2.

### **41.2 \_\_\_\_\_ RESTRICTIONS**

The replacement player can participate in the match as per a normal player, subject to the following restrictions.

#### **41.2.1 \_\_\_\_\_ A player who is out**

The replacement player cannot bat in an innings where the replaced player has already been dismissed.

#### **41.2.2 \_\_\_\_\_ A player who is not out**

If the replaced player was not out at the close of play on Day 1, his "retirement" does NOT count as a wicket. The replacement player must assume the not out batting

position of the replaced player. For the purposes of Association trophies and records, the innings is to be recorded as “retired out”.

#### **41.2.3 \_\_\_\_\_ A player who has partly completed an over**

Any player may finish an incomplete over that was bowled by the replaced player, in accordance with MCC Law 17.8.

### **41.3 \_\_\_\_\_ TRANSGRESSION**

Breach of Rule 41 will result in the offending side being awarded zero competition points for the match. The opposing side will be awarded points as determined by the SCC.

## **42 PLAYING EQUIPMENT**

### **42.1 \_\_\_\_\_ NEW BALL**

In A Reserve Grade matches and below, a subsequent new ball may be taken at the bowling Captain’s option following the completion of 65 overs. The scorers must advise the fielding Captain at the completion of the 65th over.

In A Grade where a four-piece ball is used, a new ball may only be taken after the completion of 80 overs.

## **43 TROPHIES AND CLUB CHAMPIONSHIP**

### **43.1 \_\_\_\_\_ BATTING AND BOWLING TROPHIES**

Players will not be eligible for the batting average unless they have batted in six or more innings during the season and have scored a minimum aggregate of 300 runs. Players will not be eligible for the bowling average unless they have taken at least 30 wickets and have bowled not fewer than sixty overs during the season.

Should no one meet the necessary qualifications in any grade, alternative qualifications will be recommended to the Executive by the Senior Competition Secretary.

### **43.2 \_\_\_\_\_ PREMIERSHIP CAPS**

The team winning the competition in each grade will be presented with honour caps or other approved awards for distribution amongst its members who have played in not fewer than six matches for the winning team during the season. The Association may present no more than 12 caps or such awards to each winning team.

### **43.3 \_\_\_\_\_ INDIVIDUAL TROPHIES**

Trophies will be awarded as follows:

- (i) Batting average in each grade
- (ii) Bowling average in each grade
- (iii) Batting aggregate across all grades
- (iv) Most wickets across all grades

- (v) Wicket-keeping aggregate dismissals across all grades

#### **43.4 CLUB CHAMPIONSHIP QUALIFICATION**

Senior clubs must enter three or more teams to be qualified for the Senior Club Championship.

#### **43.5 CLUB CHAMPIONSHIP POINTS**

The Senior Club Championship shall be determined as follows:

- (i) Championship points shall be allotted progressively at the completion of each match
- (ii) Competition points gained by each team in a club are multiplied by a weighting factor. The weighting factor shall be 2.0 for A grade, 1.8 for A2 grade with a reduction of 0.1 for each subsequent grade. For e.g.:

A Grade	2.0
A2 Grade	1.8
B Grade	1.7
B2 Grade	1.6
C Grade	1.5
C2 Grade	1.4
C3 Grade	1.3
D Grade	1.2
D2 Grade	1.1

- (iii) This figure is then divided by the number of matches played by each team.
- (iv) Clubs with seven or more teams may drop their lowest contributing team.
- (v) The points are then added across the remaining teams in a club and divided by the number of teams to give the total for that club

#### **43.6 FORFEITS**

Any club which forfeits two or more matches during the season shall be disqualified from the Senior Club Championship.

### **44 ASSOCIATION RECORDS**

To qualify for an Association senior record a player must have taken a minimum of 40 wickets and/or scored 400 runs in the season for which the record is claimed.

