

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



CONDUCT & PLAYING RULES SENIOR COMPETITION (2021/22)

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.

8 Reserved

SECTION B: CAPTAINS, TEAM SHEETS, MATCH RESULTS, PLAYERS, CAPTAINS' REQUIREMENTS

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 hornsbymumpires@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 - hornsbymumpires@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. 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 by 10-00am Sunday following Day 1 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), the Umpires' Secretary (hornsbymumpires@outlook.com), the SCC Secretary (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) 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 of 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 wicketkeeper 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 their maximum spell providing this does not take them past the daily maximum for their age group.

Date of Birth	Age Group	Max Overs per Spell	Max Overs per Day
After 31/08/2010	Under 11	3	6
01/09/2008 to 31/08/2010	Under 12 & 13	4	8
01/09/2007 to 31/08/2008	Under 14	5	10
01/09/2006 to 31/08/2007	Under 15	5	12
01/09/2005 to 31/08/2006	Under 16	6	16
01/9/2004 to 31/08/2005	Under 17	6	16
01/09/2003 to 31/8/2004	Under 18	7	18
01/09/2002 to 31/08/2003	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 their maximum spell, they must cease bowling and may not bowl again until the prescribed rest period has expired. If a bowler bowled less than their maximum spell, they may recommence bowling at any time, however if they have not rested for their 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 PLAYER PROTECTION - HELMETS

19.1 BATTING

All players shall be required to wear a helmet with a fixed non removable grill while batting against fast or medium paced bowling. (Players born on or after 31/8/2003 must wear a helmet at all times.)

19.2 FIELDING

All players fielding within 7 metres from the batter's position on the popping crease on a middle stump line in any position from gully through the bowler to the wicket keeper shall be required to wear a helmet with a fixed non removable grill. (Players born on or after 31/8/2003 may not field within 10m to the batsman on strike, in any position from point through the bowler to the wicketkeeper.)

19.3 WICKETKEEPING

At all times when standing up to the stumps, the wicketkeeper must wear a helmet. (Players born on or after 31/8/2003 must wear a helmet with a fixed non removable grill when wicketkeeping within 7m of the stumps.)

Refer to Appendix B for Management and Enforcement of the Helmet Policy.

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 from Round 9 onwards.

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 HKHDCA 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 2020/21 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 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 gsilver2213@gmail.com 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 gsilver2213@gmail.com 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 – C4

9 rated players – D Grade

10 rated players – D2 Grade

11 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
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 30 200-349 runs and average less than 40 OR 150-199 runs and average 20+ 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 Net Run Rate 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 Net Run Rate (NRR) for a team will be determined as follows:

(i) The batting run rate for a team will be obtained by dividing its number of runs by its number of wickets lost. The batting run rate of its opponents will be obtained in the same manner. The latter will then be subtracted from the former to produce the team's Net Run Rate. 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 will incur the following penalties. This penalty also applies to the team batting first in a two-day match (see Rule 10).

(i) First offence – Written warning

(ii) Second offence – 1 competition point from the offending team.

(iii) Third offence – 2 competition points increasing by an additional 1 competition point for each subsequent offence.

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 will incur the following penalties:

(i) First offence – Written warning.

(ii) Second offence – 1 competition point from the offending team.

(iii) Third offence – 2 competition points increasing by an additional 1 competition point for each subsequent offence.

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 will incur the following penalties:

(i) First offence – Written warning.

(ii) Second offence – 1 competition point from the offending team.

(iii) Third offence – 2 competition points increasing by an additional 1 competition point for each subsequent offence.

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

38 AFTERNOON TWO-DAY GAMES – ALL GRADES

38.1 HOURS OF PLAY

Scheduled playing hours are 1:00pm until 6:00pm (A Grade 12-30pm 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 (A Grade 5-30pm).

The minimum number of overs to be bowled on each day of a two-day match is 70 (A Grade 80). 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).

38.1.1 Last hour of match – number of overs

When one hour of Playing time of the match remains, according to the agreed hours of play, the over in progress shall be completed. The next over shall be the first of a minimum of 18 overs (20 overs in A Grade), provided that a result is not reached earlier and provided that there is no interval or interruption to play.

38.2 TEA INTERVAL

A Tea Interval is scheduled to be taken between 3:30pm and 3:45pm (A Grade 3-05pm and 3-20pm, or between 2:30pm and 2:45pm for a 12pm 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 12pm 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 42.

