



# **Canberra City and Suburban Cricket Association**

## **Competition Rules**

**Revised  
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## PART A - EXPLANATORY NOTES

### 1. LAWS OF CRICKET

1.1 As stated at Rule 27 all matches are to be played in accordance with the Laws of Cricket as recognised by the Australian Cricket Board except insofar as they are altered by these Competition Rules.

1.2 The 5 run penalties introduced under the 2000 Code of the Laws of Cricket for unfair play are specifically excluded from CC&SCA competition under Competition Rule 26. This decision was made by the Association on the basis that neutral umpires are not generally available in CC&SCA matches.

#### Sledging

1.3 While sledging will not attract a 5 run penalty, it is an offence consistent with Laws 42.4, 42.5 and 42.18.

#### No Balls (Competition Rule 19)

1.4 We DO NOT play the One-Day International version of the no ball rule.

1.5 The Association has varied the fast, short-pitched bowling ('bouncer') rule (see Competition Rule 30).

1.6 For the avoidance of doubt, a legal short-pitched ball is any delivery, which, after pitching, passes or would have passed over the shoulder and below the top of the head of the striker standing upright at the crease.

1.7 The Association has amended the high, full-pitched ('beam-ball') rule to disregard the pace of the bowler. This means that any full-pitched delivery over the waist of the batsman standing upright at the crease is a no ball. (See Competition Rule 30)

#### Limitation of On Side Fielders

1.8 The limitation of on side fielders applies only in respect of fielders behind square leg. (See Law 41.5.)

#### Wides

1.9 Wides are deliveries (other than no balls) that the batsman cannot reach from a normal batting stance. A ball is not a wide if the batsman has made contact with it. One run is scored for a wide (unless the batsmen are able to run more than one, or the ball goes to the boundary) and it should be recorded against the bowler as a circled dot and an extra ball must be bowled. The wide rules used in International One-Day Cricket DO NOT APPLY to CC&SCA cricket.

#### Ties

1.10 A tie is a match in which a completed game ends with both sides on the same total score, irrespective of the number wickets conceded by either side.

#### Other Experimental Laws

1.11 There will be other experimental laws in place from time to time, which you will need to be aware of. The Association Executive will provide advice in regard to these and this advice should be kept with this Handbook.

## 2. UMPIRING

2.1 Except where the Association Executive has appointed official umpires (which will usually only occur during finals) the batting team must arrange two umpires, both of whom MUST know the rules of cricket and the umpiring signals. Unfortunately, there continues to be many times when the batting side provides umpires who do not know the rules (be that of cricket or as amended by this Association's Competition Rules). The captain of the batting side is responsible for ensuring that the umpires know what they are doing. This Handbook can help. Encourage young and inexperienced or new players to read it!

#### Replacement Of Umpires

2.2 Notwithstanding this advice, inevitably some decisions are going to cause dissent. It is up to both captains to ensure that their teams play the game in the proper spirit. Captains should note Rule 40.

2.3 The decision to replace an umpire is between the 2 captains and no other player is to be involved. The player being replaced is deemed the umpire until the players are ready to continue play, any abuse or contrary behaviour towards the player being replaced may incur suspensions.

#### Finals Umpires

2.4 Clubs not participating in finals may be required by the Association Executive to provide umpires for finals matches.

2.5 Such umpires will be paid (through their club) by the Association for these services.

2.6 Clubs which fail to provide umpires or whose umpires fail to perform the duties required, may be fined an amount equivalent to the umpiring fees for that game.

## 3. SCORING

3.1 The batting team will generally be required to keep score in both team's scorebooks.

There have, at times, been complaints about the quality of scoring. Sloppy scoring makes completing result sheets difficult, makes maintaining statistics almost impossible and causes controversy in tight matches.

3.2 Clubs should remember that in disputed results, where the scores are close, the Disputes Committee will give some weight to the quality (or lack of quality) of the scoring.

3.3 Captains should note Rules 8 and 40 in respect of signing scorebooks and the conditions under which they may refuse to do so.

#### **4. DISPUTES**

4.1 The Dispute procedures are found in the By-laws.

4.2 The Disputes provisions provide for a right of appeal. This right of appeal is subject to a Club having the written support (this includes e-mail) of at least two other Association Clubs. The Executive suggests that all Clubs give genuine consideration to supporting a Club wishing to make an appeal.

4.3 Captains may also like to make comments regarding the conduct of games, players or umpires (or even regarding pitches and grounds) when they submit their score sheets.

4.4 We draw your attention to the rules regarding alcohol and smoking, Rule 26.

#### **5. GAME STARTING TIMES**

5.1 It has been noted that some sides in the past have been notorious for starting late. Both teams are responsible for ensuring the match starts on time. Kits should be available at least 15 minutes prior to the scheduled start of play so that the stumps and flags are set up prior to starting time. It is the responsibility of the "home" team to provide the stumps, bails and flags. However, this does not relieve the "away" team of any responsibility, especially in the absence of the home team's equipment. Captains should be aware of Rule 26.2, which allows for the Association Disputes Committee to dock competition points for late starts.

5.2 There is provision for Clubs to claim a forfeit win in the event of the opposition not being ready to play by a certain time. Captains should be aware of:

(a) Rule 25 regarding forfeits; and

(b) Rule 37 regarding the absence of players at the start of play.

