



Interpretation and implementation of Rules

1.1 Glossary

In these Rules:

Additional Conditions of Play means the Additional Conditions for Play in a particular Competition, as set out in Part 8, Part 9, Part 10 and Part 11;

Administering Body means the body administering a Competition as identified in these Rules.

Apparel Guidelines means any guidelines made from time to time by the Administering Body relating to apparel worn by Club in any Competition.

Appointed Umpire means an umpire appointed to control a Match by the ACTCAUSC;

Approved Ball has the meaning given to it in Rule 6.8.3

ACTCAUSC means the Australian Capital Territory Cricket Association Umpires Scorers Council;

Administering Body means the committee, council or other body named by these Rules as the Administering Body of a Competition;

Board means the board of Cricket ACT;

By-Laws means the by-laws made under the Constitution;

Cricket ACT means the Australian Capital Territory Cricket Association Inc;

Clubs means;

- (a) the Premier Clubs; and
- (b) any other club that accepts an invitation from the Administering Body to participate in a Competition;

Competition means any of the Premier Competitions and the Women's Competitions as required by the context in which the word is used;

Competitions Manager means the person employed or appointed by the Board as the competitions manager and notified to the Clubs as the competitions manager from time to time;

Competition Points means points awarded in a Competition in accordance with the Additional Conditions of Play for each Competition;

Consecutive Teams means any two consecutively graded teams of a Club in Competition; e.g. a Club's Third Grade and Fourth Grade teams;

Constitution means the Constitution of Cricket ACT;

Defaulter means is a person listed as a Defaulter on a list of persons who are in arrears in relation to a financial obligation to, or otherwise owe money to, a Club, Cricket ACT or other club or association;

Designated Club means, for a Match, the home club, or if the Match is played at a neutral venue, the first named club in the Draw (unless a contrary intention appears in these Rules);

Discipline Committee means a discipline committee constituted in accordance with the Constitution;

fast short pitched delivery has the meaning given to it in Rule 8.18.3 and Rule 9.17.2;

Ground Authority means the entity responsible for the making available, upkeep and maintenance of the relevant ground;

Health Policy means the policy relating to the health of Players at Annexure G;

Home Grounds are as follows for each club:

- (a) Australian National University Cricket Club:
 - (i) ANU North Oval;
 - (ii) ANU South Oval; and
 - (iii) O'Connor Oval;
- (b) Eastlake Cricket Club:
 - (i) Kingston Oval;
 - (ii) Deakin West Oval; and
 - (iii) Forestry Oval;
- (c) Ginninderra Cricket Club:
 - (i) Kippax No 1 Oval; and
 - (ii) Kippax No 2 Oval;
- (d) North Canberra Gungahlin Cricket Club:
 - (i) Harrison No 1 Oval;
 - (ii) Harrison No 2 Oval; and
 - (iii) Keith Tournier Memorial Oval;
- (e) Queanbeyan District Cricket Club:
 - (i) Freebody Oval;
 - (ii) Neil Bulger Oval; and
 - (iii) Brad Haddin Oval (Queanbeyan Town Park);
- (f) Tuggeranong Valley Cricket Club:
 - (i) Chisholm No 1 Oval;
 - (ii) Chisholm No 2 Oval; and
 - (iii) Conder Oval;
- (g) Western District and University of Canberra Cricket Club:
 - (i) Jamison Oval;
 - (ii) Kippax Oval;
 - (iii) Aranda Oval; and
- (h) Weston Creek Molonglo Cricket Club:
 - (i) Stirling Oval
 - (ii) Phillip Enclosed Oval; and
 - (iii) Mawson Oval.

Law means a Law of Cricket;

Laws of Cricket means the Laws of Cricket including any experimental laws established by the Marylebone Cricket Club;

Match means a cricket match played in a Competition and includes Semi-Finals and Finals;

Office Bearer means a person, or an office of one of its affiliated bodies or a Club;

Official means a person holding an office or otherwise associated with Cricket ACT or a Club and includes managers, scorers, trainers, physiotherapists and the like, whether officially appointed or otherwise;

Player means a person who participates as a player in a Match;

Premier Clubs means the Clubs described as the Premier Clubs in Rule 4.4.1;

Premier Competitions means the Competitions named in Rule 4.1.1;

Premier Cricket Committee means the Premier Cricket Committee as constituted in accordance with the By Laws;

Rules Sub-Committee means, however named, a committee established by an Administering Body to interpret, review and/or recommend changes to these Rules or any rules that replace them;

Team Sheet means a list of persons nominated as Players for a Match in accordance with Law 1.2;

Representative Commitments means the commitments of a Player selected to play in a representative match (including if the Player is required by Cricket ACT to travel or practise with a representative team), and includes if the Player has been required not to play in a Match by Cricket ACT;

Round of Matches means a round of Matches identified in a draw for the Competitions, and includes Matches played in different grades or divisions scheduled;

Rules means the rules of the Competitions as set out in this handbook, and includes the Laws of Cricket;

Scorer has the meaning given to it under Rule 6.7.3;

Umpire means a person controlling a Match at any particular time, either as an Appointed Umpire or as an umpire nominated under Rule 6.5.4.

1.2 Interpretation

1.2.1 In these Rules, unless the context otherwise requires:

- (a) the singular includes the plural, and a gender includes every other gender;
- (b) "including" means "including, but not limited to";
- (c) if the date on or by which a thing must be done is not a business day, the thing must be done on or by the next business day;
- (d) a reference to an annexure means an annexure to these Rule; and
- (e) where a word or expression is defined in this these Rules, another part of speech or grammatical form of that word or expression has a corresponding meaning.

1.3 Interpretation and implementation of Rules

1.3.1 For all Competitions, the Administering Body interprets and implements the Rules, and may correct an error made in the preparation of these Rules.

1.3.2 The Administering Body may form a Rules Sub-Committee.

1.3.3 Changes to Rules proposed by a Rules Sub-Committee under this Rule will only take effect if and when approved by the Administering Body.

1.3.4 The Rules, and any subsequent amendments, interpretations or clarifications, are to be published on the Cricket ACT website as soon as possible after their approval.

1.3.5 The Competitions Manager is to advise the Clubs and ACTCAUSC of that publication as soon as practicable after it takes place.

1.3.6 An Administering Body may delegate to the Competitions Manager, in writing, such of its powers as the Administering Body deems necessary.

1.3.7 These Rules are subordinate to the Constitution, are to be interpreted in light of the context of the Constitution, and are invalid to the extent of any inconsistency between the Constitution and these Rules.

1.4 Responsibility of Clubs

1.4.1 It is the responsibility of Clubs to be aware of directions given by the Competitions Manager in relation to any matter referred to in these Rules.

2. Code of Conduct

2.1 Purpose

2.1.1 The adoption of this Code of Conduct (the **Code**) by Cricket ACT and all Clubs is to ensure that the spirit and traditions of the game of cricket are observed.

2.1.2 By the adoption of the Code, Cricket ACT and the Clubs undertake that they will act appropriately to ensure that the spirit and traditions of the game of cricket are maintained.

2.1.3 In this regard, Cricket ACT and the Clubs formally recognise the **Preamble** to the Laws - The Spirit of Cricket to be an integral part of the Code.

2.2 The Preamble - the Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the spirit of the game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the Captains.

There are two Laws, which place the responsibility for the team's conduct firmly on the Captain (Laws 1.4 and 42.1).

Responsibility of Captains

The Captains are responsible at all times for ensuring that play is conducted within the spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which brings the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's Captain and instruct the latter to take action.

Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the Captain to take action where required.

The umpires are authorised to intervene in cases of:

- Time wasting.
- Damaging the pitch.
- Dangerous or unfair bowling.
- Tampering with the ball.
- Any other action that they consider to be unfair.

The Spirit of the Game involves respect for:

- Your opponents.
- Your own Captain.
- The role of the umpires.
- The games traditional values.

It is against the spirit of the Game:

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- To indulge in cheating or any sharp practice, for instance:
 - To appeal knowing that the batsman is not out.
 - To advance towards an umpire in an aggressive manner when appealing.
 - To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own team.

Violence

There is no place for any act of violence on the field of play.

Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

2.3 The Code

2.3.1 The Code of complements and is in addition to:

- (a) Law 42.1 and the Preamble to the Laws of Cricket (as it relates to the Captains being responsible at all times for ensuring that play is conducted within the spirit of the game);
- (b) Law 42.9 and Law 42.10
- (c) Law 42.18.

2.3.2 The Code applies to Players, Umpires, Officials and members of Clubs (**players and officials**).

2.3.3 Ignorance of the requirements of any of the provisions set out in the Code (including ignorance of the Laws of Cricket) is not a valid or justifiable excuse for players or officials, nor is it a reason for the Disciplinary Committee not finding a player guilty of any charge(s) or not imposing a penalty after finding a player guilty.

2.4 Breach of Code

2.4.1 Alleged breaches of the Code and Law 42 (Part 18) of the Laws of Cricket by players or officials may be reported by:

- (a) any player or official participating in a match (where the breach is alleged to have occurred);
- (b) an Umpire officiating in a match where the breach is alleged to have occurred;
- (c) the CEO of Cricket ACT; or
- (d) any member of the Board.

2.4.2 Any report of an alleged breach must be made in writing to the Competitions Manager by noon on the first working day after the end of the Match.

2.4.3 The Competitions Manager must consider any report received under Rule 2.4.2 and determine

whether or not to charge the player or official the subject of the report.

2.4.4 Nothing in Rule 2.4.3 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when determining whether or not to charge a player or official under Rule 2.4.3.

2.4.5 A player or officials past conduct may be taken into account by the Competitions Manager when deciding whether or not to charge a player or determining the Level of the offence;

2.4.6 The Competitions Manager must:

- (a) forward a copy of any report received under Rule 2.4.2 (whether or not a charge is laid);
- (b) provide details of any charge made against the relevant player or official, including the Level of the offence; and
- (c) provide details of any proposed penalty to be imposed upon the relevant player or official (with or without reference to the Penalty Guidelines set out in Rule 2.6);

in writing to the secretary of the Club of the reported player or official before 5:00pm on the first working day after the end of the Match.

2.4.7 The Club of the reported player or official, through the Club's secretary, may respond to any report and inform the Competitions Manager whether the charge and proposed penalty:

- (a) is accepted by the relevant player or official; or
- (b) is disputed

before 5:00pm on the second working day after the end of the match in which the report arose.

2.4.8 If the Club does not respond before 5:00pm on the second working day after the end of the match in which the report arose, or the charge is accepted, the Discipline Committee will impose the proposed penalty.

2.4.9 If a charge or proposed penalty is disputed, the charge will be heard by the Discipline Committee at a hearing convened for that purpose.

2.5 Powers of Discipline Committee

2.5.1 Upon hearing a charge, the Discipline Committee may:

- (a) dismiss the charge; or
- (b) uphold or vary the charge and:
 - (i) require the player or official to be counselled by a specific member or members of the Discipline Committee;
 - (ii) officially reprimand the player or official;
 - (iii) suspend the member from participating in any number Matches for a specified period or from participating in one or more specified Matches (with or without reference to

the Penalty Guidelines set out in Rule 2.6);

- (iv) impose a monetary penalty on the player or official not exceeding \$500 or a higher fee set by the Board prior to the commencement of the current season; and/or
- (v) recommend to Cricket ACT that the player or official be disqualified from the Association.

2.6 Penalty Guidelines

Level of Offence	Penalty Guideline
Level 1	Reprimand and/or a 1 match suspended sentence and in the case of club officials a fine of up to \$500.
Level 2	Suspension of 1 or 2 Premier Matches and in the case of club officials a fine of up to \$500
Level 3	Suspension of 2 to 4 Premier Matches and in the case of club officials a fine of up to \$500.
Level 4	Suspension of 5 or more Premier Matches or a life ban and in the case of club officials a fine of up to \$500 and/or suspension from the Association.