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 12th, 13th and 14th Men – TWO-DAY GAMES

39.1 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”.

39.2 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.

39.3 12th,13th & 14th Men

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

40 GRADE PLAYER REPLACEMENT

40.1 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), the Umpires' Secretary (hornsbyumpires@outlook.com) and the Secretary of the opposing team at least 48 hours prior to the commencement of play on Day 2.

40.2 RESTRICTIONS

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

40.2.1 A player who is out

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

40.2.2 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".

40.2.3 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.

40.3 TRANSGRESSION

Breach of Rule 40 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.

41 R PLAYING EQUIPMENT

41.1 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.

42 AFTERNOON ONE-DAY GAMES – ALL GRADES

42.1 HOURS OF PLAY

All One-day matches in all grades shall be 35 overs per side (A Grade 40 overs per side) with play commencing at 1.00pm (A Grade 12-30pm) 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 12-30pm with a scheduled finishing time of 5.30pm (A Grade 6-00pm).

All Sunday matches shall start at 12pm and have a scheduled finishing time of 5.00pm (A Grade 5-30pm).

42.1.1 FORMAT

A team sheet may contain 12 eligible players. Prior to the commencement of the first innings the captain may nominate a player as a batter "Bat" and another as a bowler "Bowl" ONLY PLAYERS RATED FOR THE GRADE OR BELOW MAY BE NOMINATED IN THIS WAY (i.e. for D Grade both players must be a 9, 10 or 11 rated). During the batting innings the "bat" will participate and can bat anywhere in the order, but the bowler may not participate

unless there is an injury / absence, and the opposition captain agrees. While fielding, the batter may not bowl or keep wicket, unless agreed by the opposition captain in the event of injury / absence, but can operate as a standard 12th man and sub field as required.

42.1.2 Batters may retire not out at any point after scoring 30 or more runs. After all other players have batted (before ten (10) wickets have fallen), a batter who was previously retired not out can return until dismissed or the team is ALL OUT, (whichever occurs first). All batters retired not out must return in the same order that they retired. All batters who do not return will be deemed RETIRED OUT at the completion of the match.

42.2 LOSS OF PLAYING TIME

42.2.1 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. If more than 15 overs are lost per innings (A grade 20 overs 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.

42.2.2 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 (A grade 20 overs). 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 (A grade 20 overs) are completed in the second session without a result being achieved, the match shall be declared a draw.

42.2.3 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.

42.2.4 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.

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

42.3 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.

42.4 NO-BALL – A Grade only

If a bowler delivers a ball that 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 batsmen is on strike for the free-hit then the field must remain the same, however it may change if the batsmen have swapped ends.

42.5.1.

A bowler shall be limited to two fast short-pitched deliveries per over.

42.5.2.

A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

42.5.3.

The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

42.5.4.

In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 42.5.2 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

43 FIELDING RESTRICTIONS - A Grade only

43.1 LEG SIDE FIELD

There may be no more than five fielders on the leg side. If more than the maximum number of fielders are on the leg side at the instant of delivery, either umpire shall immediately call and signal "no-ball".

43.2 FIELDING CIRCLE – POWER PLAY

There cannot be more than two fielders outside the 25-metre circle in the first ten overs of each innings. If more than the maximum number of fielders are outside the 25m circle at the instant of delivery, either umpire shall immediately call and signal "no-ball".

For time lost in the first session, before the completion of the first ten overs, fielding restrictions will be reduced by one over in each innings for each period of 32 minutes (4 overs) lost. For time lost in the first session, after the completion of the first ten overs of the team batting first, the field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first. Incomplete or fractions of overs are ignored.

43.3 FIELDING CIRCLE – POST POWER PLAY

There can only be a maximum of five fielders outside the fielding circle after the first ten overs of a one-day 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”.

44 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.) 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 metres apart.

45 TROPHIES AND CLUB CHAMPIONSHIP

45.1 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.

45.2 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.

45.3 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

45.4 CLUB CHAMPIONSHIP QUALIFICATION

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

45.5 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
C4 Grade	1.2
D Grade	1.1
D2 Grade	1.0

- (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.

45.6 FORFEITS

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

46 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.