5.3 Admittedly, we are here to play cricket and not to make life difficult for Clubs and players, but late starts can create problems in terms of light, particularly where a game is close and must go the full length of the available overs.

#### **Time Wasting**

5.4 To ensure the game can finish by the either 6.00pm or 6.30pm as the case requires, teams should not waste time, either in commencing the game or during the game. Captains are reminded of Laws 42.9 (Time wasting by the fielding side) and 42.10 (Batsman wasting time). It is the

responsibility of both captains and the players of both teams to ensure that time is not wasted so that the game can be played in the proper spirit.

## **6. RESULTS FORMS**

6.1 Captains are to ensure that the Result Sheet is submitted through the association website by the end of business on the Wednesday following the game. The association has developed our own scorebook that incorporates the result sheet. Competition

points are awarded by the Records Secretary subject to:

- (a) each team lodging their separate match results in accordance with Rule 18 by the time specified; and
- (b) the forms being completed in full and duly signed as to their correctness.

Please see rules 18, 26 and 40.

6.2 There will be no provisions made to post in scoresheets and no requirement to fax through unless requested by the Records Secretary.

6.3 When a team changes its batting order in the course of a match, Captains should ensure that the correct batting number is written against the player(s) names whose positions have been changed.

6.4 The Association directed the Records Secretary at the August 2007 AGM to hide the individual statistics on Results Vault some 5 games prior to the end of the season in order to maintain interest in Association trophy presentations.

## **7. COLTS SIDES**

7.1 Where clubs field 'colts' sides and where grading is a factor, a 'colts' side is defined as a team with at least 7 players under 21 years of age. A player will meet this requirement if they have not turned 21 and will not turn 21 during the course of the season.

## **8. REGISTRATIONS**

8.1 Clubs are required to register players with the Association as per Rule 19. Lists of registered players are to be entered into the CC&SCA website prior to the season launch and are to include players' names (including full first and second name), address, contact number and e-mail address.

8.2 After the season launch when a player who was not on the original list for the season first plays with a Club those details are to be provided with the score sheets and be entered into the CC&SCA website from their first game.

8.3 It is the Clubs responsibility to advise the Record Secretary if new players for their Club have played with other Clubs in the Association or ACTCA Association in the past. This will help us to keep our records accurate.

8.4 Subject to Rule 20, when Clubs field more than one side, players may move between the sides.

## **9. DECLARATION OF TEAMS**

9.1 Clubs are reminded that under Law of Cricket 1, sub Rule 1 that teams must be declared before the start of play. To ensure that this Law is complied with each captain is to initial the opposition team on the left hand side of the batting order in the scorebook. If the scoresheets that are submitted to the Records Secretary are not initialled this may lead to the loss of competition points.

9.2 Scope exists for teams to be changed under Law 1.2 and our own Rule 37. Captains are encouraged to provide some leeway to opponents who do not have the full complement of players present in allowing them to locate the number of players necessary to have a full side.

9.3 The opposing captain must initial any changes made to a team that are agreed.

9.4 If a player has already participated in a game as a bowler, batsman or wicket keeper, that player may only be replaced by a 12th man.

## **10. BALLS**

10.1 All Clubs are encouraged to purchase balls stamped with the CC&SCA logo on them to maximize Association return from our sponsorship with Kookaburra.



## PART B - COMPETITION RULES

### SECTION 1 - FORM OF THE COMPETITION

#### **11. COMPETITION FORMAT**

11.1 The competition shall be played in accordance with the program determined by the Association Executive prior to each season and will consist of one day, limited overs matches.

#### **12. GRADING**

12.1 The grading of teams is at the discretion of the Association Executive subject to the following grading rules:

12.2 No grade shall have fewer than 8 sides (unless performance standards require it).

12.3 No grade shall have more than 10 sides.

12.4 No club shall be forced to have more than 2 teams per grade.

12.5 Promotion and relegation based upon performance will be the main way sides will move between grades:

(a) Clubs winning a premiership based upon performance should expect to be promoted to a higher grade (usually the next higher grade);

(b) Clubs winning successive premierships will be promoted to a higher grade (usually the next higher grade);

(c) Clubs claiming a wooden spoon (last place) may be relegated to a lower grade and may request relegation to a lower grade (usually the next lower grade);

(d) Clubs claiming successive wooden spoons may be relegated to a lower grade and when requesting relegation, must be granted relegation (usually the next lower grade);

(e) During the course of a season, over or under-performing sides may be moved between grades based upon an assessment of performance

12.6 The Executive are to review the results after the first 4 rounds of competition and re-grade teams that are clearly playing outside of their standard upon receipt of a written submission from affected clubs.

(a) Consideration must be given to maintaining the number of teams in any given grade to prevent the creation of an uneven number of byes.

12.7 In season 2014/15 a combined 1st and 2nd grade competition will be formed with 10 teams. Depending on nominations the teams that make up the combined grade will be drawn from the best performed 2013/14 1st and 2nd grade teams. The combined grade will play a full 18 round regular season before being split for finals with the top 4 teams playing off for the 1st grade trophy and

teams 5-8 playing for the 2nd grade trophy. The finals will be played under the standard McIntyre final 4 system.