3. Breaches of Rules

- 3.1.1 Without limiting any power or responsibility of an Administering Body, and subject to Rule 3.1.8, it is the responsibility of the Administering Body to adjudicate on alleged breaches of the Rules by Clubs and persons and impose penalties on Clubs and persons where a breach is determined to have occurred.
- 3.1.2 The Administering Body will perform the role described under Rule 3.1.1 at a meeting of the Administering Body, either as scheduled or specifically convened for the purpose.
- 3.1.3 When adjudicating upon an alleged breach of these Rules, the Administering Body will not include any representative from a directly affected Club or Clubs, though the Administering Body may require a representative or representatives from a directly affected Club or Clubs to provide it with information it considers relevant to the alleged breach.
- 3.1.4 The Administering Body will make decisions in relation to breaches of Rules and penalties by consensus.
- 3.1.5 Other than a breach of the Code of Conduct, a breach of the Rules by a person (including a Player) is considered a breach of the Rules by the Club the person is registered with as a Player, or if not registered as a Player, the Club the person is most closely associated with, unless a Club can satisfy the Administering Body, in its absolute discretion, otherwise.
- 3.1.6 A breach of the Rules by a Club adjudicated by the Administering Body to be:
- (a) because of careless or casual disregard of the Rules, or because of ignorance of the Rules, is a **Minor Breach**;
 - (b) because of deliberate disregard of the Rules, or is a continued Minor Breach or series of Minor Breaches, whether or not the Administering Body has previously adjudicated on those Minor Breaches, is a **Significant Breach**; and
 - (c) because of a deliberate disregard of the Rules *and* intended to advantage the Club that committed the breach (including by disadvantaging one or more other Clubs) is a **Major Breach**.
- 3.1.7 When adjudicating upon an alleged breach of these Rules or administering a penalty, the Administering Body may take into account any information that it, in its absolute discretion, considers relevant (including without limitation, any guidelines made by the Administering Body, past conduct of a Club, Player or person, the effect of the breach on the result of a Match, a person or the reputation of Cricket ACT or the Competitions).
- 3.1.8 For the avoidance of doubt, if a person is reported to the Competitions Manager for a breach of the Code of Conduct, the matter must be managed in accordance with the provisions of Part 2 without consideration by the Administering Body.
- 3.1.9 The Administering Body may delegate its responsibilities under Rule 3.1.1 to the Competitions Manager, but only in respect of a Minor Breach.
- 3.1.10 If a Club breaches a Rule, regardless of whether it is a Minor Breach, Significant Breach or Major Breach, and the breach is capable of remedy, the Club must remedy that breach as quickly as reasonably possible.
- 3.1.11 If a Club breaches a Rule, regardless of whether it is a Minor Breach, Significant Breach or Major Breach, and the breach is capable of remedy by the Competitions Manager, the Competitions Manager may remedy that breach.
- 3.1.12 Remedy of a breach under Rule 3.1.10 or Rule 3.1.11 does not excuse a Club from the breach, but may be taken into account by the Administering Body when determining a penalty (if any).
- 3.1.13 In addition to Rule 3.1.16 and irrespective of any action taken by an Umpire in a relevant Match,
- (a) for Minor Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 10 Competition Points;
 - (b) for Significant Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 20 Competition Points, which may be applied in full or in part to a future season;
 - (c) for Major Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 50 Competition Points which may be applied across any number of grades or divisions and may be applied in full or in part to a future season.
- 3.1.14 The Administering Body may make guidelines that it may refer to, but will not be bound by, when imposing a penalty.
- 3.1.15 If the Administering Body imposes a penalty of a deduction of Competition Points on a Club, the points penalty may be imposed across one or more Competitions (at the Administering Body's absolute discretion) and may cause a Club to be on less than zero points at any time in one or more Competitions.
- 3.1.16 In addition to imposing any penalty under Rule 3.1.13, if the Administering Body considers in its absolute discretion that the breach of Rule (regardless of whether the breach is a Minor, Significant or Major Breach) had or had the potential to have a direct bearing on the result of a Match, the Administering Body may overturn the result of that Match.
- 3.1.17 If the Administering Body overturns the result of a Match in accordance with Rule 3.1.16:

- (a) for the purposes of the Competition in which the Match was played, the Match will be deemed to have been forfeited by the Club adjudicated to have breached the Rules (and any points not awarded to a Club deemed to have forfeited the Match will be in addition to any penalty imposed under Rule 3.1.13); and
- (b) for the purposes of the statistical records of the Cricket ACT, all Players' scores and figures will stand, other than the scores and figures of any Player that was not eligible to play in the Match (in accordance with Rule 5.5.1).

4. The Competitions

4.1 The Premier Competitions

- 4.1.1 The Premier Competitions are:
- the Two Day Competitions contested by the Clubs over four grades;
 - the One Day Competitions, contested by the Clubs over five grades;
 - the Twenty Twenty (**T20**) Competitions contested by the Clubs, over four divisions; and
 - a Competition contested in a sixth grade by the clubs that nominate to contest it, in accordance with Rule 4.8.3.
- 4.1.2 The Administering Body of the Premier Competitions is the Premier Cricket Committee.

4.2 The Women's Competitions

- 4.2.1 The Women's Competitions are:
- the Lynne O'Meara Premiership Cup contested by the clubs that nominate to contest it; and
 - the Glenda Hall Shield contested by the clubs that nominate to contest it.
- 4.2.2 The Administering Body of the Women's Competitions is the Women's Cricket Council.

4.3 Conditions of play for Competitions

- 4.3.1 The Premier Competitions will be played in accordance with Part 4, Part 5, Part 6 and the relevant Additional Conditions of Play.
- 4.3.2 The Women's Competitions will be played in accordance with Part 4, Part 5 and the relevant Additional Conditions of Play.

4.4 Premier Clubs

- 4.4.1 The Premier Clubs are:
- Australian National University Cricket Club;
 - Eastlake Cricket Club;
 - Ginninderra Cricket Club;
 - North Canberra Gungahlin Cricket Club;
 - Queanbeyan District Cricket Club;
 - Tuggeranong Valley Cricket Club;
 - Western District and University of Canberra Cricket Club; and
 - Weston Creek Molonglo Cricket Club.

4.5 The Club Championship

- 4.5.1 In addition to the Competitions, the Premier Clubs will compete each season for the Club Championship.
- 4.5.2 The Club Championship will be determined by the results of the Premier Clubs (excluding Semi-Final and Final results) in the Premier Competitions and the Women's Competitions in accordance with the methodology set out at Annexure B.

- 4.5.3 If two or more Clubs tie for first position in the Club Championship in any season they will be jointly awarded the Club Championship.

4.6 Competitions to be played in accordance with approved draws

- 4.6.1 The Premier Competitions and the Women's Competitions must be played in accordance with a draw approved by Cricket ACT (**Competition Draw**), subject to any variation approved by the Administering Body (or its authorised delegate), in its absolute discretion.
- 4.6.2 Competition Draws approved by Cricket ACT must for each Match:
- specify the Competition that each Match forms part of;
 - be organised into Competition Round Matches, Semi-Finals and Finals, and specify the date or dates that each Match will be played;
 - specify the scheduled starting time and finishing time of each Match;
 - name the Clubs to play in each Match (except in the case of Semi-Finals and Finals or in Competition Rounds where the sides playing will be contingent on earlier results); and
 - allocate a ground that each Match is to be played on (except in the case of Semi-Finals and Finals or in Competition Rounds where the grounds to be used will not be determined until a later date).
- 4.6.3 Competition Draws may make provision for reserve days for any Semi-Final or Final.

4.7 Format of the Two Day Competitions (including Semi-Finals & Finals)

- 4.7.1 In the Two Day Competitions, each Club will be drawn to play one Match against each other Club in the Competition Rounds for Competition Points.

Note: The awarding of Competition Points in the Two Day Competitions will be in accordance with Rule 8.15.1.

- 4.7.2 At the end of the Competition Rounds, in each grade the Clubs will be ranked according to the Competition Points earned in the Competition Rounds.

- 4.7.3 If, at the end of the Competition Rounds, two or more Clubs in a Competition are equal on Competition Points in a grade, each Club's quotient will be calculated and those Clubs with equal Competition Points will be ranked in accordance with their respective quotients from highest to lowest.

- 4.7.4 For the purposes of Rule 4.7.3, the quotient will be determined as follows:

$$Q = \frac{a}{b} \div \frac{c}{d}$$

Where Q is the quotient and:

a = total number of runs scored by the Club in the Competition Rounds;

b = total number of wickets the Club has lost in the Competition Rounds;

c = the total number of runs scored against the Club in the Competition Rounds; and

d = the total number of wickets the Club has taken in the Competition Rounds.

4.7.5 At the end of the Competition Rounds, the four Clubs in each Competition ranked highest under Rule 4.7.3 will play Semi-Finals as follows:

- (a) the highest ranked Club will play the 4th highest ranked Club; and
- (b) the 2nd highest ranked Club will play the 3rd highest ranked Club.

4.7.6 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals.

4.7.7 The result of a Semi-Final will be in accordance with Rule 8.14 (and for the avoidance of doubt, a Club that loses the Match on the first innings, but wins the Match outright, will be the winner).

4.7.8 If a Semi-Final ends:

- (a) ends in an outright tie;
- (b) ends in a tie on the first innings and there is no outright winner;
- (c) ends in a draw without a result on the first innings; or
- (d) is abandoned,

the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.7.9.

4.7.9 Following the Semi-Final, a Final will be played in each grade between the winning Clubs of each Semi-Final played in that grade.

4.7.10 The highest ranked Club playing in a Final will be the Designated Club for that Final.

4.7.11 The result of a Final will be in accordance with Rule 8.14 (and for the avoidance of doubt, a Club that loses the Match on the first innings, but wins the Match outright, will be the winner).

4.7.12 The Club that wins the Final in a grade will be awarded the premiership for that grade.

4.7.13 If a Final ends:

- (a) ends in a tie on the first innings and there is no outright winner;
- (b) ends in a draw; or
- (c) is abandoned,

the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.7.12 and be awarded the premiership for that grade.

4.7.14 If the Final ends in an outright tie, then both Clubs that played in that Final will be awarded joint premiership for that Grade.

4.8 Format of the One Day Competitions (including Semi-Finals & Finals)

4.8.1 In the One Day Competitions in first to fourth grade, each Club will be drawn to play one

Match against each other Club in the Competition Rounds for Competition Points.

4.8.2 In the One Day Competition in fifth grade each Club will be drawn to play each other at least twice and no Club will play any other Club more than three times Club in the Competition Rounds for Competition Points.

Note: The awarding of Competition Points will be in accordance with Rule 9.21.

4.8.3 The sixth grade Competition may comprise a combination of One Day games and T20 games, to be played in accordance with the Additional Conditions of Play for One Day Competitions (as they apply to fifth grade) and T20 Competitions respectively.

4.8.4 All Matches played in the sixth grade Competition each participating Club will play each other participating Club for Competition Points in accordance with the Competition Draw.

Note: The awarding of Competition Points will be in accordance with Rule 9.21 and Rule 10.18 as applicable.

4.8.5 At the end of the Competition Rounds, in each grade the Clubs will be ranked according to the Competition Points earned in the Competition Rounds.

4.8.6 If, at the end of the Competition Rounds, two or more Clubs in a Competition are equal on Competition Points, positions shall be determined by calculating a Net Run Rate (NRR) and the Clubs with equal Competition Points will be ranked in accordance with their respective NRR from highest to lowest.

4.8.7 For the purposes of Rule 4.8.6, NRR will be determined as follows:

$$NRR = \frac{a}{b} - \frac{c}{d}$$

Where NRR is the NRR and:

a = total number of runs scored by the Club in the Competition Rounds;

b = total number of overs batted by the Club in the Competition Rounds*;

c = the total number of runs scored against the Club in the Competition Rounds; and

d = the total number of overs bowled by the Club in the Competition Rounds.

** for the purposes of determining the total number of overs batted by a Club in the Competition Rounds, in any innings:*

- in which 10 wickets have fallen; or
- in which less than 10 wickets have fallen but which cannot continue because of the absence or incapacity of one or more players

the number of overs batted will be deemed to be the maximum number of over that the Club was entitled to receive in that Match.

4.8.8 At the end of the Competition Rounds, the four Clubs in each Competition ranked highest will play Semi-Finals as follows:

- (a) the highest ranked Club will play the 4th highest ranked Club; and
- (b) the 2nd highest ranked Club will play the 3rd highest ranked Club.