## **SECTION F: SUNDAY ONE-DAY COMPETITION RULES**

The HK&HDCA shall invite nominations from affiliated clubs to field teams in the Sunday One-day competition. The following are guidelines and rules for this competition and

may be changed to accommodate additional team entries and suitable grounds depending on nominations or other unforeseen circumstances at the discretion of the SCC.

Nominations may be called for before or during the season for a separate Sunday One-Day limited overs competition. This competition shall be run where possible on different Sundays to any senior representative matches. Rules, which may comprise a team rating or a handicap system, shall be issued no later than 14 days before nominations are due. All matches shall be played on synthetic wickets.

## **45 FORMAT OF SUNDAY COMPETITION**

Games will generally be played every second Sunday only and cease over the peak Christmas holiday period. The number of games played before semi-finals and finals will be determined by the SCC, depending on the number of teams. The Sunday prior to the semi-finals will be reserved for replaying any games cancelled due to weather. If more than one round is cancelled due to weather, the first occurrence will be scheduled for the replay Sunday.

## **46 SUNDAY COMPETITION HOURS OF PLAY**

The scheduled hours of play shall be 12 noon to 5.00pm.

## **47 MODE OF A SUNDAY MATCH**

Games shall be 36 overs per side unless rain/lightning/heat intervenes (see Rules 3.5 and 4). No Bowler may bowl more than six overs. If the total number of overs is reduced, no bowler may bowl in excess of one-sixth of the adjusted total. If a bowler has already exceeded the amended maximum number of overs, he may not bowl again in the match.

## **48 SUNDAY TEAM SHEET**

Teams shall consist of 11 players, but may include a 12th man. If playing a 12th man, one player must be nominated on the team sheet as first innings only and one player as second innings only within five minutes of the toss of the coin. The Captain winning the toss must make his decision to either bat or bowl immediately after the toss.

## **49 SUNDAY TEAM UNIFORMS**

Teams shall only wear uniforms approved by the HK&HDCA, however coloured clothing is permitted. Teams must be affiliated with the HK&HDCA.

## **50 MAKE UP OF SUNDAY TEAMS**

Each team must have a minimum rating of 45 points for the 11 players playing in each innings of the match based on the HK&HDCA's Ratings for the current season (see also Rule 59). For example, a team might play 2 x 1-rated players = 2, 2 x 2-rated players = 4, 3 x 4-rated players = 12, 2 x 7-rated players = 14 and 2 x 8-rated players = 16. Total =  $2+4+12+14+16 = 48$  points.

A player must have a Rating approved by the SCC before playing in this competition OR THEY WILL AUTOMATICALLY BE RATED ZERO. All players in each team will be reviewed by the SCC at the time of team nominations. The SCC also reserves the right to disallow or restrict any player(s) participating in this competition.

If a team is unable to field a team of 45 points or more, that team will be permitted to play providing it has a team total of at least 35 ratings points AND it concedes a handicap to the opposing team (recorded as sundries) calculated as follows:

$$(\text{higher team total} - \text{lower team total}) * 3$$

Any team not having a minimum rating of 35 points will automatically forfeit the match.

## **51 COMPLETION OF A SUNDAY MATCH**

A match is completed immediately a result has been obtained on the first innings, i.e. when the winning run is scored or when the final wicket is taken.

## **52 SUNDAY QUOTIENT RULES**

Normal quotient rules (see Rule 35.3) shall be applied in the case of a tie for any position on the competition table.

## **53 SUNDAY POINTS ALLOCATIONS**

Sunday Competition points will be allocated as follows:

Win	6 points
Tie	3 points
Draw	2 points
Loss	1 point
Forfeit	zero points and \$200 fine

Points scored by each team shall NOT be applied to the HK&HDCA Senior Club Championship.

## **54 SEMI-FINAL WINNER**

In the event of a semi-final not being played to a conclusion or if both teams are tied at the completion of the match, the team to advance to the final shall be determined as the highest placed team.