APPENDIX A - EXTREME HEAT POLICY 2020-21

SCOPE

The HK&HDCA's Extreme Heat Policy applies to all Players, Player Support Personnel and Match Officials (collectively known as Participants) involved in any Hornsby Ku-ring-gai & Hills District Cricket Association (HK&HDCA) Senior competition.

This policy has been adapted from the Sydney Cricket Association's (SCA's) 2020/21 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 HK&HDCA 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 HK&HDCA Seniors matches.

1. TEMPERATURE THRESHOLD

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

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

2. SMARTPHONE APP

The BOM (Bureau of Meteorology) Weather App is to be the official App for sourcing temperature data. The App displays the actual air temperature as well as the "feels like" temperature at a particular location. Smartphone location settings must be enabled.

Alternative weather apps may be used if the BOM App's data appears to be inaccurate or not up to date.

3. ADDITIONAL DRINKS INTERVALS AND EXTENDED INTERVALS

Prior to the commencement of play, the umpires and captains shall conduct a heat safety briefing –

- a) to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals; and

- b) to determine whether to extend the duration of lunch and/or afternoon tea intervals.

4. CESSATION, RESUMPTION AND ABANDONMENT OF PLAY

- a) Cessation of Play: In the event that either the Air temperature or the “Feels Like” temperature reaches or exceeds 42 degrees Celsius, the umpires shall cease play.
- b) Resumption of Play: Following a cessation of play under 4 (a) above, play shall only resume if the air temperature drops to, or below, 38 degrees Celsius within 1 hour after a cessation of play, otherwise, the day’s play shall be abandoned.
- c) Abandonment of Play: The day’s play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 4b above); or

Notwithstanding 4 (c) above, the umpires, in consultation with the captains, may abandon the day’s play immediately following a cessation, if the BOM App’s hourly forecast does not show a fall in temperature to 38 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day’s play.

- d) There shall be no discretion to allow a resumption of that day’s play once play has been abandoned due to extreme heat.

5. PLAYER HEALTH AND WELFARE

Notwithstanding (4) above, the umpires shall have the sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, it would be dangerous to the health and welfare of any, or all, of the participants. To assist the umpires in exercising their discretion, they may –

- a) take into account any apparent signs of heat stress being displayed by any of the participants.
- b) refer to an air temperature thermometer, if properly installed in the shade at the match venue.

6. ADVANCE CANCELLATION OF AN ENTIRE DAY’S PLAY

The SCC has the power to cancel a day’s play in the event that, on the day prior to scheduled play, the forecast temperature is 44 degrees or more.

7. AMENDMENT TO PLAYING TIME

By monitoring 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, the SCC has the power to reschedule the start of play to 9.00am in any match, in order to maximise the opportunity for play during a cooler time of day.

The SCC will seek to provide clubs with ample advance notice that an amendment to playing time may be imminent.

All participants in every match are to strive to maximise opportunities to play.

NB: In matches where no official umpire is appointed both team captains shall be responsible for adherence to this policy.

SECTION 1 - BATTING

1. Playing Condition: Against All Types of Bowling Except Against Slow Bowling

Reminder: Any player that is aged less than 18 years must wear a compliant helmet at all times when batting

- 1.1 A batter must wear a helmet at all times when batting against fast or medium-paced bowling.
- 1.2 The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered “fast”, “medium-paced” or “slow” within the context of that particular match.
- 1.3 The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.
- 1.4 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 1.1 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.
- 1.5 The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

2. Enforcement Procedure: Batting (in a Match with Association Appointed Umpire(s))

Reminder: Any player that is aged less than 18 years must wear a compliant helmet at all times when batting

- 2.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by clause 1.
- 2.2 If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with clause 1.1.
- 2.3 If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with clause 1.1, there shall be no loss of time/overs to the match solely due to this delay.
- 2.4 If a batter does not to comply with this direction:
 - 2.4.1 The umpire shall call time, if necessary
 - 2.4.2 The umpires shall summon and inform the offending players captain of his/her refusal to comply with clause 1.1
 - 2.4.3 The umpire shall award 5 penalty runs to the fielding team
 - 2.4.4 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player’s team and to the Governing Body responsible for the match, who shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.