4.8.9 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals.

4.8.10 The result of a Semi-Final will be in accordance with Rule 9.20.

4.8.11 Following the Semi Final, a Final will be played in each grade between the winning Clubs of each Semi-Final played in that grade.

4.8.12 If a Semi-Final ends:

- (a) ends in a tie;
- (b) ends in a draw; or
- (c) is abandoned,

the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.8.9.

4.8.13 The highest ranked Club playing in a Final will be the Designated Club for that Final.

4.8.14 The result of a Final will be determined in accordance with Rule 9.20.

4.8.15 The Club that wins the Final in a grade will be awarded the premiership for that grade.

4.8.16 If a Final ends:

- (a) ends in a draw; or
- (b) is abandoned,

the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.7.12 and be awarded the premiership for that grade.

4.8.17 If the Final ends in a tie, then both Clubs that played in that Final will be awarded joint premiership for that Grade.

4.9 Format of the T20 Competitions (including Semi-Finals & Finals)

4.9.1 In the T20 Competitions, the Clubs will be divided into pools, and each Club in a pool will be drawn to play one Match against each other Club in that pool in the Competition Rounds for Competition Points.

Note: The awarding of Competition Points will be in accordance with Rule 10.18.

4.9.2 At the end of the Competition Rounds, in each grade the Clubs will be ranked according to the Competition Points earned in the Competition Rounds.

4.9.3 If, at the end of the Competition Rounds, two or more Clubs in a Competition are equal on Competition Points, positions shall be determined by calculating a Net Run Rate (NRR) and the Clubs with equal Competition Points will be ranked in accordance with their respective NRR from highest to lowest.

4.9.4 For the purposes of Rule 4.9.3, NRR will be determined as follows:

$$NRR = \frac{a}{b} - \frac{c}{d}$$

Where *NRR* is the NRR and:

a = total number of runs scored by the Club in the Competition Rounds;

b = total number of overs batted by the Club in the Competition Rounds*;

c = the total number of runs scored against the Club in the Competition Rounds; and

d = the total number of overs bowled by the Club in the Competition Rounds.

* for the purposes of determining the total number of overs batted by a Club in the Competition Rounds, in any innings:

- in which 10 wickets have fallen; or
- in which less than 10 wickets have fallen but which cannot continue because of the absence or incapacity of one or more players

the number of overs batted will be deemed to be the maximum number of over that the Club was entitled to receive in that Match.

4.9.5 At the end of the Competition Rounds, in each Competition the two Clubs ranked highest in a pool will play a Semi-Final against the two highest ranked teams in the other pool, with the highest placed team in each pool playing against the second highest ranked team in the other.

4.9.6 The highest ranked Club in each pool will be the Designated Club for the respective Semi-Finals.

4.9.7 The result of a Semi-Final will be in accordance with Rule 10.17 (and Rule 10.19).

4.9.8 Following the Semi Final, a Final will be played in each grade between the winning Clubs of each Semi-Final played in that division.

4.9.9 If a Semi-Final ends:

- (a) ends in a draw; or
- (b) is abandoned,

the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.8.9.

4.9.10 The highest ranked Club playing in a Final will be the Designated Club for that Final.

4.9.11 The result of a Final will be determined in accordance with Rules with Rule 10.17 (and Rule 10.19).

4.9.12 The Club that wins the Final in a division will be awarded the premiership for that division.

4.9.13 If a Final ends:

- (a) ends in a tie; or
- (b) is abandoned,

the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.7.12 and be awarded the premiership for that division.

4.10 Ground allocation For Semi-Finals & Finals in all Competitions

- 4.10.1 The Two Day Competition Final in first grade will be played at Manuka Oval if it is made available by the Ground Authority.
- 4.10.2 Subject to Rule 4.10.1 and Rule 4.10.3, Semi Finals and Finals in all Competitions will be played at a Home Ground of the Designated Club, provided the ground is determined by the Competitions Manager to be suitable to host a Semi-Final or a Final.
- 4.10.3 If no Home Ground of a Designated Club is available (either because it is being used by the Designated Club in a higher grade, it will not be made available by a Ground Authority or it is not determined suitable (see Rule 4.10.6)) for a Semi-Final or a Final, then the Competitions Manager will allocate a ground to play the Match on.
- 4.10.4 In allocating a ground under Rule 4.10.3, the Competitions Manager:
- (a) must take into consideration the suitability of all available grounds;
 - (b) may (but is not obliged to) take into account any request from a Designated Club to play the Match at a specific ground; and
 - (c) must not allocate a ground that is a Home Ground of the Club opposing the Designated unless:
 - (i) the Designated Club has requested to play the Match at that ground; or
 - (ii) no other grounds are available (either because they are being used for another Match, will not be made available by a Ground Authority or are not determined suitable).
- 4.10.5 The allocation of grounds for Semi-Finals and Finals under this Rule 4.10 must be approved by the Administering Body before the beginning of the Match.
- 4.10.6 In determining the suitability of a ground for use in a Semi-Final or Final under this Rule 4.10 the following factors will be taken into consideration:
- (a) the ratings that the ground has received in Ground Reports throughout the season in all Competitions;
 - (b) facilities such as change rooms, toilet facilities and a functional kitchen available at the ground;
 - (c) availability of covers, sightscreens and scoreboard at the ground (and the effectiveness of each).
- 4.10.7 Nothing in Rule 4.10 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when making a determination of suitability of a ground.

5. Eligibility requirements in all Competitions (including Semi-Finals & Finals)

5.1 General eligibility requirements

- 5.1.1 In accordance with the By-Laws, a person is not eligible to play in a Match for any Club unless that person is registered as a player with that Club.
- 5.1.2 Subject to Rule 5.1.8, a person may only be registered as a Player with one Club at a time and a person who is registered with more than one Club at any time is not be eligible to play in any Match.
- 5.1.3 The Administering Body may:
- (a) require any person who has played, or is intending to play, in a Match to provide evidence of registration with the relevant Club or evidence that the person is not registered with more than one Club (or evidence in relation to any relevant claim that the person may have made); and
 - (b) without limiting any power of the Disciplinary Committee, suspend the person from playing in any Match if the Administering Body is not satisfied that the person:
 - (i) is registered as a player with a Club; or
 - (ii) is not registered as a player with more than one Club.
- 5.1.4 In accordance with the By-Laws, the Competitions Manager has responsibility for administering the transfer of registration of a person from one club to a Club.
- 5.1.5 Nothing in Rule 5.1.4 prevents the Competitions Manager from referring any request for transfer of a person's registration to the Administering Body for its opinion or recommendation on the request.
- 5.1.6 A person is not eligible to play in a Match for any Club if the person:
- (a) a Defaulter; or
 - (b) is otherwise serving a suspension from playing from, or has been disqualified from playing by, Cricket ACT (including by the Discipline Committee or the Board), a Club or any other club or cricket association.
- 5.1.7 Subject to Rule 5.2.10, a person is not eligible to play in more than one Match in the same Round of Matches (but may field as a substitute).
- 5.1.8 Despite Rule 5.1.2, a person registered to as a player with junior cricket Club in the ACT may also register as a Player with a Club.
- 5.1.9 A person is not eligible to play in a Match in a grade or division two or more grades or divisions lower than the grade or division the person last played in without the prior consent of the Competitions Manager.

- 5.1.10 Nothing in Rule 5.1.9 prevents the Competitions Manager from referring any request for consent under Rule 5.1.9 to the Administering Body for its opinion or recommendation on the request.

5.2 Eligibility requirements for Semi-Finals & Finals in Premier Competitions

- 5.2.1 For Semi-Finals in:
- (a) a One Day Competition, a person is eligible to play in a Semi-Final in a grade if the total number of One Day Matches played by the person in that grade and any lower grade for the Club the person is to represent is greater than or equal to 40% of the One Day Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure G);
 - (b) a Two Day Competition, a person is eligible to play in a Semi-Final in a grade if the total number of Two Day Matches played by the person in that grade and any lower grade for the Club the person is to represent is greater than or equal to 40% of the Two Day Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure G);
 - (c) a One Day Competition or a Two Day Competition, a person is eligible to play in a Semi-Final in a grade if the total number of matches played by the person in that grade and any lower grade in the One Day Competition and the Two Day Competition for the Club the player is to represent is greater than or equal to 40% of the total number of Matches played by the Club in that Grade in the One Day Competition and the Two Day Competition at the date of the Semi-Final (refer to Annexure G).
- 5.2.2 For the purposes of Rule 5.2.1:
- (a) a Match has been played by a Club if the match commences (i.e. if a ball is bowled);
 - (b) a person has played in a Match if the person was named on a Team Sheet for a Match that has been played and was present at the ground and able to take part in the match;
 - (c) if a person is named on Team Sheet for a Match and on the Team Sheet for a Concurrent Match, the player will have played one match in the lower of the two relevant Grades;
 - (d) Semi-Finals and Finals in a Competition will not be considered as a Match;
 - (e) a person who, as reasonably determined by the Competitions Manager, did not play in a Match because of Representative Commitments will be deemed to have played that match in the Grade that the player last played in

- (regardless of the total number of Matches that person has played in that grade); and
- (f) for the avoidance of doubt, no distinction will be made between Matches played in a One Day Competition and Matches played in a Two Day Competition when calculating the number of matches played by a person or by a Club when determining eligibility under Rule 5.2.1(c) only; and
- (g) Matches played in a T20 Competition will not be taken into consideration when calculating the number of matches played by a player or by a Club.
- 5.2.3 Nothing in this Rule 5.2 prevents the Competitions Manager from:
- (a) requiring any person or Club to provide evidence or information; and/or
- (b) requesting the Grade Cricket Committee for its opinion or recommendation, in respect of making a determination under Rule 5.2.2(e).
- 5.2.4 For Semi-Finals in a T20 Competition, a person is eligible to play in a Semi-Final in a division if the total number of T20 Matches played by the person in that division and any lower division for the Club the player is to represent is greater than or equal to twenty five per cent (25%) of the matches played by the Club in that division (refer to Annexure J).
- 5.2.5 For the purposes of Rule 2.3.6
- (a) a Match has been played by a Club if the match commences (i.e. if a ball is bowled);
- (b) a person has played in a Match if the person was named on a Team Sheet for a Match that has been played and was present at the ground and able to take part in the match; and
- (c) Semi-Finals and Finals in a Competition will not be considered as a Match.
- 5.2.6 A person who is eligible to play in a Semi-Final in a Premier Competition is eligible to play in a Final in that Competition.
- 5.2.7 If a Club has teams in consecutive grades or divisions playing in a Semi-Final or a Final:
- (a) a person who is eligible to play the Semi-Final or Final in the higher grade or division is eligible to play the Semi-Final or Final in the lower grade or division, regardless of the number of Matches played by the person or the Club in the lower Grade or division; but
- (b) a person who is eligible to play in a Semi-Final in a lower Grade or division under Rule 2.3.8(a), but who does not play in the Semi-Final of the lower Grade or division is not, by virtue of this rule, eligible to play in the Final of the lower Grade or division, unless the Club also has a team playing in the higher grade or division; and
- (c) nothing in this Rule 2.3.8 makes a person eligible to play in a Semi-Final or Final in a grade or division more than one grade or division lower than the grade or division that the person is eligible for under Rule 2.3.2 or Rule 2.3.6.
- 5.2.8 Clubs playing in a Semi-Final or Final in a Competition must lodge their selected teams with the Competitions Manager before 5:00pm of the Wednesday before the relevant Semi-Final or Final is played and the Competitions Manager will notify the Club of any ineligible person selected in a team before 5pm of the Thursday before the relevant match commences.
- 5.2.9 Failure by the Competitions Manager to notify a Club that a person is ineligible to play in a Semi-Final or Final under Rule 5.2.8 does not make a person eligible to play or constitute a defence to a breach of Rule 6.3.2.
- 5.2.10 If a person is eligible to play a Semi-Final or Final in more than one grade, then the person may play in any number of those Matches, provided at all times that the person does not play in more than one Match on any day.
- 5.3 Special eligibility requirements for Semi-Finals & Finals in Premier Competitions for junior players**
- 5.3.1 A Club may request that a junior player be deemed by the Competitions Manager to be eligible to play in a Semi-Final or Final without having qualified under Rule 5.2.
- 5.3.2 Nothing in Rule 5.3.1 prevents the Competitions Manager from referring any request for consent under Rule 5.3.1 to the Administering Body for its opinion or recommendation on the request.
- 5.4 Special eligibility requirements for Women's Competitions**
- 5.4.1 In addition to the general eligibility requirements set out in Rule 5.1, the following special eligibility requirements apply to the Women's Competitions.
- 5.4.2 A person yet to turn 14 years old at midnight on 31 August of the year of the commencement of the relevant season, is not eligible to play in a Women's Competition without the prior consent of Competitions Manager.
- 5.5 Consequences of playing an ineligible person**
- 5.5.1 In addition to any penalty imposed on a Club by the Administering Body under Rule 3.1.13, if a person plays in a Match (including a Semi-Final or a Final) despite being ineligible to do so, that Player's scores and figures will not be recorded in the statistical records of Cricket ACT.