## **55 FINAL WINNER**

In the event of a final not being played to a conclusion with a clear winner, the Premier shall be declared in the following order:

- (i) Tie at the completion of the match, Joint Premiers shall be declared
- (ii) In the event of a final being drawn or abandoned, the higher placed team shall be declared Premier

## 56 SUNDAY COMPETITION PENALTIES

### 56.1 MATCH SCORES

If a team fails to submit scores for their match in MyCricket by 8.00pm on the following Monday, the offending team's Club will incur the following fines:

- (i) First offence – \$25 fine
- (ii) Second offence – \$50 fine
- (iii) Third and subsequent offences – \$100 fine and loss of one competition point from the offending team

If rain prevents play in any match or a result cannot be obtained, those games shall be declared a DRAW and must be entered in MyCricket.

## 57 SUNDAY RULES FOR RAIN / LIGHTNING / HEAT

### 57.1 TIME LOST IN FIRST SESSION

When time is lost in the first session of play, the number of overs to be bowled in each side's innings is reduced by one over per full eight minutes lost to a maximum of 16 overs lost per innings.

### 57.2 TIME LOST IN SECOND SESSION

When time is lost in the second session of play, the number of overs to be bowled is reduced by one over per full four minutes lost to a maximum of 18 overs lost. If less than four minutes is lost, there is no loss of overs.

IF LESS THAN 18 OVERS ARE COMPLETED IN THE SECOND SESSION OF PLAY WITHOUT A RESULT BEING ACHIEVED, THE MATCH SHALL BE DECLARED A DRAW.

## 58 ADJUSTED RUN AGGREGATE DUE TO TIME LOST

Where the side batting second loses overs under Rule 52.2, it shall chase an adjusted total. To win the match, the team batting second must score at least one run more than the adjusted total they are chasing. The adjusted total shall be calculated using the following table.

OVER	RATE	ADJUSTED TOTAL	OVER	RATE	ADJUSTED TOTAL
18	0.650		27	0.825	
19	0.669		28	0.844	
20	0.689		29	0.864	
21	0.708		30	0.883	
22	0.728		31	0.903	
23	0.747		32	0.922	
24	0.767		33	0.942	

OVER	RATE	ADJUSTED TOTAL	OVER	RATE	ADJUSTED TOTAL
25	0.786		34	0.961	
26	0.806		35	0.981	
			36	N/A	

## 59 SUNDAY WIDES AND NO-BALLS

Wides and no-balls shall only be called in accordance with the MCC Laws of cricket, i.e. there are no leg side wides and above the waist no-ball deliveries shall be called and the bowler warned accordingly.

## 60 SUNDAY FINALS ELIGIBILITY

A player must have played a minimum of three Sunday games to be eligible to play in a Sunday Final.

## 61 SUNDAY FEES

The total amount payable for each team is determined by the Executive at the same time as the fees for the Saturday competition. This fee does not include equipment or balls.

## 62 SUNDAY TROPHIES AND AWARDS

The winning team of the Sunday One-day competition shall receive a perpetual trophy and each team member (up to 12 players) shall receive a baseball style premiership cap from HK&HDCA. Individual batting and bowling trophies shall also be awarded with qualifications being playing four games and scoring 150 runs or taking 15 wickets.

## 63 STARTING A MATCH

Teams must have a minimum of six players ready to play at 12 noon or the opposing team may claim a forfeit. A team must also have a minimum of three stumps, two bails, a ball, a pair of wicket-keeping gloves, two bats and two pairs of pads available at 12 noon. One player must be available to effect the toss no later than 11.45 am on the day of the match, or the opposing team may claim a forfeit.

If a team is scheduled to play a Senior Saturday HK&HDCA competition match on a Sunday, the Saturday match shall be played as scheduled and the Sunday competition match shall be postponed to the following weekend. The Sunday competition for that grade shall be readjusted to allow for this situation and teams will be advised of the revised schedule. All other scheduled Sunday competition games shall proceed as normal.



## 64 SUNDAY RATINGS

Any player with a regular “Saturday” Rating shall use that as their Sunday One-Day Rating. A player without a Saturday Rating must play four Sunday One-Day games, have a minimum of four innings or bowl a minimum of 20 overs to earn a Sunday One-Day (“S”) Rating.