- 2.5 If after the action in clause 2.4 the batter continues to not comply with clause 1.1 then:
- 2.5.1 The batter will be given out, Timed Out
 - 2.5.2 In the event of a Timed Out dismissal, the bowler does not get credit for the wicket.
- 2.6 In the event of an extended delay in which either no batter comes to the wicket wearing a helmet or a batter fails to wear a helmet and also fails to leave the wicket having been given out in accordance with clause 2.5, the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of clause 2.4.3.
- 2.7 Further to clause 2.4.4, the umpires shall also report the occurrence of clause 2.5.1 to the Executive of the offending player's team and to the Governing Body responsible for the match.
- 2.8 For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 2.3 -2.5.

3 Enforcement Procedure: Batting (in a Match WITHOUT Association Appointed Umpire(s) i.e. self-umpired matches

Reminder: Any player that is aged less than 18 years must wear a compliant helmet at all times when batting.

- 3.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in position to take guard or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement, and be wearing a helmet as required by clause 1.1
- 3.2 If this requirement is not met, the umpire(s) must not permit the game to continue until:
- 3.2.1 The batter complies with clause 1.1, or
 - 3.2.2 The batter without a helmet leaves the field of play and is replaced by a batter complying with clause 1.1.
- 3.3 Should clause 3.2 not be complied with, and the umpire(s) permits the game to continue, the captain of the fielding side must not permit his/her bowler to bowl any delivery until clause 3.2 has been complied with.
- 3.4 Should the match be permitted to continue without clauses 3.1 – 3.3 being complied with, the following shall apply:
- 3.4.1 Upon receiving information regarding the incident, the Governing Body shall take all reasonable and appropriate measures to investigate the instance(s).
 - 3.4.2 Should the Governing Body find that the match continued without clause 1.0 – 3.0 being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 3.4.2.1 Both teams will have all their match points from the match removed.
 - 3.4.2.2 Both team captains will be reported to the Governing Body for failure to comply with the competition's rules/by laws.

- 3.4.2.3 Any batter who failed to comply with clauses 1.0 and 2.0 will be reported to the Governing Body for failure to comply with the competition's rules/by laws.
- 3.4.2.4 Any bowler who failed to comply with clause 3.0 may be reported to the Governing Body for failure to comply with the competition's rules/by laws.
- 3.4.2.5 Any umpire who failed to comply with clause 2.0 may be reported to the Governing Body for failure to comply with the competition's rules/by laws.
- 3.4.2.6 The Governing Body shall take such action as they deem appropriate against the above participants.
- 3.4.2.7 Furthermore, the Governing Body shall take action against the club(s) of the offending players in the match.
- 3.5 In the event of an extended delay of 3 minutes in which either no batter comes to the wicket wearing a helmet or a batter fails to wear a helmet and also fails to leave the wicket to comply with clause 2.1 or 2.2, the fielding captain shall instruct his players to leave the field of play and the game will not recommence until clause 1.0 or clause 2.0 has been complied with.
 - 3.5.1 If a delay as in clause 3.5 continues for a period of 3 minutes, the game shall be deemed abandoned and the fielding team shall report the instance to the Governing Body as soon as practicable
 - 3.5.2 The Governing Body shall take all reasonable and appropriate measures to investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
 - 3.5.2.1 Remove all match points from the batting team whose batter(s) failed to comply with clause 1.0.
 - 3.5.2.2 Award an outright win (or equivalent maximum available points) to the fielding team
 - 3.5.2.3 Take appropriate action against each batter who failed to comply with clause 1.0
 - 3.5.2.4 Impose an appropriate sanction on the captain of the team of the batter(s) who failed to comply with clause 1.0 as the Governing Body deem fit
 - 3.5.2.5 Impose an appropriate sanction on the club of the batter(s) who failed to comply with clause 1.0 as the Governing Body deem fit, including, but not restricted to:
 - 3.5.2.5.1 Financial penalties
 - 3.5.2.5.2 Removal of match points from the offending club's team
 - 3.5.2.5.3 Denial of the offending club's team from taking part in finals

SECTION 2 - WICKETKEEPING

1 Playing Condition: Wicketkeepers Standing Up To The Stumps

- 1.1 At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a helmet.
- 1.2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 1.1 but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013.
- 1.3 The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by clause 1.1