### **13. PREMIERSHIPS**

13.1 The team winning the grand final match shall be awarded the premiership for that grade, but if a grand final match is drawn (subject to sub-Rule 15.3) or tied, the finalist which finished higher in the competition at the conclusion of the competition rounds shall be awarded the premiership for that grade.

### **14. TROPHIES**

14.1 Premiers and Minor Premiers in each competition shall be awarded trophies for the ensuing 12 months.

14.2 The Association shall award trophies for the best batting and bowling aggregates and best batting and bowling averages in each grade, as measured at the end of normal competition rounds. To qualify a player must satisfy the following criteria:

(a) **Batting Average & Aggregate** - a player must have played at least six matches and scored at least 200 runs in the relevant grade. If no player scores 200 runs the Executive will award the aggregate trophy to the player who has scored the most runs and the average trophy to the player who has the best average and played 6 or more matches.

(b) **Bowling Average & Aggregate** - a player must have played at least six matches and taken at least twenty (20) wickets in the relevant grade. If no player takes 20 wickets the Executive will award the aggregate trophy to the player who has taken the most wickets and the average trophy to the player who has the best average and played 6 or more matches.

14.3 The Association shall award a Club Championship Trophy at the end of each season. The Club championship is determined on the basis of:

- (a) a tally of competition points gained by every side in each Club (regardless of grade); and
- (b) by adding to that, points gained for finals participation according to the following formula:

Elimination final 6 for win, 2 for loss

Qualify Final 18 for win, 6 for loss

Preliminary Final 12 for a win, 4 for a loss

Minor Semi 12 for a win, 4 for a loss

Major Semi 18 for win, 6 for loss

Grand Final 30 for a win,

10 for a loss

(NB: In finals a tie or draw is considered a win in favour of the team higher on the ladder as per Rules 13 and 15)

14.4 A Keeper's Trophy will be awarded each season, as measured at the end of normal competition rounds, for the leading wicket keeper in the competition, based upon dismissals.

14.5 A Cricketer of the Year Trophy in the form of the Jim Curran Memorial Cup will be awarded each season, as measured at the end of normal competition rounds. The Cricketer of the Year trophy is determined by the following points system:

- (a) 1 point for every run scored;
- (b) 20 points for every wicket taken;
- (c) 5 points for every catch taken; and
- (d) 20 points for every stumping.

14.6 There will be a weighting towards First Grade in this trophy. Second Grade points will be worth 95%, Third Grade 90%, etc.

14.7 Various other trophies may be awarded as decided by the Association Executive.

NB: Clubs are advised to keep their own records in regards to statistics and registrations. The Association has a computer database for its records, but human error can intervene and score sheets can get lost. It will also help if the provisions of Rule 22 - Evidence of Player Qualification have to be satisfied.

## **15. SEMI-FINAL, QUALIFYING AND GRAND FINAL MATCHES**

15.1 At the conclusion of the competition rounds:

- (a) In all grades, a final series shall be played under the McIntyre Final Four system as follows:
  - (i) Week 1:
    - (A) Major Semi-Final: 1 v 2 (B) Minor Semi-Final: 3 v 4
  - (ii) Week 2:
    - (B) Qualifying Final: Loser Major Semi-Final v Winner Minor Semi-Final
  - (iii) Week 3:
    - (C) Grand Final: Winner Major Semi-Final v Winner Qualifying Final

15.2 Subject to the constraints of Rule 44, the competing sides will be required to relocate the match to another un-utilised oval, for any finals series match when an allocated ground is unfit for play. (Please see ACT Sportsgrounds website for contact details)

15.3 If the finals cannot be played or completed due to the effect of weather, then it may be re-played on a reserve date and at a venue set by the Association Executive.

## **16. POINTS SYSTEM**

16.1 In all competition matches, other than finals series matches or otherwise stipulated by the Association Executive, points shall be awarded as follows for all grades:

Win 6 Tie 4 Match drawn 3

Loss 2 Forfeit 0

Bonus points 2 maximum

16.2 1st grade will be the only grade in which bonus points are awarded. In season 2014/15 bonus points will be awarded in the combined 1st/2<sup>nd</sup> Grade. Bonus points will be achieved if:

(a) 1 point if the batting team scores 220 or more runs or reaches the required total by the end of the 35th over;

(b) 1 point if the bowling team bowls the opposition team out by the end of the 35th over.

16.3 As stated above, a team forfeiting a match shall receive no points and their opponents shall be awarded the maximum number of points received by any team in that grade for that round. For other information on forfeits, please refer to Rule 25.

16.4 Where there is a weekly bye (i.e. in the event of an uneven number of sides in a particular grade), the bye team shall receive:

(a) the maximum number of points received by any team in that grade for that round;

(b) unless the bye occurs in 1st grade, where the bye will be worth 0 points.\*

\*Note: This was adopted to accommodate the bonus points system in 1st grade.

## **17. EQUALITY OF POINTS OR PERCENTAGE**

17.1 If two or more teams are equal in points, their relative positions in the competition shall be determined in the following manner:

17.2 For each team the batting average shall be determined by dividing the total number of runs scored by the total number of wickets lost and the bowling average for each team shall be determined by dividing the total number of runs scored against it by the total number of wickets taken.