Any “S” Rating will be treated as a “P” Rating for the purposes of the regular Saturday competition. Should the SCC adjust such a Provisional Rating based on one or more Saturday competition performances, the adjusted Rating will also apply to any subsequent Sunday games.

Sunday One-Day Ratings will be based on the following criteria at the completion of each Sunday One-Day season:

- (i) Players will be assessed on their best discipline for the season (i.e. batting or bowling)
- (ii) Special Ratings may be given by the SCC at its discretion to outstanding players or players who received a dispensation the previous season, or any other player as seen fit
- (iii) Ratings will generally be based on:

<b>BATTING (minimum of four innings)</b>	<b>BOWLING (minimum of 20 overs)</b>
250+ runs and/or an average of 50+ - a Rating of 2	15+ wickets and/or average less than 7.5 - a Rating of 2
175-249 runs and/or average 40.00-49.99 - a Rating of 3	10-14 wickets and/or average 7.5-10.0 - a Rating of 3
100-174 runs and/or average 30.00-39.99 - a Rating of 4	5-9 wickets and average less than 15 - a Rating of 4
50-99 runs and/or average 20.00-29.99 - a Rating of 5	5-9 wickets and average 15.0+ - a Rating of 5
50-99 runs and average less than 20 - a Rating of 6	Less than 5 wickets & average less than 20 - a Rating of 6
49 runs or less and average 10.0-19.99 - a Rating of 7	Less than 5 wickets & average 20.00-24.99 - a Rating of 7
49 runs or less and average 5.0-9.99 - a Rating of 8	Less than 5 wickets & average 25.00-29.99 - a Rating of 8
49 runs or less and average less than 5 - a Rating of 9	Less than 5 wickets and average 30.0+ - a Rating of 9

## SECTION G: T20 COMPETITION RULES

### 65 FORMAT OF T20 COMPETITION

Games will be played in a T20 format for all nominated teams in five grades. A maximum of 12 teams shall be allotted to each competition. All nominated teams shall play a minimum of two T20 games in their competition, excepting byes and forfeits.

Nominations may be called for before or during the season for a separate T20 competition. This competition shall be run where possible on different Saturdays or Sundays to any senior representative matches. Rules, which may comprise a team rating or a handicap system, shall be issued no later than 14 days before nominations are due.

### 66 MAKE-UP OF T20 TEAMS

Each competition shall be made up from teams as follows (subject to change dependent upon number of teams entered and availability of grounds):

- 1st Grade from A and A Reserve Grade teams, which constitutes “The HKHDCA Cup”. Only one team per club is eligible for The Cup and priority is given to those clubs finishing higher in the club championship.
- 2nd Grade from 2 rated players and below (1 rated players allowed at the discretion of the SCC)
- 3rd Grade from 4 rated players and below
- 4th Grade from 6 rated players and below
- 5th Grade from 8 rated players and below

### 67 T20 ROUNDS

Two preliminary rounds in all five grades, Semi-Finals and Finals will be played as scheduled by the SCC. **Semi-finals and Finals will be played on Sundays.**

If rain prevents play in any match or a result cannot be obtained, those games shall be declared a DRAW and must be entered in MyCricket. If a team is scheduled to play an ordinary HK&HDCA competition match on a Sunday, the ordinary HK&HDCA match shall be played as scheduled and the T20 match shall be postponed to the following weekend. The T20 competition for that grade shall be readjusted to allow for this situation and teams will be advised of the revised schedule. All other scheduled T20 shall proceed as normal.

As far as practical, teams will play teams in their own grade for the first two rounds of the competition. In the case of a Bye, a team may have to play another team from the next grade if necessary.

Any club forfeiting a T20 match may be subject to a fine of up to \$200 at the discretion of the SCC.