2 Enforcement Procedure: Wicketkeeping (in a Match with Association Appointed Umpire(s))

- 2.1 At anytime as required by clause 1.1 a wicketkeeper must wear a helmet.
- 2.2 Should a wicketkeeper fail to wear a helmet at anytime as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue until the wicketkeeper does one of the following:
 - 2.2.1 Wears a helmet
 - 2.2.2 Moves his/her position to one that does not require him/ her to wear a helmet
 - 2.2.3 The fielding team changes wicketkeeper to a different player who is complying with clause 1.1
- 2.3 In the event of an extended delay in which the wicketkeeper fails to wear a helmet and fails to comply with clauses 2.2.1 – 2.2.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
- 2.4 Further, each wicketkeeper that fails to comply with clause 1.1 shall be reported to the Executive of the offending player's team and to the Governing Body responsible for the match by the umpire(s). The Governing Body shall take any action it deems appropriate against each offending wicketkeeper.

3 Enforcement Procedure: Wicketkeeping (in a Match WITHOUT Association Appointed Umpire(s) i.e. self-umpired match)

- 3.1 At anytime as required by clause 1.1 a wicketkeeper must wear helmet.
- 3.2 Should a wicketkeeper fail to wear helmet at anytime as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue.
- 3.3 Should the umpire(s) not comply with clause 3.2 and permit the game to continue, the batters together shall refuse to take a position to receive the ball until clause 3.1 is complied with.
- 3.4 Should the match be permitted to continue without clauses 3.1 – 3.3 being complied with, the following will apply:
 - 3.4.1 Upon receiving information regarding the incident, the Governing Body shall take all reasonable and appropriate measures to investigate the instance.
 - 3.4.2 Should the Governing Body find that the match continued without clause 3.1 – 3.3 being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - Both teams will have all their match points from the match removed.

- Both team captains will be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - Any wicketkeeper who failed to comply with clauses 3.1 and 3.2 will be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - Any batter who failed to comply with clause 3.3 may be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - Any umpire(s) who failed to comply with clause 3.2 may be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - The Governing Body shall take such action as they deem appropriate against the above participants reported to them.
 - Furthermore, the Governing Body shall take action against the club(s) of those offending players in the match.
- 3.5 In the event of an extended delay in which the wicketkeeper fails to wear a helmet or fails to move his/her position to one where a helmet is not required, the captain of the batting side shall instruct his/her batters to leave the field of play and the game will not recommence until clause 3.1 has been complied with.
- 3.5.1 If a delay as in clause 3.5 continues for a period of 3 minutes, the game shall be deemed abandoned and the batting team shall report the instance to the Governing Body as soon as practicable.
- 3.5.2 The Governing Body shall take all reasonable and appropriate measures to investigate the instance(s) and take such action as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
- Remove all match points from the fielding team whose wicketkeeper(s) failed to comply with clause 1.0.
 - Award an outright win (or equivalent maximum available points) to the batting team.
 - Take appropriate action against each wicketkeeper who failed to comply with clause 1.0.
 - Impose an appropriate sanction on the captain of the team of the wicketkeeper(s) who failed to comply with clause 1.0.
 - Impose an appropriate sanction on the club of the wicketkeeper(s) who failed to comply with clause 1.0 including, but not limited to:
 - Financial penalties
 - Removal of match points from the offending club's team
 - Denial of the offending club's team from taking part in finals

SECTION 3 - FIELDING

1. **Playing Condition: Fielding: Outside arc from gully through the bowler to the wicketkeeper**

Reminder: Any player born on or before 31/8/2003 is prohibited from fielding any closer than 10m from the bat (unless acting as a Wicketkeeper or fielding in the Slips or a Gully position).

- 1.1 At all times when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position between the wicket keeper and the accepted position of gully, must wear a helmet.
- 1.2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 1.1 but are not responsible for ensuring that the helmet being worn by the fielder is compliant with British Standard 7928:2013.
- 1.3 The umpire(s) are the sole judges of the distance from the stumps in this clause.
- 1.4 The umpire(s) must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by clause 1.1.
- 1.5 The exchange of protective equipment between members of the fielding side on the field of play is permitted provided that the umpire(s) do not consider that it constitutes a waste of playing time.

Note: For the avoidance of doubt, any fielder within the pre-scribed distance deemed to be fielding wider than a standard "gully" must wear a helmet. But fielders fielding finer than gully e.g. any slip are not required to wear a helmet.

For the avoidance of doubt, any fielder within the pre-scribed distance deemed to be fielding at "leg slip" or "leg gully" must wear a helmet.