6. General Rules for all Competitions

6.1 Laws of cricket to apply

- 6.1.1 All Matches will be played in accordance with the Laws of Cricket except in so far as they are modified by these Rules.
- 6.1.2 For the avoidance of doubt, a breach of a Law will be a breach of these Rules.

6.2 Grounds

- 6.2.1 Clubs must not play on any ground that has not been released for play by the relevant Ground Authority or that is not fit for play.
- 6.2.2 In the absence of express notice from the Ground Authority that a ground has not been released or is not fit for play, the Appointed Umpires (if any) will determine whether or not the Ground has been released for play or is fit for play.
- 6.2.3 In the absence of express notice from the Ground Authority and the presence of Appointed Umpires, Law 3.8 will not apply and the Captain of the Designated Club, acting reasonably, must determine whether or not the ground has been released for play or is fit for play.
- 6.2.4 If a Ground Authority decides a ground will not be released for play on any day of a Match, the Ground Authority should advise a representative of the Designated Club as soon as reasonably possible.
- 6.2.5 If the Designated Club receives notice under Rule 6.2.4, all reasonable steps must be taken by the Designated Club to inform the opposing Club and the Competition Manager as soon as possible.
- 6.2.6 The Administering Body may cancel play on any ground or grounds due to actual or potential ground or weather conditions.
- 6.2.7 Clubs must not move a match from the ground specified in the Competitions Draw without the prior approval of the Administering Body or the Competitions Manager.

6.3 Players

- 6.3.1 Law 1 applies as modified by these Rules (particularly the Additional Conditions of Play).
- 6.3.2 A person must not play, and a Club must not allow a person to play for that Club, in a Match (including, for the avoidance of doubt, Semi-Finals and Finals) unless the person is eligible play in that Match.
- Note: Eligibility requirements for all Competitions (including Semi-Final and Finals) are set out in Part 5 of these Rules.*
- 6.3.3 In accordance with Law 1.2, a person must not play in a Match unless the person is nominated as a Player in writing prior to the toss in a Match Team Sheet.
- 6.3.4 A Team Sheet must:

- (a) include notice of the age of any Player to whom Rule 6.28 (bowling age restrictions) applies;
- (b) identify any Player being replaced and the replacement Player under Rule 8.16 and the days on which each will be playing; and/or
- (c) identify any Players to be replaced and any replacement Players under Rule 8.17 and the days on which they will be playing.

6.3.5 Law 2 applies, other than Law 2.5.

6.4 Attire of Players and approval of uniforms

- 6.4.1 While on the field of play during a Match, Players must wear correct cricket attire for the relevant Competition in accordance with the relevant Additional Conditions of Play.
- 6.4.2 Coloured (ie non-white/cream) apparel worn by Clubs in One Day and T20 Competitions must be approved by the Administering Body prior to the commencement of the season that the apparel is first worn.
- 6.4.3 Clubs' badges or emblems may be displayed on any apparel together with sponsor's logos but must be approved worn by the Administering Body prior to the commencement of the season that the badge, emblem or sponsor's logo is first displayed on club apparel.
- 6.4.4 For approval for new or changed apparel and new sponsor's logos to be granted, Clubs must submit a request in writing to the Competitions Manager, who will refer it to the Administering Body for consideration in accordance with the Apparel Guidelines.
- 6.4.5 In all Competitions:
- (a) protective helmets of any colour may be worn by batters and fielders (including bowlers);
 - (b) Players may wear white hats or caps, or hats or caps of the Club they represent;
 - (c) protective equipment other than helmets, leg guards, and batting and wicket-keeping gloves, must be worn under Player's clothing; and
 - (d) at any time that a Player from the batting team is acting as an Umpire, the Player must wear apparel which clearly distinguishes him or her from the fielding team.
- 6.4.6 All batters and bowlers must wear spiked shoes or boots and such spikes must be made of suitable rigid material and be located on at least the front part of the sole of the shoe or boot.
- 6.4.7 The Competitions Manager may, in his or her reasonable discretion, grant a Player permission to wear non-spiked footwear in a Match following written request to do so from that person.

6.5 Umpires

- 6.5.1 Law 3 applies, as modified by these Rules.

- 6.5.2 Law 3.2 does not apply in any Competition.
- 6.5.3 The ACTCAUSC may appoint umpires to control any Competition Match (**Appointed Umpires**).
- Note: If only one Appointed Umpire is present at any times during a Match, for the purposes of these Rules, 'Appointed Umpires' refer to that Appointed Umpire alone.*
- 6.5.4 If only one or no Appointed Umpires are present at any time during a Match, the Captain of the batting team must nominate a person or persons (that may or may not be Players) to act as an Umpire during the Match.
- Note: If only one or no Appointed Umpire is present at any time during a Match, "Umpire" also refers to the person or persons nominated by the Captain of the batting team to act as an umpire or umpires for the time being.*
- 6.5.5 When only one Appointed Umpire is present at a Match, the Appointed Umpire will act as the bowler's end umpire at all times, unless otherwise agreed by the ACTCAUSC and the Administering Body before the commencement of the Match.
- 6.5.6 A Captain must not nominate a person to act as an Umpire under Rule 6.5.4 unless that person has a good knowledge of the Laws of Cricket and these Rules.
- 6.5.7 An Umpire nominated under Rule 6.5.4 must control the match with absolute impartiality.
- 6.5.8 All Players will afford Umpires nominated under Rule 6.5.4 the same status as an Appointed Umpire while ever they are acting as an Umpire.
- 6.5.9 If the Captain of the fielding team has any concerns about the performance of an Umpire nominated under Rule 6.5.4 that Captain may advise the Captain of the batting team of those concerns.

6.6 Time keeping

- 6.6.1 The Umpires will keep the time, but in the absence of Appointed Umpires, the Captains must agree on the timepiece to be followed.
- 6.6.2 Clubs must not vary the starting and finishing times or the times for any adjournment of a Match other than in accordance with the Laws of Cricket and these Rules, or with the prior written permission of the Administering Body.

6.7 Scorers & scoring

- 6.7.1 Law 4 applies.
- 6.7.2 Clubs must use all reasonable endeavours to ensure that Matches in:
- the Two Day Competitions;
 - grades one to four of the One Day Competitions; and
 - the T20 Competitions;
- are scored electronically in accordance with directions given by the Competitions Manager and must also keep score in a scorebook.
- 6.7.3 At all times during a Match the batting team must provide a person to keep score, and in the

event that the fielding team has not provided a person to keep score, the team batting will provide a second person to keep score (the **Scorers**).

- 6.7.4 Each Club is encouraged (but is not required) to provide a Scorer who is not a Player to keep score for each Match, particularly in grade and division one.
- 6.7.5 Scorers must keep scorebooks clear and legible and ensure that all Match details, including total team scores and progress scores, batters' names, scores and details of those batters' dismissals (including the names of relevant bowlers and/or fielders), bowlers' names and details of those bowlers' bowling figures, details of sundries, partnerships and the names of any Appointed Umpires are included in the scorebook when scoring the Match.
- 6.7.6 The Captain of each team competing in a Match must confirm the progress/result of the Match following the completion of each day's play by initialling the relevant page or pages of the scorebook.
- Note: In the event of a discrepancy between scores, bowling figures are to take precedence over batting scores. If scores cannot be agreed, the matter must be referred to the Competitions Manager for a ruling.*

6.8 Approved cricket balls & second new ball

- 6.8.1 Law 5 applies, as modified by these Rules.
- 6.8.2 For the purposes of Law 5.4 (**second new ball**) the number of overs is 80.
- 6.8.3 Clubs must only use a brand and type of ball approved for use in the relevant Competition by these Rules (an **Approved Ball**).
- Note: Approved Balls are listed at Annexure F.*
- 6.8.4 The fielding side must provide to the Umpires the ball it intends to use prior to the commencement of the innings and the umpire may require the fielding to side to replace the ball if it is not an Approved Ball or is otherwise, in the reasonable opinion of the Umpires, not suitable for use.

6.9 Cricket bats

- 6.9.1 Law 6 applies.

6.10 The pitch, creases & pitch markings

- 6.10.1 Law 7 and Law 9 apply, as modified by these Rules.
- 6.10.2 Marks must be placed on pitches in accordance with the directions at Annexure C to assist Umpires identify the "protected area" as described in Law 41.11(b).
- Note: Additional markings are required in One Day Competitions and T20 Competitions.*

6.11 The wickets

- 6.11.1 Law 8 applies.

6.12 Ground & pitch preparation

- 6.12.1 Law 10 applies, as modified by these Rules.

- 6.12.2 Unless otherwise directed by the Competitions Manager, a Club must prepare, or arrange for the preparation of, the ground and pitch for play in any Match drawn to be played on one of its Home Grounds regardless of whether or not the Club is playing in that Match.
- 6.12.3 The Club responsible for the preparation of the ground and pitch must use all reasonable endeavours to ensure that both the ground and the pitch are prepared in a satisfactory way and Law 10.3 only has application to the extent that the activities it describes are reasonably controllable by the relevant Club.
- 6.12.4 Satisfactory ground preparation includes (but is not limited to):
- (a) providing an outfield in a condition that is safe to play on and grass at a length that provides an opportunity for the Match to be played in a fair manner;
 - (b) having all boundary any fielding restriction markings clearly marked in accordance with the Additional Conditions of Play (if any) of the Competition being played; and
 - (c) for Matches played over more than one day, in as near as same condition as possible on each day of the Match.
- 6.12.5 Satisfactory pitch preparation includes (but is not limited to):
- (a) having due regard to the guidelines for the preparation of a cricket pitch (see Annexure C);
 - (b) having all markings clearly marked in accordance with 6.10.2, the Additional Conditions of Play (if any) of the Competition being played;
 - (c) preparing the pitch to a standard that is safe and provides an opportunity for the Match to be played in a fair manner; and
 - (d) for Matches played over more than one day:
 - (i) if the Match is played on consecutive days, the relevant Laws will apply; or
 - (ii) if the Match is played over two weekends, subject to Rule the pitch must be newly prepared for the second weekend's play in as near as same condition as it was on the first weekend of the Match.
- 6.12.6 If, between playing days of a Match played over more than one day, the pitch is damaged or becomes unfit to play (however caused), the Captains may agree to continue the Match on another pitch at the same ground and the Match will continue and the end result will stand.
- 6.12.7 If another pitch is used in accordance Rule 6.12.6, this must be noted and in the Ground Report.
- 6.13 Upkeep & maintenance of turf pitches**
- 6.13.1 Clubs are responsible for the upkeep and maintenance of pitches at each of the Club's Home Grounds.
- 6.14 Sightcreens**
- 6.14.1 Clubs are encouraged to provide sightcreens for Matches in all Competitions.
- 6.15 Covers**
- 6.15.1 Law 11 applies, as modified by these Rules and for the purposes of Law 11.2, these Rules are "regulations".
- 6.15.2 Clubs must provide covers to protect the pitch and surrounding area from damage by water (**Covers**) for use at Home Grounds where grade one and grade two Matches are to be played (and are encouraged to provide Covers at other grounds for which they are responsible for pitch upkeep and maintenance).
- 6.15.3 The Covers must cover the pitch and surrounding wicket area and should cover bowlers' run-ups.
- 6.15.4 A hessian underlay should be used on the pitch under Covers when Covers are to be used overnight or for an extended period of time.
- 6.15.5 Subject to Rule 6.15.6, prior to the start of a day's play in a Match, and during any suspension of play during a Match, the Designated Club must use all reasonable endeavours to use Covers to protect a pitch and surrounding wicket area that has been prepared, or is being prepared, from damage by rain.
- 6.15.6 If there is the reasonable likelihood of theft or vandalism to the Covers at grounds which are not enclosed, the Designated Club does not have to use Covers prior to the start of a day's play in a Match.
- 6.16 Innings, follow on & declarations**
- 6.16.1 Law 12, Law 13 apply and Law 14 apply, as modified by these Rules.
- 6.16.2 For the purposes of Law 12.1, all agreements in relation to Match length and format are included in these Rules (particularly in the Additional Conditions of Play) and nothing in Law 12.1 allows Clubs to agree to vary the length or format of a Match beyond what is expressly provided for in these Rules.
- 6.17 Intervals**
- 6.17.1 Law 15 applies, as modified by these Rules (particularly the Additional Conditions of Play).
- 6.18 Start & end of play**
- 6.18.1 Law 16 applies as modified by these Rules (particularly the Additional Conditions of Play).
- 6.18.2 Law 16.6, Law 16.7 and Law 16.8 do not apply.
- 6.19 Practice on the field**
- 6.19.1 Law 17 applies.