## **68 T20 MATCH TIMES**

All Saturday games in this competition shall commence at 1.00pm and are scheduled to finish at 4.00pm each day. All Sunday games shall commence as determined by the SCC.

## **69 T20 GENERAL RULES**

### **69.1 BOWLING RESTRICTIONS**

In a single innings, each of the bowlers may bowl a maximum of one-fifth of the total number of overs, i.e. four overs in a total of 20 overs.

### **69.2 FRONT FOOT NO-BALL**

If a bowler delivers a ball overstepping the popping crease, it is a no-ball. The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsmen can only be dismissed through a run out. If the same batsman is on strike for the free-hit then the field must remain the same, however it may change if the batsmen have swapped ends. .

### **69.3 INTERVAL**

In a normal T20 match, the interval lasts for 15 minutes. However, in a reduced overs match, it can be cut to ten minutes.

### **69.4 QUALIFICATION OF A MATCH**

If, and only if, each of the two teams has faced (or had the opportunity to face) five overs will a match be deemed to have been played.

### **69.5 BOUNCER NO-BALL**

Any pitched ball that bounces over the head of a batsman in his normal upright stance shall be called a no-ball and the next ball is a Free Hit for the batting team (fielders must remain in the same position if the same batsman is on strike).

### **69.6 FULL PITCHED NO-BALL**

Any full pitched delivery above the waist shall be called a no-ball.

### **69.7 \_\_\_\_\_ HOURS OF PLAY**

The 20th over of a T20 match must commence prior to the 80th minute of the innings. A 15 minute break will be taken between innings.

## **69.8 INCOMING BATSMAN**

At the fall of a wicket, the incoming batsman must reach his crease within 90 seconds of the dismissal of the previous batsman.

## **70 FIELDING RESTRICTIONS**

### **70.1 LEG SIDE FIELD**

A maximum of five fielders can be on the leg side at any given point of time in a T20 match.

### **70.2 FIRST SIX OVERS**

There cannot be more than two fielders outside the 25 metre circle in the first six overs of each innings. If more than the maximum number of fieldsmen is outside the 25m circle at any point of time, either umpire shall immediately call and signal “no-ball” and the ball has to be re-bowled.

### **70.3 AFTER THE FIRST SIX OVERS**

There can only be a maximum of five fielders outside the fielding circle after the first six overs of a T20 innings have been bowled. If more than the maximum number of fieldsmen are outside the 25m circle at any point of time, either umpire shall immediately call and signal “no-ball” and the ball has to be re-bowled.

## **71 T20 PLAYER ELIGIBILITY**

Players must play in a T20 team (or a higher graded team) that they are rated to play in, according to their Ratings provided for the forthcoming season by the HK&HDCA. Where a Club plays more than one team in any grade, a player will not play in more than one of those teams.

## **72 COMPLETION OF A T20 MATCH**

Games are completed as soon as the winning run is scored, the final wicket is taken or a result is obtained.

## **73 T20 POINTS ALLOCATIONS**

The T20 Competition points will be allocated as follows:

- Win 2 points
- Tie 1 point
- Draw 1 point
- Loss zero points
- Forfeit zero points and \$200 fine

## **74 SEMI-FINALS AND FINALS**

The top four teams for each grade based on points gained over the first two rounds shall progress to the semi-finals, where the first placed team shall play the fourth placed team in one semi-final and the second placed team shall play the third placed team in the other semi-final. The two winners shall play off in the final in each grade.

In the case of a tied point score for any position, quotient shall be used to determine the Semi-finalists or the positions that teams are ranked in for the semi-finals.

In the event of a washout or draw in a Semi-final or Final, the higher placed team moves forward or wins. In the case of a tie after completion of the innings of both teams, a super over is played (see Rule 80. In a semi-final, if the result is still tied after the application of Rule 80 the higher placed team moves forward. In a final, if the result is still tied after Rule 80 joint premiers shall be declared.

## **75 T20 TROPHIES**

All winning teams of each grade shall receive a perpetual trophy for winning the HK&HDCA T20 Cup in that grade.