17.3 The batting average shall be divided by the bowling average and the team having the highest quotient shall be considered to have the better performance.

17.4 Where a team plays short and is bowled out, it shall be considered to have lost 10 wickets.

17.5 Where a team wins by forfeit, it shall be considered to have been bowled out for 200 and bowled out the opposition for 100.

## **18. MATCH RESULTS**

18.1 It is required that Clubs:

- (a) retain their score sheets for clarification by the Records Secretary if requested; and
- (b) enter scoresheet information via the CC&SCA website.

18.2 Failure to submit a result sheet in the prescribed manner shall result in 1 point being deducted from that team for that game. 1 point will continue to be deducted for each following week a team fails to submit the match result.

18.3 Continued breaches of teams failing to lodge match results will be asked to show cause as to their continued participation in the CC&SCA competition.

## SECTION 2 - QUALIFICATION OF PLAYERS

### 19. ELIGIBILITY TO PLAY

19.1 No player shall be eligible to play for a Club in the CC&SCA Competitions unless registered with that Club in the manner prescribed by the Association Executive.

19.2 A Club shall provide a list of registered players to the Association Executive prior to the commencement of the season. Additional players may be registered from week to week in a manner prescribed by the Association Executive.

19.3 Failure to submit a list of registered players, or new player registrations WILL result in a loss of any points gained during games in which unregistered players participate.

19.4 Except as provided in sub-Rule 19.5, no player may be registered with more than one Club in any recognised senior cricket association during the same season without the agreement of the Association Executive. Players can play in Canberra's Sunday Social Cricket Competition without prior approval from the CC&SCA Executive.

19.5 The Association Executive may grant permission for a player to transfer his registration to another Club provided that:

- (a) the agreement of the original Club is obtained in writing: and/or
- (b) the granting of such permission will not affect the spirit or conduct of the relevant competition(s).

19.6 A player who has played First Grade or Second Grade in the ACTCA District Competition shall not play in a CC&SCA Competition in the same season without prior permission of the Association Executive.

19.7 No player or Club in default: (a) to this Association, or

(b) to any Club affiliated to this Association, or

(c) to any other recognised cricket association,

may play in the Association's competition grades or matches until discharged, in writing, from his or its obligations (as determined by the Association Executive).

## **20. ELIGIBILITY TO PLAY IN A FINAL SERIES**

20.1 A player is eligible to participate in a finals series match if:

- (a) he has played six (6) or more matches in the relevant grade or lower grades;
- (b) he has not played nine (9) or more matches in a higher grade;
- (c) he has not played nine (9) or more matches for another team in the same grade; and
- (d) he is not suspended at the time of the finals series match.

20.2 Where a player plays for a Club fielding sides in the ACTCA and the CC&SCA:

- (a) matches in the ACTCA first and second grade competition shall be deemed to be matches in a higher grade for the purpose of determining eligibility to play in any CC&SCA first grade finals series matches;
- (b) matches in the ACTCA fourth and higher grade competition shall be deemed to be matches in a higher grade for the purpose of determining eligibility to play in CC&SCA second grade finals series matches;
- (c) matches in all ACTCA Grade competitions shall be deemed to be matches in a higher grade for the purpose of determining eligibility to play in other CC&SCA grade finals series matches.

20.3 Notwithstanding Rule 20.1, when a club has teams qualified for the finals in consecutive grades in which that club participates:

- (a) a player in the higher of two grades who would normally have been precluded from playing in the lower grade under Rule 20.1 and who is not selected in the higher grade for the finals' match, may be selected in the lower grade; and
- (b) having then played in the lower grade finals match, is then eligible to play in the remainder of the finals' series in the lower grade.

20.4 If a Club expects to be unable to field a full team of 11 players eligible to play in a finals series match it must, in requesting permission to permit ineligible players to play, prove that qualified players are either ineligible due to injury or postings outside the ACT.

20.5 Requests for the permission of the Association Executive to permit players who do not meet the requirements to play in finals series matches must be lodged in writing with the Association Secretary, explaining all pertinent details, not less than 96 hours before the commencement of the match.

20.6 In considering such requests, the Association Executive will have regard for the following non-exhaustive list of factors in deciding on a request to grant a player permission to play:

- (a) the number of matches the player has played in or participated in as a substitute fielder;
- (b) if the player has been listed to play during a bye round;
- (c) any reason the player has not played more games; and

(d) the number of other qualified players.

20.7 Notwithstanding anything in Rules 20.1(b) and 20.1(c), any player who plays in a finals series match shall be eligible to play in any other finals series match of that grade, unless the Association Executive determines that player ineligible.

20.8 Notwithstanding the conditions of Rule 20.1 for eligibility for finals series matches, any player who has played in at least half the matches in one grade for one Club is automatically eligible to participate for that Club in a finals series matches for that relevant grade competition unless he is suspended at the time of the finals series match.

20.9 In this rule, 'Played' means that the player participated in and was named on the result sheet (for both teams if applicable) for a game:

- (a) That has had a result achieved; or
- (b) That has commenced, but was not completed due to unplayable conditions; or
- (c) Where no play has taken place due to a forfeit by the other team or because the ground was unplayable.