6.20 Runs & boundaries

6.20.1 Law 18 and Law 19 apply.

6.21 Lost ball

6.21.1 Law 20 applies.

6.22 Results & Forfeits

6.22.1 Law 21 applies, as modified by these Rules.

6.22.2 For the purposes of Law 21.4, all agreements in relation to the results of Matches are included in these Rules (particularly in the Additional Conditions of Play).

6.22.3 A side will have forfeited a Match if:

- (a) less than 7 Players are present at the ground 30 minutes after the scheduled time for commencement of the Match; or
- (b) the Competitions Manager has been notified by a Club that a team will forfeit the Match.

6.22.4 If a side forfeits a Match:

- (a) it will be deemed to have lost the Match and lose 2 competition points in the relevant Competition (which may cause a Club to be on less than zero points in that Competition); and
- (b) the opposition side will be deemed to have won the Match but will awarded the maximum points gained in other Matches in that Round of the relevant Competition, including any bonus points awarded to any side (for the avoidance of doubt, if all other Matches in that Round in the relevant Competition are drawn, the side will be awarded the relevant number of points for a drawn or abandoned Match).

6.22.5 Sides must not contrive results in any Match, including (without limitation) for the purpose of receiving Competition Points.

6.22.6 Nothing in Law 21.8 prevents the Umpires from referring a disputed result to the ACTCASUC, the Administering Body, the Competitions Manager or any third party for an opinion or recommendation on the dispute.

6.23 Overs

6.23.1 Law 22 applies.

6.24 Dead ball & no balls

6.24.1 Law 23 and Law 24 apply.

6.25 Wides

6.25.1 Law 25 applies, as modified by these Rules (particularly the Additional Conditions of Play).

6.26 Other Laws

6.26.1 Law 26 to Law 42 (inclusive) apply.

6.27 Lightning

6.27.1 If thunder follows a lightning flash by forty seconds or less, play must be suspended immediately and no person may remain on, or

enter, the field of play, including to place covers on a pitch, for 30 minutes

6.27.2 If during the suspension of play under Rule a lightning flash is followed by thunder less than 30 seconds later play will remain suspended, and no person may enter the field of play, for 30 minutes after that flash.

6.28 Injury prevention for young bowlers

6.28.1 A Player under the age of 19 at 31 August of the year that a season commences is limited by these Rules as to the number of overs of medium paced (or faster) bowling that he or she can bowl during any spell of bowling in a Match and in a day in accordance with the table below:

Age of bowler (see Rule 6.28.9)	Maximum overs per spell	Maximum overs per day
Under 19	8	20
Under 17	6	16
Under 15	5	10
Under 14	4	8

6.28.2 A Player to whom Rule 6.28.1 applies must also be rested between spells of bowling:

- (a) for a minimum of 60 minutes (including the lunch and tea interval and any unscheduled breaks in play) in any Two Day Competition; and
- (b) for a minimum of 30 minutes (including the lunch interval and any unscheduled breaks in play) in any One Day or T20 Competition, the Lynne O'Meara Cup or the Glenda Hall Trophy.

6.28.3 It is the responsibility of a Player's Captain to ensure that a Player does not bowl more overs than the Player is limited to in any spell of bowling in Match or during a and is given the required period of rest between spells of bowling.

6.28.4 If an Umpire becomes aware of a breach of Rule 6.28.1 or Rule 6.28.2 they must direct the Captain to take the bowler off immediately, and if an over is in progress another bowler is to complete the over (and the replacement bowler must not have bowled the previous over, and must not bowl the subsequent over).

6.28.5 If a Player to whom Rule 6.28.1 applies changes between medium pace (or faster) and spin bowling during a day's play:

- (a) if the Player begins with medium pace (or faster) the Player is subject to the playing condition throughout the day; and
- (b) if the Player begins with spin bowling and changes to medium pace (or faster) the playing condition applies from the time of the change (regardless of whether or not the Player reverts to bowling spin), and any overs of spin bowling bowled prior to

the change will not be counted in either the current spell or the daily limit.

- 6.28.6 A Player who has bowled a spell of less than the maximum spell permitted for their age may bowl again prior to the completion of the necessary break, but this will be considered an extension of the same spell so that the Player's maximum spell limit will still apply and following the completion of the spell, the normal break between spells will apply and the break within the spell is disregarded.
- 6.28.7 A partial over will constitute one over for the purposes of calculating the numbers of overs bowled in a day and a spell of bowling.
- 6.28.8 If a bowler bowls in another match prior to a Competition Match, then all overs bowled in that match shall count towards the daily limit.
- 6.28.9 For the purposes of the table in Rule 6.28.1, a Player's age is their age at 31 August of the year that a season commences.

6.29 Health policy

- 6.29.1 Clubs must have due regard for the Health Policy.

7. Administrative obligations for all Competitions

7.1 Match day submission of Match scores & results

7.1.1 Unless a Match is scheduled to finish after 7:00pm, the Designated Club must submit Match scores for each Match played in accordance with the process set out in Rules 7.1.3 to 7.1.6 before 7:00pm on each day that a Match is played (or before 7:30pm if the Match concludes later than the scheduled close of play),

7.1.2 Results of Matches scheduled to finish after 7:00pm must be submitted in accordance with the process set out in Rules 7.1.3 to 7.1.6 before 12:00 midday on the day following the Match.

7.1.3 If the Match was scored electronically, the scores must be electronically uploaded by the Designated Club in accordance with directions given by the Competitions Manager.

7.1.4 If the Match was not scored electronically or was not able to be uploaded electronically before 7:00pm on each day that a Match is played (or before 7:30pm if the Match concludes later than the scheduled close of play) for reasons outside the control of the Designated Club,

- (a) for grade one and division one Matches, either:
 - (i) a completed Match Score Sheet; or
 - (ii) a photograph or photographs (in accordance with the requirements of Rule 7.1.5) of the relevant complete page or pages of the scorebook, must be emailed to both the Competitions Manager and the Canberra Times, and
- (b) for Matches in all other grades and divisions, a completed Match Score Summary Sheet must be submitted to both the Competitions Manager and the Canberra Times.

7.1.5 A photograph submitted under Rule 7.1.4(a)(ii) must be a clear and legible image of a legible page of the scorebook that shows total team scores and/or progress team scores, batters' names, scores and details of those batters' dismissals (including the names of relevant bowlers and/or fielders), bowlers' names and details of those bowlers' bowling figures, details of sundries, partnerships and the names of any ACTCAUSC umpires officiating the Match.

7.1.6 If there is no play on a scheduled Match day, the Competitions Manager and the Canberra Times must be notified of that prior to 7:00pm on that day.

7.2 Uploading Match results

7.2.1 Before 12:00 noon on the second working following the completion of the Match the result of the Match must be electronically uploaded by

the Designated Club in accordance with directions given by the Competitions Manager.

7.3 Confirming or disputing results

7.3.1 Before 12:00 noon on the fourth working day following the completion of the Match, the result of the Match must be electronically confirmed or disputed by the Club that did not upload the result of the Match in accordance with directions given by the Competitions Manager.

7.3.2 Any dispute raised after 12:00 noon on the fourth working day following the completion of the Match will be considered at the discretion of the Competitions Manager.

7.3.3 A disputed result will be considered by the Competitions Manager who will adjudicate on the dispute.

7.3.4 Nothing in Rule 7.3.3 prevents the Competitions Manager from asking the Administering Body, the ACTCAUSC or any other person for its opinion or recommendation when adjudicating on a disputed result.

7.4 Ground Reports

7.4.1 If one or more Appointed Umpires are present at a Match, the Appointed Umpires will complete and submit the Ground Report.

7.4.2 If requested to do so by an Appointed Umpire, the Captain of a team that has competed in the Match must assist in the completing of the Ground Report.

7.4.3 If no Appointed Umpires are present at a Match:

- (a) the Captains of the teams that competed in the Match must jointly complete the Ground Report in accordance with directions given by the Competitions Manager; and
- (b) before 12:00 noon on the second working following the completion of the Match the Designated Club must submit the completed Ground Report to the Competition Manager.

7.5 Captains Reports on Appointed Umpires

7.5.1 If a Match has been controlled by one or more Appointed Umpires, the Captains of the teams that competed in the Match must each complete and submit a Captain's Report on each Appointed Umpire.

7.5.2 A Captain's Report must be either:

- (a) submitted electronically; or
- (b) emailed to the Competitions Manager before 12:00 noon on the second working following the completion of the Match.

7.6 Defaulters

7.6.1 Cricket ACT will maintain a list of persons who are notified to it to be in breach of a financial obligation to a Club, to Cricket ACT or any other club or association

- 7.6.2 Clubs must give the Competitions Manager notice of any person it wishes to have included on the Defaulters list.
- 7.6.3 Clubs must give notice to Cricket ACT of any person who satisfies their obligations in full or comes to an agreement in relation to the outstanding financial obligation and ask for that person to be removed from the Defaulters list.
- 7.6.4 Upon such notice the person ceases to be a Defaulter regardless of how long it takes to update the list.

8. Additional Conditions of Play in the Two Day Competitions (including Semi-Finals & Finals)

8.1 Additional Conditions of Play in the Two Day Competition (including Semi-Finals & Finals)

8.1.1 The Conditions of Play set out in this Part 8 are Rules and only apply to the Two Day Competitions.

8.2 Match format for 1st grade (including Semi-Finals & Finals)

8.2.1 In the first grade Two Day Competition:

- (a) Matches other than Semi-Finals and Finals will be played over two days; and
- (b) Semi-Finals and Finals will be played over three days.

8.2.2 Subject to Rule 8.10, a minimum of 96 overs are to be bowled each day of the Match.

8.2.3 There is no enforced compulsory closure.

8.2.4 Subject to Rule 8.16 and Rule 8.17, each side will be made up 11 Players.

8.2.5 For the avoidance of doubt, Law 2.5 applies.

8.3 Match format for 2nd grade (including Semi-Finals & Finals)

8.3.1 In the second grade Two Day Competition:

- (a) Matches other than Semi-Finals and Finals will be played over two days; and
- (b) Semi-Finals and Finals will be played over three days.

8.3.2 Subject to Rule 8.10, a minimum of 96 overs are to be bowled each day of the Match.

8.3.3 There is no enforced compulsory closure.

8.3.4 Despite Law 1.1, and subject to Rule 8.16 each side will be made up of a minimum of 11 Players and a maximum of twelve 12 Players.

8.3.5 Despite Rule 8.3.4, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match (for the avoidance of doubt, the same 11 do not need to bat in each innings of a Match that has a second innings).