## **76 ENTERING T20 RESULTS**

The results of each match must be entered into MyCricket by 8.00pm on the following Monday. Failure to submit / confirm / dispute results into MyCricket by this time shall lead to the non-offending team being declared the winner of that match, or in the case neither team enters the result, both teams being awarded NO points for the match.

## **77 T20 WET WEATHER PROCEDURES**

In the case of rain or wet weather, the match is reduced by one over per team for each eight full minutes lost. If a match cannot start by 3.20pm (Saturdays) or 4.20pm (Sundays), the match is abandoned and shall be declared a DRAW. The result must still be entered into MyCricket by both teams.

For Finals, drawn games will be replayed on a suitable date, depending on ground availabilities.

A minimum of ten overs in a match must be achieved for a result to be obtained and each team must face a minimum of five overs.

If time is lost in the second innings of the match, that team's revised batting target is the run-rate achieved by the team batting first plus one run.

For example, ARL batting first score 4 for 75 from their rain reduced 15 overs at a run-rate of 5.00. Batting second, WPHC have a further rain interruption (20 minutes – another five overs) and can only bat ten overs. Their revised target becomes  $10 \times 5 = 50 + 1 = 51$  runs to win. The match ends when WPHC scores 51 runs, or ARL bowls their ten overs and WPHC have not passed ARL score (50), or WPHC is bowled out for 49 or less.

## **78 MARKING THE FIELD**

It is the responsibility of the first-mentioned team in the draw to purchase a can of lead free Survey Marking Paint (suitable for grass surfaces), preferably in white, however other light colours are acceptable, e.g. yellow. (Survey Marking Paint and other similar products are available at hardware chains such as Bunning's and Mitre 10.) This shall be applied to all grades and all grounds. Costs can be reimbursed on provision of a receipt through HK&HDCA if required.

Fields must be marked with a 25 metre "circle", at least 30 minutes before the match. The 25 metres shall be a circumference from the stumps at both ends, then simply join up the ends to finish with a "circle" (see diagram). Alternatively, fields can be marked using a series of dots no more than ten meters apart.

## **79 T20 BALLS**

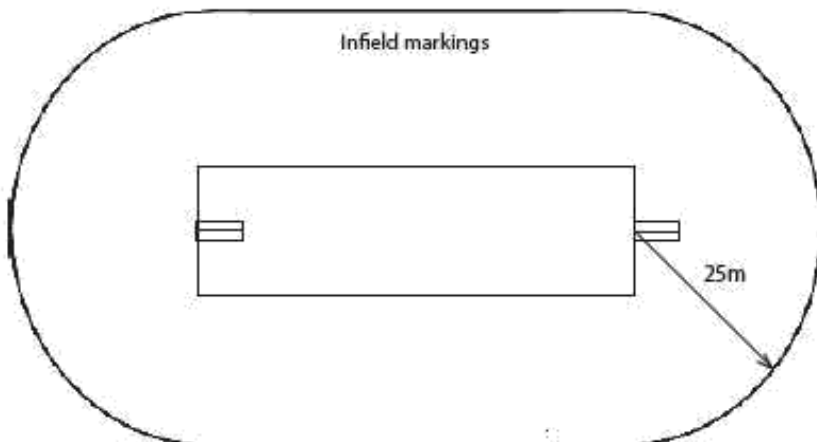
On mutual agreement by both Captains, an old or practice ball may be used for HK&HDCA T20 games. However, in the case of disagreement by the Captains, a new ball as approved by the SCC shall be used in a T20 match.

## **80 TIED T20 MATCH PROCEDURE**

If there is a tie at the end of a T20 match, the winner will be determined by a Super Over (i.e. one extra over per side). Each of the teams nominates three batsmen and one bowler to play the Super Over. A further toss will determine the team who bats first. If a team loses two wickets before the Super Over is complete, it loses the match. If this does not happen, the team with the higher score from its Super Over wins. If there is a tie after the Super Over, the team that has the higher number of sixes in its full innings will be declared the winner. If by any chance there is still a tie, the team with the higher number of fours in its innings will be declared the winner.