20.10 In the instance of 20.8(c) occurring, the non-forfeiting team must submit a team list in accordance with Rule 18.

## **21. PARTICIPATION IN MORE THAN ONE MATCH ON THE SAME DAY**

21.1 No player shall represent his Club (including a Club fielding sides in the ACTCA Competitions) in more than one game, or appear on more than one team list on the same day except as a 12th man or reserve fielder.

## **22. EVIDENCE OF PLAYER QUALIFICATION**

22.1 The Association Executive or the Disputes Committee may call upon any Club to provide evidence of its players' qualifications to play in the Association.

22.2 The Association Executive or the Disputes Committee may suspend a player until such time as the evidence is submitted and considered by the Committee.

22.3 If a Club is unable to establish that a player is registered with the Association, it may forfeit any points it has gained in matches in which that player participated for the Club (see Rule 25).

## **SECTION 3 - BREACHES, PENALTIES**

### **23. PLAYER MISCONDUCT**

23.1 In the event of player misconduct in a match where official umpires are not present, the opposing captain (or the captain's representative, such as a player acting as an umpire) may seek the intervention of the captain of the offending player to stop the misconduct.

23.2 An opposing Club may report a player for misconduct.

23.3 A complaint alleging misconduct on the part of a player shall be lodged in writing with the Association Executive, preferably the Secretary, not more than one business day after the misconduct was alleged to have occurred.

23.4 A player shall be deemed to have been informed of a report alleging misconduct on his part upon notification to his Club by the Secretary (or other member of the Association Executive) of the CC&SCA.

23.5 A player reported for misconduct in a competition match or for misconduct arising out of a competition match may be suspended in accordance with clause 13.8 of the By-laws by the Disputes Committee for such time as it thinks fit.

23.6 During such a suspension, a player shall not participate in any match under the jurisdiction of the Association.

23.7 No player under suspension from an Affiliated Association may play in a match under the jurisdiction of this Association.

#### **24. PLAYING UNQUALIFIED OR SUSPENDED PLAYERS**

24.1 Any Club:

(a) including in one of its teams a player who is not qualified to play for the Club or who is under suspension; or

(b) otherwise breaching the provisions of Rules 19 to 24 inclusive;

shall forfeit the CC& SCA match or matches in which such player participates.

#### **25. FORFEITURE OF MATCH**

25.1 If a Club is forced to forfeit a match (except as may occur under Rule 24) it is required to inform both the opposition Club and a member of the Association Executive by 5.00pm on the Friday before the game.

25.2 If a Club is forced to forfeit a match it must be its lowest grade team. If a higher grade side forfeits a match all teams in that Club in a lower grade will be stripped of its points. The opposing team's points earned through the match will remain the same.

25.3 The forfeiting team must name the available players for the purposes of determining the eligibility of players for finals games under Rule 20.

25.4 Failure to comply with 25.1 above will result in the forfeiting Club being fined an amount equivalent to half the ground-hire cost of that ground. Such a fine will also apply to Clubs which would have provided their own facility, with the fine being the equivalent to half the normal ground-hire cost for that grade.

25.5 The Club whom against the match was forfeited will be recompensed by the association an amount equivalent to half the cost of hiring the ground, or half the normal ground hire cost for that grade, as per 25.4 above.

25.6 A Club may claim a forfeit provided it fulfils the following:



- (a) be ready to play at the ground with at least seven players at 12.30pm; and
- (b) the opposing side has less than seven players at the ground by 12.30pm or is not ready to commence play by 12.40pm.

25.7 If any team should forfeit 2 matches, such team may be excluded from further participation in the competition and all points gained against that team shall be removed from the points table.

## **26. OTHER BREACHES**

### 5 Run Penalty Not To Apply

26.1 The 5 run penalties mandated under the Laws of Cricket 18.5 and 42.3, 4, 5, 9, 10, 13, 14 and 16 are not to be applied in CC&SCA competitions. These remain infringements, however, and incidents should be reported to the Association in accordance with Competition Rule 23.

### Late Starts

26.2 A Disputes Committee may dock competition points from Clubs for late starts to matches or late changes between innings.

### Incorrect Attire

26.3 Players are expected to dress in line with Rule 45. If a player is reported to the Disputes Committee under this Rule the player may be suspended for a period determined by the Disputes Committee. Where there are repeated infringements of this Rule by players of a Club, the Disputes Committee may dock competition points from that Club.

### Results Of Matches

26.4 Clubs which do not provide the match result to the Association in accordance with Rule 18 will be treated as specified in that Rule.

### Alcohol

26.5 Alcohol is not to be consumed on the playing area of the field by players or umpires (this includes players acting as umpires), and nor are players, umpires or players acting as umpires to be drunk while participating in the match.

26.6 If a player is reported to the Disputes Committee under this Rule the player may be suspended for a period determined by the Disputes Committee.

### Smoking

26.7 Smoking on the playing area during play by a player or player acting as an umpire is not permitted.

26.8 If a player is reported to the Disputes Committee under this rule, the player may be suspended for a period determined by the Disputes Committee.

26.9 Any infringement of these rules is to be notified in writing to the Secretary in accordance with Rule 23.

## SECTION 4 - PLAYING CONDITIONS

### **27. LAWS OF CRICKET TO APPLY**

27.1 All matches to be played in accordance with the Laws of Cricket as recognised by the Australian Cricket Board except in so far as they are altered by these Competition Rules.