8.3.6 Law 2.5 does not apply.

8.4 Match format for 3rd & 4th grade (including Semi-Finals & Finals)

8.4.1 In the third and fourth grade Two Day Competition Matches will be played over two days.

8.4.2 Subject to Rule 8.10, a minimum of:

- (a) 80 overs are to be bowled each day of the Match in Matches other than Semi-Finals and Finals; and
- (b) 96 overs are to be bowled each day of the Match in Semi-Finals and Finals.

8.4.3 There is no compulsory closure of a side's first innings.

8.4.4 Despite Law 1.1, and subject to Rules 8.16 each side will be made up of a minimum of 11 Players and a maximum of twelve 12 Players.

8.4.5 Despite Rule 8.4.4, only 11 Players may field for the fielding side and only 11 Players may bat for the batting side in any innings of the Match (for the avoidance of doubt the same 11 do not need to bat in each innings of a Match that has a second innings).

8.4.6 Law 2.5 does not apply.

8.5 Player attire

For the purpose of Rule 6.4, in Two Day Competitions, correct cricket attire means:

- (a) long white or cream cricket trousers;
- (b) white or cream shirts with a collar and white or cream sweaters or vests, with or without a coloured band on the collar and/or cuffs;
- (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.

8.6 Hours of play (including Semi-Finals & Finals)

8.6.1 Subject to Rule 8.8, unless otherwise specified in the Competition Draw:

- (a) each day of Matches in first grade and second grade will start at 11:00am; and
- (b) each day of
 - (i) Matches in third grade and fourth grade, other than Semi-Finals and Finals will start at 1:00pm; and
 - (ii) Semi-Finals and Finals will start at 11:00am.

8.6.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all days in all Matches is 6:00pm.

8.6.3 Under no circumstances will play extend past 7:00pm on any day of any Match.

8.6.4 In all Grades, if an outright result has been obtained earlier than the scheduled finish time, the Match is at an end.

8.6.5 If a first innings result has been obtained in a Match and no further result is reasonably likely, then the Captains may agree to end:

- (a) a Match, other than a Semi-Final or Final, at or after the tea interval on the second day;
- (b) a three day Semi-Final or Final, at or after the close of play on the second day; or
- (c) a two day Semi-Final or Final in third grade or fourth grade, at or after the lunch interval on the second day.

8.7 Intervals (including Semi-Finals & Finals)

8.7.1 In first grade and second grade Matches there will be:

- (a) a scheduled lunch interval from 1:00pm until 1:40pm; and

- (b) a scheduled afternoon tea interval from 3:40pm until 4:00pm.
- 8.7.2 In third grade and fourth grade:
- (a) Matches, other than Semi-Finals and Finals there will be a scheduled afternoon tea interval from 3:20pm until 3:40pm; and
- (b) in Semi-Finals and Finals there will be:
- (i) a scheduled lunch interval from 1:00pm until 1:40pm; and
- (ii) a scheduled afternoon tea interval from 3:40pm until 4:00pm.
- 8.7.3 Nothing in these Rules prevents the umpires and the Captains changing the times of scheduled intervals in accordance with Law 15.5, particularly in circumstances where additional time is added to a day's play under Rule 8.8.
- 8.8 Making up lost playing time**
- 8.8.1 If playing time is lost for any reason during a Match day, the scheduled finish time will be extended by the amount of time equivalent to the amount of time lost, subject to Rule 8.6.3.
- 8.8.2 If all time lost cannot be made up on the same day that it is lost, time equivalent to the amount of time lost but not made up will be added (up to a maximum of one hour per day) to the playing time of the following day or days (if any) of the Match by:
- (a) bringing forward the scheduled start of the day's play by 30 minutes (or if less than 30 minutes of playing time remains not made up); and
- (b) if the total lost time is not completely made up by bringing forward the scheduled start time, by extending the scheduled finish time by the remainder of time not made up (up to a maximum of 30 minutes).
- 8.8.3 For the avoidance of doubt, the total amount of time added to the hours of play under this Rule 8.8 must not exceed the total amount of time lost in the Match.
- 8.9 Delay to start or no play on the first day of a Match**
- 8.9.1 If the start of play on the first day of a Match is delayed or if no play is possible on the first day, then, subject to Rule 8.9.2, the Match will be played in accordance with the Additional Conditions of Play in the Two Day Competitions.
- 8.9.2 If no play is possible on first day of a Match in all Matches in a grade (other than in a Semi-Finals or Final), then all Matches in that grade in that round will be played on the second scheduled day as one innings Matches in accordance with the Additional Conditions of Play in the One Day Competition, except that:
- (a) Clubs must use an Approved Ball for the Two Day Competition they are competing in; and
- (b) Rule 8.5 will apply.
- 8.9.3 For the avoidance of doubt, for the purposes of Rule 8.9.2 if one ball is bowled in one Match in a grade on the first day of a round, then all Matches in that grade must continue to be played on the second day in accordance with the Additional Conditions of Play in the Two Day Competitions.
- 8.9.4 In all Matches (other than a Semi-Final or Final) where no play is possible on first day, regardless of whether or not the Match is to be played in accordance with Rule 8.9.2 or not:
- (a) a new toss for choice of innings must be taken; and
- (b) a new Team Sheet must be made.
- 8.10 Number of overs to be bowled in a day**
- 8.10.1 Subject to Rule 8.6.3, play must continue on each day of a Match until the completion of the minimum number of overs for the Competition (as provided for in Rule 8.3.1(a) and Rule 8.4.2 and as varied by this Rule 8.10), or the scheduled finishing time, whichever occurs latter.
- 8.10.2 If time is added to a day's play, in accordance with Rule 8.8, the number of overs to be bowled in a day of a Match will be increased by one for the number of minutes per over applicable to that grade, as set out in the table at Rule 8.19.
- 8.10.3 If playing time is lost for any reason during a Match day despite the application of Rule 8.8, then the number of overs to be bowled in a day will be reduced by one for the number of minutes per over applicable to that grade, as set out in the table at Rule 8.19.
- 8.10.4 If a change of innings occurs during a Match day, unless the change of innings coincides with an interval taken in accordance with Rule 8.7, the minimum number of overs to be bowled that day will be reduced by 3.
- 8.11 Requirement to bowl minimum overs before scheduled finish time**
- 8.11.1 Nothing in this Rule 8.11 limits an Umpire taking action under Law 42.9.
- 8.11.2 If, in the reasonable opinion of the Umpires a Club is, because of its slow over rate, responsible for the failure of the minimum numbers overs to be bowled in a day's play, the Umpires may report the Club to the Competitions Manager for a breach of Rule 8.2.2, Rule 8.3.2 or 8.4.2, as the case may be.
- 8.12 Wicket or interruption to play within 2 minutes of scheduled finish**
- 8.12.1 If, on any day's play in a Match other than the last day:
- (a) a wicket falls or a batter retires; or
- (b) the Players leave the field for any reason within 2 minutes of the scheduled finish time, play will end for the day.

8.13 Extra Time

- 8.13.1 Subject to Rule 8.6.3, the Umpires may decide to play up to 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day), or an extra 15 minutes (minimum of 4 overs) at the end of the first two sessions if requested by either Captain if, in the Umpires' opinion, it could bring about an outright result on that day, or a first innings result on day two of a three day Match.
- 8.13.2 If extra time is added under Rule 8.13.1, unless the relevant result is achieved, the whole period must be played out even though the possibility of finishing the match may have disappeared before the full period has ended.
- 8.13.3 The amount of playing time added under Rule 8.13.1 will be deducted from the total number of hours of play remaining in the Match, and the Match will end earlier on the final day by the amount of time by which play was previously extended under this clause.

8.14 The result

- 8.14.1 In accordance with Law 21.1, if at the end of a Match, a side has scored a total of runs in excess of those scored in two completed innings of the competing side, that side wins the Match **outright**.
- 8.14.2 If, at the end of a Match the total number of runs scored by both sides is equal, and both sides have completed their second innings, the result is an **outright tie**.
- 8.14.3 If neither side wins the Match outright and the result is not an outright tie, but at the end of the Match one side has scored more runs in its first innings than the competing side scored in its first completed innings, then the side with the highest first innings total wins the Match **on first innings**.
- 8.14.4 If neither side wins the Match outright and the result is not an outright tie, and both sides score the same total of runs in their first completed innings, the result is a **first innings tie**.
- 8.14.5 A Match that has ended but has not reached a result under Rule (4 above) is a **draw**.
- 8.14.6 A Match involving a forfeit will be subject at all times to Rule 6.22.4
- 8.14.7 In this rule **completed innings** means an innings:
- declared closed (compulsorily or otherwise) or forfeited; or
 - in which 10 wickets have fallen; or
 - in which less than 10 wickets have fallen but which cannot continue because of the absence or incapacity of one or more players.

8.15 Competition points

- 8.15.1 In the Two Day Competitions, Competition Points will be awarded as follows:

Result	Points
Side wins outright after leading on 1 st innings	10
Side wins outright after tying on 1 st innings	8
Side wins outright after trailing on 1 st innings	6
Side ties outright after leading on 1 st innings	7
Side ties outright after tying on 1 st innings	5
Side ties outright after trailing on 1 st innings	3
Side loses outright after leading on the 1 st innings	4
Side loses outright after tying on first innings	2
Side wins on 1 st innings	6
Side ties in 1 st innings	3
Match drawn or abandoned before result obtained	2
Side loses on 1 st innings	0
Side loses outright after trailing on 1 st innings	0

8.16 Replacement Rule – 12th Player in 1st grade

- 8.16.1 Despite Rule 8.2.4, a Club may nominate 12 persons as Players in a Match on a Team Sheet in accordance with Rule 6.3.3, but no more than 11 Players may play in any day of that Match.
- 8.16.2 If 12 persons are nominated as Players for a Match in first grade, one Player must be replaced by another Player for one or more days of the Match.
- 8.16.3 The Player being replaced and the replacement Player must not take part in any Match in any Grade in any Competition (including not take part as a substitute fielder) on any day of the Match, other than on the day nominated on the Team Sheet as the day or days on which that Player will be playing.
- 8.16.4 For the avoidance of doubt, no variation can be made to a Team Sheet after the toss, and a Player that is nominated to not play on a particular day or days of a Match cannot play on that day or those days, regardless of any circumstances or events.
- 8.16.5 If a Player who is to be replaced under this Rule 8.16 is batting and not out at the end of the day's play (or had commenced batting, Retired Hurt, and had not recommenced that innings), the Player will be deemed to be "Retired – out" in accordance with Law 2.9(b) at the close of play of that day.