## **81 T20 PENALTIES**

Failure to comply with any of the rules outlined above may lead to penalties as determined by the Senior Competition Committee, including awarding no competition points or awarding a match to an opponent for substantial breaches.



## SECTION H: JOHN HAYNE CUP COMPETITION RULES

### 82 COMPETITION FORMAT

The competition is open to all teams and players not involved in the Saturday Competition semi-finals. Mixed grade teams are acceptable. Team nominations should be submitted to the Senior Competition Secretary ([seniorcompsec@hkhdca.com.au](mailto:seniorcompsec@hkhdca.com.au)) by the date and time advised by the SCC.

All games shall be played in a 20/20 format. Subject to time limits (see Rule 79), the team batting second shall bat the full 20 overs (unless already dismissed) irrespective of whether a result has been obtained, in order to obtain the maximum points possible for the match.

The team with the most points after the four rounds wins the John Hayne Cup. In the event of two or more teams being equal on points, quotient will be used to determine the winner.

### 83 TEAM GRADING

Teams shall be grouped to play each other as close as possible to their nominated average rating, however teams will be handicapped based on the actual Rating of each player on the team sheet for that match. Unrated players shall receive a Provisional zero Rating for the purposes of handicapping. If a player has a Dispensation ("D") Rating, they will play under their actual Rating. If this is unknown, it is assumed to be one point lower than their "D" Rating (e.g. a D8 would play as a 7). No restrictions beyond those applied to all players will apply.

The aggregate rating for each team is calculated and the difference between the team aggregates is multiplied by 1.5 to determine the handicap. If the calculation results in a half point, this should be rounded up. For example:

Team A aggregate rating = 76, Team B aggregate rating = 45  
 $76 - 45 = 31$ ,  $31 \times 1.5 = 46.5$ , rounded up = 47 handicap (recorded as sundries)

## 84 PLAYING TIMES

Games shall commence at **1.00PM** and **3.45PM** on both days. The fielding side **must bowl its 20 overs within a period of 70 minutes**. Wides and no-balls shall **NOT** be re-bowled, however, all wides (including leg-side wides) and no-balls shall be counted as two runs in addition to any other score. A ball that goes over a batsman's head in his normal upright stance at the crease shall be called a no-ball. Off side wides shall only be called if a ball pitches on the wicket and goes outside the line of the pitch and the batsman cannot hit the ball. A five minute change of innings shall apply in all games.

Captains must ensure their watches are the same before each match commences and agree on all starting and finishing times for each innings. **For each full over not commenced after 70 minutes, a twenty (20) run penalty (recorded as sundries) shall be applied, but the innings is finished at the completion of the over in progress.**

## 85 BOWLING RESTRICTIONS

Four bowlers may bowl a maximum of three overs each, while all other bowlers may only bowl a maximum of two overs. A bowler must stop bowling immediately after taking three wickets. Any remaining balls in an over must be bowled by another player as per the normal MCC rules following the suspension of a bowler. Part overs will count towards a bowler's maximum allowance, therefore at least eight bowlers will be required to complete the 20 overs.

## 86 BATTING RESTRICTIONS

All batsmen must retire (not out) immediately upon reaching 20 runs, unless dismissed prior. Batsmen retired not out may bat again after all other batsmen in their team have been dismissed, or have retired not out, in the order that they originally batted. If a retired batsman batting again scores an additional 20 runs (i.e. 40 in total), he must retire (not out) again and this process is repeated as required. Batsmen may bat on at the fall of the 9th wicket with no further batting restrictions.

Batsmen have 45 seconds to be in position to face their first ball after a batsman has been dismissed or retired not out, or they shall be timed out.

## 87 WICKETKEEPING RESTRICTIONS

A wicketkeeper cannot be changed during an innings (and is therefore not permitted to bowl) unless there is an injury or there are only eight players in the team and he is required to bowl to complete 20 overs.