### **28. TRIAL RUN-UPS**

28.1 A bowler may only have a trial run-up prior to the commencement of play and once play has begun, prior to the commencement of a bowling spell, subject to an umpire being satisfied that it will not cause a waste of time.

### **29. APPROVED CRICKET BALLS**

29.1 The approved cricket ball for all grades is a red 2 piece Kookaburra Tuff Pitch.

### **30. NO BALL**

30.1 In games played on synthetic or concrete pitches, a ball that does not land fully on the pitch (i.e. off the pitch, or on the edge so that the delivery veers offline) on the first bounce shall be called a no ball.

NB: A full toss that lands beyond, but in line with, the pitch is not a no ball under this modification of the rule.

30.2 For games played on turf pitches, 30.1 does not apply.

30.3 A delivery, after pitching, that passes or would have passed over the top of the head of the striker standing upright at the crease is deemed a No-ball.

30.4 A full pitch ball that passes or would have passed above the waist of the striker standing upright at the crease is deemed a No-ball, regardless of pace. (Note the waist is not the hip, it is around belly button height)

30.5 A bowler is only permitted two short-pitched balls per over as signalled by either umpire.

### **31. DEAD BALL**

31.1 In matches played on concrete pitches or synthetic pitches with a mid-pitch join, where a delivery strikes the centre join, the umpire MUST declare the delivery a "dead ball".

31.2 If there is damage to the synthetic it is to be noted by both captains and treated as a mid-pitch join.

31.3 If a ball splits during play and causes a delivery to produce an untrue bounce when it strikes the pitch, the umpire shall declare the delivery a "dead ball" and require the ball to be replaced.

### **32. HOURS OF PLAY**

32.1 Subject to Rule 43, hours of play shall be from 12.30pm to 6.30pm. The Association Executive may vary the starting and finishing times or the times for any adjournment, as it sees fit. The Association Executive will notify the Secretaries of the Clubs concerned, or their delegates(s), of such changes at least three days before the games(s) effected.

32.2 Captains are reminded to consider the spirit of the game when following rule 32.1. Players are covered for insurances purposes if the game continues past 6.30pm to ensure a result.

### **33. TIME KEEPING**

33.1 The captains shall agree on a timepiece to be followed before the start of play and keep time.

33.2 Where official umpires are present (as appointed to officiate by the Association), the umpires shall keep time.

### **34. CHANGE OF INNINGS**

34.1 Subject to the conditions prescribed in rules 35.1 and Rule 43.2 a change of innings will take place at 3.20pm (except where the first batting side is bowled out or makes a non-compulsory declaration before 3.20pm).

34.2 If the innings of the team batting first finishes before 3.20pm, there shall be an interval of 20 minutes duration.

34.3 If the innings of the team batting first finishes between 3.20pm and 3.30pm, the innings of the team batting second shall commence at 3.40pm.

34.4 If the innings of the team batting first finishes after 3.30pm, the interval shall be no more than 10 minutes

34.5 A reduction of the period of interval may occur with the agreement of both captains.

### **35. LENGTH OF INNINGS**

35.1 All games are to have 45 over innings. There are to be no reduction in overs subject to Rule 34.1 and Rule 44.

35.2 In each innings the scorers shall notify the umpires by clear signal of the end of the 35th and 40th overs. The umpires shall ensure that the captain of the fielding side and the batsmen are aware that these overs have been reached.

35.3 Each bowler used by the fielding side is allowed a maximum of 9 overs in an innings.

35.4 Matches shall end as soon as a first innings result is obtained. That is, by the dismissal of the second batting side short of the total of the first batting side or once the total of the second batting side exceeds that of the first batting side.

35.5 Matches will otherwise be determined by a comparison of the number of runs scored in each innings, irrespective of the number of wickets lost (unless the game is abandoned due to weather or light).

35.6 Once the innings of the team batting first ends (see Rule 34) and the innings of the team batting second is delayed and/or interrupted by more than 60 minutes in aggregate due to weather conditions and a result is not obtainable by the scheduled finishing time, the match shall thereupon end and the match shall be drawn.

35.7 Where the captains cannot agree that a result is obtainable by the scheduled finish time then the game will resume. If a result has not been achieved by the scheduled finish time the match shall thereupon end and the match shall be drawn.

### **36. INCOMPLETE OVER**

36.1 Where a bowler commences an over beyond his maximum, that bowler shall cease bowling and another member of the fielding side (who has not bowled the maximum number of overs) shall complete the over. The player completing the over is still not permitted to bowl more than the maximum allocation.

### **37. ABSENCE OF PLAYERS AT THE START OF PLAY**

37.1 Consistent with Law 1.2, a captain may seek to amend his playing list after the toss and the opposing captain has the discretion to accept the change. Where that team will play short if the list is unamended, the opposing captain must accept the change.

37.2 If players, or players who are not named, arrive to participate, they may only do so as specified in Rules 37.3 or 37.4, as the case applies.

37.3 Where a player takes the field after the commencement of play, he may not bowl until he has spent as much time on the field as he missed.