- 8.16.6 If a replaced player under this Rule 8.16 is out and the side's innings continues into the next day's play, the replacement player must not bat in that innings, but may bat in any subsequent innings.
- 8.16.7 If a Player who is to be replaced under this Rule is bowling the final over of a day's play and the over cannot be completed, the over may be completed by any Player on the next day's play (in accordance Law 22.8).
- 8.17 Replacement Rule – Representative Players**
- 8.17.1 Despite any Law or Rule, a Player may be replaced in any Match if that Player has Representative Commitments on one or more days of play in the Match.
- 8.17.2 When it is known by a Club before the start of a Match that a person will have Representative Commitments (**Representative Player**) on one or more days of play in the Match, and the Club wishes to have the Representative Player play in the Match on days that the person does not have Representative Commitments and be replaced on the days that they are, the Club must nominate:
- the Representative Player;
 - a replacement Player; and
 - the day or days on which each will be playing,
- on the Team Sheet.
- 8.17.3 If a Club becomes aware after the start of a Match that a Player nominated on the Team Sheet will be on Representative Duty on the remaining day or days of play in the Match, and the Club wishes to have the Representative Player replaced, the Club must:
- notify the opposing Club and the Competitions Manager as soon as reasonably practicable of the names of the Representative Player, the replacement Player and any consequential replacements that will be made in accordance with Rule 8.17.5; and
 - must have all relevant Team Sheets appropriately amended (as in Rule 8.17.2) as early as possible on the next day of play in each effected Match.
- 8.17.4 For the avoidance of doubt, nothing in this Rule 8.17 prevents a replacement Player from playing in another Match in any Grade in any Competition on the day or days of the Match that they are not replacing the Representative Player (provided that they are nominated on the Team Sheet for both Matches in accordance with Rule 8.17.2 or an amended Team Sheet in accordance with Rule 8.17.3 and otherwise eligible to do so under Part 5).
- 8.17.5 A replacement Player under this Rule 8.17 may be replaced in accordance with Rule 8.17.2 or Rule 8.17.3 as though the replacement Player was a Representative Player, and their replacement may be replaced in the same way.
- 8.17.6 If a Player who is to be replaced under this Rule 8.17 is batting and not out at the end of the day's play, the Player will be deemed to be "Retired – not out" in accordance with Law 2.9(a) at the end of play and the replacement Player must commence their innings at the start of play on the next day.
- 8.17.7 If a replaced Player under this Rule 8.17 is out and the side's innings continues into the next day's play, the replacement Player must not bat in that innings, but may bat in any subsequent innings.
- 8.17.8 If a Player who is to be replaced under this Rule is bowling the final over of a day's play and the over cannot be completed, the over must be completed by the replacement Player on the next day's play (in accordance with law 22.8).
- 8.17.9 If, a Representative Player is nominated on the Team Sheet to play a day or days in the Match and the Representative Player cannot play on that day or those days because of continuing or additional Representative Duty, the replacement Player will remain in the side in place of the Representative Player (as will any Player replacing that Player under Rule 8.17.5).
- 8.17.10 For the avoidance of doubt, unless a Player is replaced in accordance with Rule 8.17.3, nothing in this Rule permit a person from Playing in a Match unless the person has been nominated as a Player in the Match on a Team Sheet in accordance with Rule 6.3.3.
- 8.18 Fast short pitched bowling**
- 8.18.1 Law 42.6(a) (ii) is replaced by the following Rule 8.18.
- 8.18.2 Law 42.7 applies in addition to this Rule 8.18.
- 8.18.3 For the purposes of this Rule 8.18, **fast short pitched delivery** means a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 8.18.4 A bowler must not bowl more than 2 fast short pitched deliveries in an over (including any fast short pitched delivery which is also a 'Wide').
- Note: A ball that passes clearly above head height of the batter and is not reasonably able to hit it with the bat by means of a normal cricket stroke will be called a 'Wide' and will also count as one of the allowable balls above shoulder height for that over.*
- 8.18.5 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.
- 8.18.6 In the event of a bowler bowling more than two fast short pitched deliveries in an over, either Umpire will call and signal 'no Ball' on each subsequent occasion.
- Note: The Umpires' signal to signify a 'No Ball' for a fast short pitched delivery will be to call and signal 'no Ball' and then tap the head with the other hand.*

- 8.18.7 If a bowler bowls a no Ball under Rule 8.18.6, the Umpire that calls and signal 'no Ball' will inform the other umpire, the Captain of the fielding team and the batsmen at the wicket of what has occurred and caution the bowler that the bowler will not be permitted to bowl again in the innings if the bowler bowls 3 such no Balls.
- 8.18.8 If a bowler bowls 3 no Balls under Rule 8.18.6 in an innings the bowler must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 22.8).
- 8.18.9 If a bowler is suspended from bowling under Rule 8.18.8, the Umpires must report the matter to Cricket ACT which shall take such action as is considered appropriate against the Captain and the bowler concerned.

8.19 Summary of playing conditions in Two Day Competitions

	1st & 2nd grade (Semi Finals & Finals in all grades)	3rd & 4th grade
Overs per day	96	80
Playing time per day	360 mins	280 mins
Minutes per over	3.75	3.5
Overs per hour	16	17.1
Start time	11:00am	1:00pm
Finish time	6:00pm	6:00pm
Lunch	1:00pm – 1:40pm	N/A
Tea	3:40pm – 4:00pm	3:20pm – 3:40pm
Drinks	Mid-point of each session	
Stumps	Minimum number of overs or scheduled finish time (as adjusted), whichever occurs latter	
Semi-Finals & Finals	3 days	2days
Bouncers:	2 per over (shoulder height) then No balls	
Wides:	Any bouncer clearly above head (diameter of cricket ball)	
New ball:	After a minimum of 80 overs	

9. Additional Conditions of Play in the One Day Competitions (including Semi-Finals & Finals)

9.1 Additional Conditions of Play in the One Day Competitions (including Semi-Finals & Finals)

9.1.1 The Conditions of Play set out in this Part 9 are Rules and only apply to the One Day Competitions.

9.2 Match format for 1st grade & 2nd grade (including Semi-Finals & Finals)

9.2.1 In the first grade and second grade One Day Competitions Matches will be played as one innings Matches limited to a maximum of 50 overs each innings.

9.2.2 Law 12(3)(c) and Law 14(1) do not apply and a Captain is not permitted to declare an innings closed.

9.2.3 Each side will be made up of a minimum of 11 Players and a maximum of 12 Players.

9.2.4 Despite 9.2.3, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.

9.2.5 Law 2.5 does not apply.

9.3 Match format for 3rd,4th & 5th grade (including Semi-Finals & Finals)

9.3.1 In the third grade, fourth grade and fifth grade One Day Competitions Matches will be played as one innings Matches limited to a maximum of 45 overs each innings.

9.3.2 Law 12(3)(c) and Law 14(1) do not apply and a Captain is not permitted to declare an innings closed.

9.3.3 Each side will be made up of a minimum of 11 Players and a maximum of 12 Players.

9.3.4 Despite Rule 9.3.3 (above), only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.

9.3.5 Law 2.5 does not apply.

9.4 Minimum number of overs to obtain a result

9.4.1 In order for a Match to obtain a result, each team must have the opportunity to bat for at least 15 overs (subject to the innings not being completed earlier), otherwise the Match will be considered abandoned.

9.5 Player attire – 1st, 2nd 3rd & 4th grade

9.5.1 For the purpose of Rule 6.4, in One Day Competitions in first grade, second grade, third grade and fourth grade Matches, correct cricket attire means cricket attire means:

- (a) long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;

- (b) shirts with a collar sweaters or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;

- (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.

9.6 Player attire – 5th grade & 6th grade

9.6.1 For the purpose of Rule 6.4, in the fifth grade One Day Competition, correct cricket attire means:

- (a) long white or cream cricket trousers;
- (b) white or cream shirts with a collar and white or cream sweaters or vests, with or without a coloured band on the collar and/or cuffs;

- (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7

9.7 Hours of play (including Semi-Finals & Finals)

9.7.1 Unless otherwise specified in the Competition Draw:

- (a) Matches in first grade and second grade will start at 11:00am; and

- (b) Matches in third grade, fourth grade, and fifth grade will start at 12:30pm.

9.7.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all Matches is 6:00pm unless a result is obtained earlier when the Match will end.

9.7.3 In all Matches, the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, up to 1 hour, will be added to the playing time.

9.7.4 Unless otherwise specified in the Competition Draw, play will not extend past 7:00pm.

9.8 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)

9.8.1 In first grade and second grade Matches there will be a scheduled interval from 2:15pm until 2:45pm.

9.8.2 In first and second grade Matches, if before the time of the scheduled interval:

- (a) more than 195 minutes, but less than 255, minutes of playing time is lost, the length of the interval will be reduced to 20 minutes; and

- (b) more than 255 minutes of playing time is lost, the length of the interval will be reduced to 10 minutes.

9.8.3 In first grade and second grade Matches, drinks will be taken every 65 minutes or after a number of overs agreed by the Captains and Umpires.

9.8.4 In third grade, fourth grade and fifth grade Matches there will be a scheduled interval from 3:20pm until 3:40pm.

9.8.5 In third grade, fourth grade and fifth grade Matches, if before the time of the scheduled interval more than 195 minutes of playing time

is lost, the length of the interval will be reduced to 10 minutes.

- 9.8.6 In third grade, fourth grade and fifth grade Matches, drinks will be taken every 55 minutes or after a number of overs agreed by the Captains and Umpires.

9.9 Time for innings

- 9.9.1 In first grade and second grade Matches, the first fielding side must bowl the maximum number of overs in an innings (ie 50 overs) in no more than 195 minutes.
- 9.9.2 In third grade, fourth grade and fifth grade Matches, the first fielding side must bowl the maximum number of overs in an innings (ie 45 overs) in no more than 170 minutes.

9.10 Failure to bowl required overs in time – first fielding side

- 9.10.1 In any Match, if the first fielding side fails to bowl the maximum number of overs before the time of the scheduled interval:
- (a) play will continue until the maximum number of overs has been bowled or the first batting side is dismissed;
 - (b) the innings of the second side batting side will be limited to the number of overs bowled by it (see Rule 9.10.2) at the time of the scheduled interval; and
 - (c) an amount of time equal to the amount of additional time taken to bowl the overs will be added to the playing time.
- 9.10.2 For the purposes of Rule 9.10.1(b), the over in progress at the time for the scheduled interval will count as a completed over.
- 9.10.3 Furthermore, in any Match other than a 5th grade Match, if the first fielding side fails to bowl the required overs before the time of the scheduled interval an Appointed Umpire or the Captain of the side batting may report the failure to the Administering Body and the reasons why it occurred as a breach Rule 9.9.
- 9.10.4 In any Match, if the side batting first is dismissed before the required number of overs is bowled the side batting second may bat for all of the maximum number of overs, unless the Match ends sooner.

9.11 Failure to bowl required overs in time – second fielding side

- 9.11.1 In any Match, if the side fielding second fails to bowl the required number of overs by the scheduled finishing time play will continue until the required number of overs has been bowled.
- 9.11.2 Furthermore, in any Match other than a fifth grade or sixth grade Match, if the second fielding side fails to bowl the required overs before scheduled finishing time, an Appointed Umpire or the Captain of the side batting may report the failure to the Administering Body, and the reasons why it occurred, as a breach of Rule 9.9.

9.12 Reduction of overs if playing time is lost – first innings of a Match

- 9.12.1 If, before the end of the end of the first innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 9.7.3, the maximum number of overs to be bowled in each innings will be reduced by one over for every:
- (a) 7 minutes and 48 seconds (or part thereof) lost in first grade and second grade Matches; and
 - (b) 7 minutes and 38 seconds (or part thereof) lost in third grade, fourth grade and fifth grade Matches.
- 9.12.2 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 9.12.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined by using the DLS method.
- Note; the first batting sides score will not be adjusted for the purpose of the calculation of the NRR under Rule 4.9.4 or the statistical records of Cricket ACT*
- 9.12.3 If in any calculation arising out of Rule 9.12, the answer involves a fractional number of overs, then that fraction is to be ignored.

9.13 Reduction of overs if playing time is lost – second innings of a Match

- 9.13.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 9.7.3 the maximum number of overs to be bowled in the second innings will be reduced by one over for every:
- (a) 3 minutes and 54 seconds (or part thereof) lost in first grade and second grade Matches; and
 - (b) 3 minutes and 49 seconds (or part thereof) lost in third grade, fourth grade and fifth grade Matches.
- 9.13.2 If in any calculation arising out of Rule 9.13, the answer involves a fractional number of overs, then that fraction is to be ignored.
- 9.13.3 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule, the winning score for the second batting side will be determined by using the Duckworth Lewis Stern method.

9.14 Powerplays

- 9.14.1 In first grade and second grade Matches, each innings will be divided into 3 Powerplays.
- 9.14.2 In third grade, fourth grade and fifth grade Matches, each innings will be divided into 2 Powerplays.
- 9.14.3 Powerplay 1 will be:
- (a) overs 1 to 10 (inclusive) in first grade and second grade; and

- (b) overs 1 to 15 (inclusive) in third grade, fourth grade and fifth grade.

9.14.4 Powerplay 2 will be:

- (a) overs 11 to 40 (inclusive) in first grade and second grade; and
 (b) overs 16 to 45 (inclusive) in third grade, fourth grade and fifth grade.

9.14.5 Powerplay 3 will be overs 41 to 50 (inclusive) in first grade and second grade.

9.14.6 If number of maximum overs in an innings is reduced, the number of overs in each Powerplay will be reduced in accordance with the table below.