2. **Enforcement Procedure: Fielding (in a Match with Association Appointed Umpire(s))**

- 2.1 Should a fielder fail to wear a helmet at anytime as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue until the fielder does one of the following:
 - 2.1.1 Wears a helmet
 - 2.1.2 Moves his/her position to one that does not require him/ her to wear a helmet.
 - 2.1.3 The fielding team changes the fielder in the position, to a different player who is complying with clause 1.0.
- 2.2 In the event of an extended delay in which the fielder fails to wear a helmet and fails to comply with clauses 2.1.1 -2.1.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
- 2.3 Further, each fielder that fails to comply with clause 1.0 shall be reported to the Executive of the offending player's team and to the Governing Body responsible for the match by the umpire(s). The Governing Body shall take any action it deems appropriate against each offending fielder.

3 Enforcement Procedure: Fielding (in a Match WITHOUT Association Appointed Umpire(s) i.e. self-umpired match

- 3.1 At any time as required by clause 1 a fielder must wear a helmet.
- 3.2 Should a fielder fail to wear a helmet at anytime as required by the by-laws or as directed by an umpire(s). The umpire(s) shall not permit the game to continue.
- 3.3 Should the umpire(s) not comply with clause 2.0 and permit the game to continue, the batters together shall refuse to take a position to receive the ball until clause 1.0 is complied with.
- 3.4 Should the match be permitted to continue without clauses 1.0 – 3.0 being complied with, the following will apply:
 - 3.4.1 Upon receiving information regarding the incident, the Governing Body shall take all reasonable and appropriate measures to investigate the instance.
 - 3.4.2 Should the Governing Body find that the match continued without clause 1.0 – 3.0 being complied with, they shall impose sanctions taken from, but not restricted to one or more of the following options:
 - 3.4.2.1 Both teams will have all their match points from the match removed.
 - 3.4.2.2 Both team captains will be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - 3.4.2.3 Any fielder who failed to comply with clauses 1.0 and 2.0 will be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - 3.4.2.4 Any batter who failed to comply with clause 3.0 may be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - 3.4.2.5 Any umpire who failed to comply with clause 2.0 may be reported to the Governing Body for failure to comply with the competition's rules/by laws.
 - 3.4.2.6 The Governing Body shall take such action as they deem appropriate against the above participants reported to them.
 - 3.4.2.7 Furthermore, the Governing Body shall take action against the clubs of those offending players in the match.
- 3.5 In the event of an extended delay in which the fielder fails to wear a helmet or fails to move his/her position to one where helmet is not required, the captain of the batting side shall instruct his/her batters to leave the field of play and the game will not recommence until clause 1.0 has been complied with.

- 3.5.1 If a delay as in clause 5.0 continues for a period of 3 minutes, the game shall be deemed abandoned and the batting team shall report the instance to the Governing Body as soon as practicable.
- 3.5.2 The Governing Body shall take such action(s) as they deem appropriate. The sanctions they impose may be taken from, but not restricted to one or more of the following options:
 - 3.5.2.1 Remove all match points from the fielding team whose fielder(s) failed to comply with clause 1.0.
 - 3.5.2.2 Award an outright win (or equivalent maximum available points) to the batting team.
 - 3.5.2.3 Take appropriate action against each fielder who failed to comply with clause 1.0.
 - 3.5.2.4 Impose an appropriate sanction on the captain of the team of the fielder(s) who failed to comply with clause 1.0.
 - 3.5.2.5 Impose an appropriate sanction on the club of the fielder(s) who failed to comply with clause 1.0 including, but not limited to:
 - 3.5.2.5.1 Financial penalties
 - 3.5.2.5.2 Removal of match points from the offending club's team
 - 3.5.2.5.3 Denial of the offending club's team from taking part in finals

4 Other Considerations

For the avoidance of doubt:

- 4.1 Caught: A batter can be out caught where the ball rebounds or ricochets directly or indirectly off the helmet worn by any player.
- 4.2 Run Out: A batter can be out run out where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a fielder.
- 4.3 Stumped: A batter can be out stumped where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a wicketkeeper.
- 4.4 Replacement helmets: Helmets should be replaced immediately in accordance with the manufacturers recommendations following a significant impact.
- 4.5 7 metre distance: Research shows that the minimum distance for a fielder to react to a batter hitting the ball is 7 metres.