## 88 TEAM SHEETS

All players on the team sheet must show their current HK&HDCA Rating. Unrated players will be given a Provisional zero Rating. Teams must have a minimum of eight players listed so that handicap runs can be correctly calculated. (Only players listed on a team sheet can bat, bowl or keep wicket).

## 89 COMPETITION POINTS

The team with the most runs (including their handicap) wins the match. Points are awarded as follows:

- Win 20 points
- Bye/forfeit maximum points for the round
- Tie 10 points
- Draw (washout) 10 points
- Loss zero points

One bonus point shall be awarded to the batting team for every 20 runs scored (excluding handicap and penalties) and one bonus point shall be awarded to the fielding team for every two wickets taken.

## 90 MATCH RESULTS

Each team must enter full match scores including the team list and player scores into MyCricket **by 8.00pm on the Monday** following the game(s). A 20 point penalty may be applied for late entry. (If difficulties are experienced, please advise the SCC).

## 91 WET WEATHER

All safety and weather related requirements as per the Saturday competition rules shall be followed.

In the case of wet weather or other issues causing loss of playing time in the first innings, the match is reduced by one over for each team for each full 8 minutes lost. **A minimum of 10 overs is required to achieve a result with each team facing a minimum of 5 overs.**

If time is lost in the second innings, the batting team's revised target is the run rate achieved by the team batting first (including handicap runs) plus one run.

In the case of any loss of overs, handicap sundry runs shall also be reduced pro-rata with the reduction in overs.

## 92 PROTESTS

There shall be no protests in this competition. It is the two Captains' sole responsibility to determine the result and points allocation of each match quickly and to sign off the result and points in the opposition's scorebook before leaving the match. Any misbehaviour will be dealt with in the normal manner by HK&HDCA.



## **EXTREME HEAT POLICY**

### **INTRODUCTION**

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

It is recognised that SCA matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

### **APPLICATION**

This Policy shall apply to all NSW Premier Cricket, Shires and Women's Premier Cricket matches.

### **TEMPERATURE THRESHOLD**

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

The "Feels like" or effective temperature (taking into account wind and humidity) from the nearest weather station in degrees from the BOM Weather App shall be used. The "feels like" temperature may vary from the absolute temperature depending on the level of humidity and wind.

### **SMARTPHONE APP**

BOM Weather shall be the official App for sourcing temperature data. The "feels like" temperature shall be the official temperature measurement. Weatherzone App may be used as a supplementary resource. Smartphone location settings must be enabled.

### **CESSATION OF PLAY**

- Level 1 – The umpires shall schedule additional drinks intervals in the event that the "feels like" temperature exceeds 37 degrees Celsius. The drinks interval shall be of 10 minutes' duration. Players and umpires may leave the field of play during this interval.



**SYDNEY CRICKET  
ASSOCIATION**



**CRICKET NSW  
PREMIER CRICKET**

- Level 2 – Play shall cease immediately in the event that the “feels like” temperature, at the location, reaches or exceeds 43 degrees Celsius.
- Resumption of play – Play shall resume if the “feels like” temperature drops below 43 degrees.

### **LOSS OF PLAYING TIME (DUE TO EXTREME HEAT)**

Where there is any interruption(s) to play due to extreme heat refer to HKHDCA Local Rule 38.3:

### **ADVANCE CANCELLATION OF AN ENTIRE DAY’S PLAY**

The SCC may determine to cancel a day’s play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is 45 degrees or more.

### **AMENDMENT TO PLAYING TIME**

All participants in every match are to strive to maximise opportunities to play. **INCREASED DRINKS BREAKS, EXTENDED INTERVALS AND CESSATION OF PLAY** Forecast temperature exceeding 37 degrees

Prior to the start of play on any match day, the umpires and captains shall conduct a heat safety briefing -

- (a) to determine increasing the number and duration of drinks intervals, and;
- (b) to determine whether to extend the duration of lunch and/or afternoon tea intervals.