37.4 If a player does not arrive before the conclusion of the innings of the first batting side, that player:

- (a) may only participate in the match and must be recorded as a 12th man; and
- (b) must be removed from the scoresheet if he does not arrive at all.

### **38. DRINKS**

38.1 Drinks shall be taken, on or off the field, once only in each innings at the end of the 23rd over unless:

- (a) a wicket falls during the 23rd over, in which case, drinks shall be taken immediately;
- or
- (b) the captains agree to take two (2) drinks breaks only during each innings, in which case:
    - (i) drinks shall be taken at the completion of the 15th and 30th overs; or
    - (ii) immediately if a wicket falls during the 15th or 30th overs.

38.2 Consistent with Law 15.9(a), drinks breaks should only no more than five (5) minutes in duration.

### **39. PLAYERS LEAVING THE FIELD**

39.1 Consistent with Laws 2.5 and 2.6, if a player fails to take the field with his side at the start of a match or at any later time, or takes a break from the field during a session of play:

- (a) the umpire shall be informed of the reason for his absence;

- (b) he shall not thereafter come on to the field during a session of play without the consent of the umpire and the umpire shall give consent as soon as is practicable;
- (c) if he is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter, subject to 39.1(d) below, until he has been on the field for at least that length of playing time for which he was absent;
- (d) the time lost for an unscheduled break in play shall be counted as time on the field for any fielder who comes on to the field at the resumption of play.

#### **40. DUTIES OF CAPTAINS**

40.1 Prior to the commencement of play, the captains of the competing teams shall: (a) toss the coin to determine which side bats first;

- (b) confirm starting time and the number of overs to be bowled in the event of a delay; (c) confirm the opposition understands the wide and no ball rules; and

- (d) inspect the opposing team's cricket ball.

40.2 Upon the completion of each innings, the captains of the competing teams shall ensure that the scores in the respective books agree and sign the opposition scorebook in accordance with Rule 18.

40.3 A captain may refuse to sign the opposing team's scorebook when: (a) the result is in dispute; or

- (b) the captain believes that there is some impropriety in the scoring.

40.4 Captains are responsible for ensuring the match is played in the spirit of the game and its laws, as such, may be held responsible for the conduct of their players.

#### **41. GROUND, WEATHER AND LIGHT**

##### **Ground**

41.1 The fitness of the pitch and ground for play shall be decided by the captains before the commencement of play. Play shall not commence until both captains agree that the pitch and ground are fit for play. If there is no agreement within two hours of the scheduled starting time then the match shall be abandoned. Where official umpires are present and the captains disagree, the umpires shall decide and the decision shall rest with them for the remainder of that day.

##### **Weather**

41.2 The fitness of the weather (other than light) for play shall be decided by the captains. Where official umpires are present and the captains disagree, the umpires shall decide and the decision shall rest with them for the remainder of play.

##### **Light**

41.3 The fitness of the light for play shall be decided by the captains (during actual play the batsmen or the acting umpires at the wicket may deputise for their captain). If the captains disagree,

the prevailing situation will continue until the captains agree to alter it. Captains must have regard for player safety in determining the suitability of the light. Where official umpires are present and the captains disagree, either captain may appeal to the umpires and the decision will rest with them for the remainder of that day.

#### Notes for Determining When Play Should Continue

In determining whether the ground or weather is unfit for play, the captains (or official umpires where present) need to consider whether it has become so wet or slippery as to deprive the bowlers of a reasonable foothold or the capacity to control the ball, the fieldsmen of the power of free movement, or the batsmen the ability to safely play their strokes or to run between the wickets. If these indicators are present, then it has become unsafe.

Play should not be suspended merely because the pitch, grass and the ball are wet, but where it has become unsafe. Play should not be suspended merely because bowlers have to adjust their run up to suit conditions. Play can start and continue in rain as long as doing so would not contravene Rule 41 or the advice of these notes. Rain in itself does not automatically disrupt a game or make a ground unplayable (the Laws of Cricket do not say that rain prevents a game from starting or continuing), but if heavy or consistent, can lead to play becoming unsafe. Should play not commence or be disrupted, then conditions will need to improve before play can recommence. If the rain does not stop, then it is unlikely the conditions have improved.

#### Lightning

41.4 If thunder follows a lightning flash by thirty seconds or less, people in the open are at risk of being struck by lightning. In this circumstance, or where there has been a thunderclap in close proximity to the ground but no lightning was sighted, play must cease immediately.

All players and umpires must leave the field immediately and must not return to the field until 30 minutes after the last lightning flash. Players and umpires should seek safe places of shelter, avoiding sheltering under trees or lying on the ground.

*(This is based on the premise that, in 30 seconds, the sound travels about 10km, so, in these circumstances, the lightning is less than 10km away.)*

#### **42. ABSENCE OR REPLACEMENT OF AN UMPIRE**

42.1 If necessary, the fielding captain may ask the opposing captain to replace an umpire and the captain of the batting side is compelled to do so.

42.2 For the purposes of rules 31 (Dead Ball), 33 (Time Keeping), 35.7 (Length Of Innings), 39 (Players Leaving The Field) and 41 (Ground, Weather And Light), if only one official umpire is present, 'umpires' shall be taken to refer to the official umpire alone, but he may confer with the other person acting as an umpire for the time being if he desires.

#### SECTION 5 - MATCHES TO BE REDUCED UNDER SPECIAL CIRCUMSTANCES

#### **43. PRE-DAYLIGHT SAVING MATCHES**

43.1 Matches played during any pre-daylight saving rounds at the start of the season will be played consistent with all other rules laid out in this handbook except as amended here

43.2 Matches will be played as 40 over innings.

43.3 There will be a change of innings at 3.00pm followed by an interval of a maximum of 20 minutes duration, with play to finish at 6.00pm.

43.4 In each innings the scorers shall notify the umpires by clear signal of the end of the 30th and 35th overs. The umpires shall ensure that the captain of the fielding side and the batsmen are aware that these overs have been reached.

43.5 Each bowler used by the fielding side is allowed a maximum of 8 overs in an innings.

#### **44. MATCHES AFFECTED BY RAIN**

44.1 Matches where rain has affected play (i.e. delayed commencement of play or affected the condition of the pitch or field) or interrupted play, where the captains agree to reduce the number of overs to be bowled to no less than 30 in each innings.

44.2 The number of overs may only be reduced where an interruption occurs prior to the start of play or during the innings of the first batting side. The number of overs cannot be reduced once the first batting team has completed its innings.

44.3 Notwithstanding sub-Rule 44.1, each side must have the opportunity to bat for the same number of overs. If the innings of the first batting team is interrupted near its completion (i.e. after 35 overs in a 45 over game), then the innings of the second batting team should only proceed if play is resumed in time for that team to face the same number of overs.

44.4 Each bowler used by the fielding team is allowed a maximum number of overs, to be determined according to the adjusted number of overs of the innings as follows:

- (a) for matches where the innings number of overs is a derivative of 5 (i.e. 30, 35, 40), then a bowler is allowed a maximum of the total number of overs divided by 5 (i.e. 8 overs in a 40 over game, etc);
- (b) for matches of 43 OR 44 overs, three bowlers are allowed a maximum of 9 overs, with other bowlers less than 9;
- (c) for matches of 41 OR 42 overs, two bowlers are allowed a maximum of 9 overs, with other bowlers less than 9;
- (d) for matches of 38 OR 39 overs, three bowlers are allowed a maximum of 8 overs, with other bowlers less than 8;
- (e) for matches of 36 OR 37 overs, two bowlers are allowed a maximum of 8 overs, with other bowlers less than 8;
- (f) for matches of 33 OR 34 overs, three bowlers are allowed a maximum of 7 overs, with other bowlers less than 7;
- (g) for matches of 31 OR 32 overs, two bowlers are allowed a maximum of 7 overs, with other bowlers less than 7.

44.5 So as to not disadvantage the team bowling second, if the number of overs in a match are reduced after the team bowling first has had bowlers who have bowled more than the maximum overs permitted by Rules 44.4(a) to 44.4(g) inclusive, the team bowling second is permitted to have an equal amount of players bowl the same amount of overs as the team bowling first. E.g. In a match reduced to 30 overs, the team bowling first had bowlers who bowled 9, 9, 5 and 5 overs. Although Rule 44.4(g) only permits a maximum of 7 overs, two bowlers are permitted to bowl 9 each.

## SECTION 6 - MISCELLANEOUS

### **45. DRESS**

45.1 Unless approval for a team uniform (coloured clothing) has been granted by the Association Executive, then all clothing, shirts, trousers, shorts, and preferably, socks, footwear and jumpers (pullover's) shall be white or cream. Where the Association Executive has granted approval to use a team uniform, then the whole team is to dress in the nominated uniform for matches. The approval of all coloured uniforms is at the discretion of the Association Executive.

45.2 Cricket caps, cricket helmets or white hats are preferred headwear, although other "sports" hats (i.e. baseball caps and other peaked caps) are also acceptable.

45.3 Where a team has a player or a number of players who are not regular players, then some discretion may be permitted in regard to sub-rules 45.1 and 45.2.

45.4 Notwithstanding sub-Rule 45.3, the captain of the batting team, or the batsman, may require any fieldsmen fielding in front of the wicket who do not comply with sub-rules 45.1 and 45.2 to be moved to a position where they will not distract the batsman.

45.5 Notwithstanding sub-Rule 45.3, the captain of the batting team, or the batsman, may require the bowler to remove any item of clothing that does not comply with sub-rules 45.1 and 45.2 or that may be distracting.

45.6 The minimum dress of a player is a pair of shorts, a t-shirt or short sleeve shirt and rubber soled cricket shoes, runners/joggers or cross-trainers.

45.7 If any players fail to comply with this Rule 45, the opposing captain may report the non-compliance for misconduct to the Association Executive in accordance with Rule 23, in which case, Rule 26.3 may apply.

### **46. CANCELLATION OF MATCH AND CHANGE OF VENUE**

46.1 The Association Executive shall decide if matches are to be cancelled or venues changed.

46.2 When possible, cancellations and changes will be announced on Saturday morning over radio and in The Canberra Times.

46.3 Clubs providing venues shall notify the Secretaries of Clubs using that venue if the ground is unplayable.

### **47. GENERAL**

47.1 Where official umpires are present, the umpires will be the sole judges of fair and unfair play on the field.