Maximum overs in an innings	1 st & 2 nd grade			3 rd , 4 th & 5 th grade	
	PP1 no. overs	PP2 no. overs	PP3 no. overs	PP1 no. overs	PP2 no. overs
15	3	9	3	5	10
16	3	10	3	5	11
17	4	10	3	5	12
18	4	11	3	6	12
19	4	11	4	6	13
20	4	12	4	6	14
21	4	13	4	7	14
22	5	13	4	7	15
23	5	14	4	7	16
24	5	14	5	7	17
25	5	15	5	8	17
26	5	16	5	8	18
27	6	16	5	8	19
28	6	17	5	9	19
29	6	17	5	9	20
30	6	18	6	9	21
31	6	19	6	10	21
32	7	19	6	10	22
33	7	20	6	10	23
34	7	20	6	11	23
35	7	21	7	11	24
36	7	22	7	11	25
37	8	22	7	11	26
38	8	23	7	12	26
39	8	23	7	12	27
40	8	24	8	12	28
41	8	25	8	13	28
42	9	25	8	13	29
43	9	26	8	13	30
44	9	26	8	15	30
45	9	27	9		
46	9	28	9		
47	10	28	9		
48	10	29	9		
49	10	29	9		

9.15 Fielding restrictions, including Powerplays

- 9.15.1 At the time a ball is bowled:
 9.15.2 in any Match, there must not be more than 5 fielders on the on side;
 9.15.3 in any Match during:

- (a) Powerplay 1, there must not be more than 2 fielders outside the field restriction circle;
 (b) during Powerplay 2:
 (i) in first grade and second grade, there must not be more than 4 fielders outside the field restrictions circle;
 (ii) in third grade, fourth grade and fifth grade, there must be no more than 5 fielders outside the filed restriction circle;
 and
 (c) during Powerplay 3 in first grade and second grade, there must be no more than 5 fielders outside the filed restriction circle

9.15.4 In the event of any infringement of Rule 9.15 (above) the Umpire at the striker's end (square leg umpire) will call and signal "No ball".

Note: for the avoidance of doubt, there is no requirement to have fielders in catching positions at any stage of an innings, in any grade.

9.16 Maximum number of overs per bowler

- 9.16.1 A bowler must not bowl:
 (a) more than 10 overs in an innings in first grade and second grade Matches; and
 (b) more than 9 overs in third grade, fourth grade and fifth grade Matches.
 9.16.2 Subject to 9.16.3, if the number of maximum overs in an innings is reduced, a bowler must not bowl more than 20% of the maximum overs in the innings.
 9.16.3 If, under Rule 9.16.1, the maximum number of overs to be bowled is not divisible by 5, the minimum number of bowlers necessary to make up the balance may bowl one additional over each.
 9.16.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 9.12 or Rule 9.13, and, at the time the maximum number of overs is reduced a bowler has already bowled more overs than the bowler is allowed to bowl under Rule 9.16.2 and Rule 9.16.3, the side fielding will not be in breach of rule, but that bowler cannot bowl again in the innings.
 9.16.5 For the purposes of Rule 9.16.4, if a bowler to whom the Rule applies was part way through an over when play was interrupted, then the bowler must be replaced and another bowler must complete the over (in accordance with Law 22.8).
 9.16.6 If a bowler bowls more than the allowed number of overs, all previous events stand, and as soon as the error is discovered the Captain must immediately take off the bowler and have another bowler complete the over (in accordance with Law 22.8)

9.17 Short pitched bowling

- 9.17.1 Law 42.6(a) (ii) is replaced by this Rule 9.17 only as it relates to the call of No ball.

9.17.2 For the purposes of this Rule 9.17, **fast short pitched delivery** means a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.

9.17.3 A bowler must not bowl more than 1 fast short pitched deliveries in an over (including any fast short pitched delivery which is also a 'Wide').

Note: A ball that passes clearly above head height of the batter and is not reasonably able to hit it with the bat by means of a normal cricket stroke will be called a 'Wide' in accordance with Rule 9.19.1(a) and will also count as one of the allowable balls above shoulder height for that over.

9.17.4 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.

9.17.5 In the event of a bowler bowling more than 1 fast short pitched deliveries in an over, either Umpire will call and signal 'No ball' on each occasion.

Note: The Umpires' signal to signify a 'No Ball' for a fast short pitched delivery will be to call and signal 'no Ball' and then tap the head with the other hand.

9.17.6 If a bowler bowls 2 no Balls under Rule 9.17.5 in an innings the bowler must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 22.8).

9.17.7 If a bowler is suspending from bowling under Rule 9.17.6, the Umpires must report the matter to Cricket ACT which shall take such action as is considered appropriate against the Captain and the bowler concerned.

9.18 Free Hit After a No Ball (1st & 2nd grades)

9.18.1 For the purposes of this Rule 9.18, if a delivery is a **free hit** delivery, neither batter will be capable of being out, except as a batter may be out following a No ball call (ie, as under Law 24.15), even if the delivery is called Wide.

9.18.2 In any first grade or second grade Match, the delivery following any No ball will be a **free hit** for the batter on strike.

9.18.3 If a delivery which is a free hit is called No ball or Wide, the following delivery will also be a free hit for the batter on strike.

9.18.4 The Umpire at the bowler's end will signal that the next delivery is to be a free hit by a circular motion of the arm above the head.

9.18.5 The free hit delivery will count as one in the over, unless it is called No Ball or Wide.

9.18.6 For a free hit delivery, fielders must remain in the positions they were in when the previous ball was bowled, unless a different batter is on strike for the free hit delivery.

9.19 Wides

Note: Umpires are to apply very strict and consistent rulings with regard to Law 25 in order to prevent negative bowling wide of the wicket.

9.19.1 Subject to Law 25.2 and Rule 9.19.3, in any Match a delivery will be called and signalled Wide if:

(a) in the opinion of the umpire, it does not give the striker a reasonable opportunity to score; or

(b) it passes the striker's stumps outside the Wide marking.

9.19.2 Subject to Law 25.2 and Rule 9.19.3, a delivery on the leg side will be called and signalled Wide:

(a) in any first grade or second grade Match if it passes to the leg side of the striker's stumps and the striker's body; and

(b) in any third grade, fourth grade or fifth grade Match if it passes outside the striker's body and continues to pass outside of the leg side protected area marking.

Note: The location of all pitch markings are shown in Appendix Annexure B

9.19.3 In addition to Law 25.2, a delivery will not be called and signalled Wide in any Match if the delivery passes to the leg side of the striker's stumps but between the stumps and the striker.

9.20 The result

9.20.1 Subject to Rule 9.4, in accordance with Law 21.2, at the end of a Match, the side which has scored a total of runs in its one innings in excess of those scored in the completed innings of the competing side, wins the Match

9.20.2 If at the end of a Match the total of runs of both sides completed innings the scores are equal, the result is a **tie** regardless of the number of wickets which have fallen in either innings.

9.20.3 A Match that has ended but has not reached a result, including where minimum number of overs have not been bowled under Rule (9.4 above) is a **draw**.

9.20.4 A Match involving a forfeit will be subject at all times to Rule 6.22.4.

9.20.5 In all Matches, in all grades, the Duckworth Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted.

Note: Application of Duckworth Lewis Stern is to be in accordance with ICC instructions (which can be found at <http://www.icc-cricket.com/cricket-rules-and-regulations>)

DLS 1 or a later version that may be distributed after this Handbook is published is to be used. Where computer support is not available, standard edition 5.1 is to be used. The Resource Table for this is at Annexure D on an over by over basis (identical to that generated by the above parameters).

9.21 Competition Points

Result	Points
Side wins on first innings	4
Sides tie on first innings	2
Match drawn or abandoned	2
Side loses on first innings	0

- 9.21.1 In first grade, second grade, third grade and fourth grade Matches, bonus Competition Points will be awarded as follows:
- if the team that wins the Match achieves a run rate of 1.25 times that of the opposition that team will be awarded one additional Competition Point; and
 - if the team that wins the Match achieves a run rate of 2 times that of the opposition that team will be awarded two additional Competition Points.
- 9.21.2 For the purposes of Rule 9.21.1:
- if a team is dismissed, its run rate will be calculated by dividing the runs scored in its innings by the maximum number of overs the team was entitled to receive in the Match (as adjusted under Rule 9.12 or Rule 9.13 if applicable); and
 - if a team is not dismissed, its run rate will be calculated by dividing the runs scored in its innings by the number of overs the team received.

9.22 Summary of playing conditions in One Day Competitions

	1st & 2nd grade	3rd to 6th grade
Maximum overs per innings	50	45
Time for innings	195 minutes	170 minutes
Minutes per over	3.9	3.78
Powerplay 1	Overs 1-10 Max 2 fielders outside circle	Overs 1-15 Max 2 fielders outside circle
Powerplay 2	Overs 11-40 Max 4 fielders outside circle	Overs 16-45 Max 5 fielders outside circle
Powerplay 3	Overs 41-50 Max 5 fielders outside circle	n/a
Maximum overs per bowler	10	9
Minimum overs per team for a match	15 (25 in the Final)	15 (20 in the Final)
No of drinks breaks	2	2 (or 1 if captains prefer)
Time between drinks breaks	65	55 (or 85 if captains prefer)
Start	11:00am	12:30pm
Finish	6:00pm	6:00pm
Interval	2:15-2:45pm	3:20-3:40pm
Bouncers	1 per over (above shoulder height) then No balls 2 nd and subsequent bouncer in an over is a No ball	Nothing above shoulder height (called wide) 2 nd and subsequent bouncer in an over is a No ball
Free hit	Free hit after any No ball	No free hit
Wides – height	Any ball clearly above head - cricket ball diameter	Any ball clearly above head - cricket ball diameter
Wides - off side	Outside marking	Outside marking
Wides - leg side	Wide of striker and stumps	Wide of striker and protected area marking

10. Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals)

10.1 Additional Conditions of Play in the T20 (including Semi-Finals & Finals)

10.1.1 The Conditions of Play set out in this Part 10 are Rules and only apply to the T20 Day Competitions.

10.2 Match format for all divisions

10.2.1 In T20 Competitions Matches will be played as one innings Matches limited to a maximum of 20 overs each innings.

10.2.2 Law 12(3)(c) and Law 14(1) do not apply and a Captain is not permitted to declare an innings closed.

10.2.3 Each side will be made up of a minimum of 11 Players and a maximum of 12 Players.

10.2.4 Despite Rule 10.2.3, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.

10.2.5 Law 2.5 does not apply.

10.3 Minimum number of overs to obtain a result

10.3.1 In order for a Match to obtain a result, each team must have the opportunity to bat for at least 5 overs (subject to the innings not being completed earlier), otherwise the Match will be considered abandoned.

10.4 Player attire

10.4.1 For the purpose of Rule 6.4, in T20 Competitions Matches, correct cricket attire means cricket attire means:

- (a) long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;
- (b) shirts with a collar sweaters or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;
- (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.6.

10.5 Hours of play (including Semi-Finals & Finals)

10.5.1 Unless otherwise specified in the Competition Draw:

- (a) morning Matches will start at 10:00am and be scheduled to finish at 12:55pm;
- (b) weekend afternoon Matches will start at 2:30pm and be scheduled to finish at 5:25pm; and
- (c) weekday afternoon Matches will start at 4:00pm and be scheduled to finish at 6:55pm.

10.5.2 In all Matches, the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, up to 30 minutes, will be added to the playing time (see Rule 10.9).

10.6 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)

10.6.1 In all Matches there will be a 15 minute interval between innings and no drinks breaks will be taken.

10.7 Time for innings

10.7.1 In all Matches, the first fielding side must bowl the maximum number of overs in an innings (ie 20 overs) in no more than 80 minutes.

10.8 Failure to bowl required overs in time – first fielding side

10.8.1 In any Match, if the a fielding side fails to bowl the maximum number of overs in 80 minutes or less, after considering allowable delays, a penalty of 6 runs per over not bowled may be applied by the Umpires.

10.8.2 For the purposes of Rule 10.8.1, the over in progress at the scheduled innings completion time will count as a completed over.

10.9 Reduction of overs if playing time is lost – first innings of a Match

10.9.1 If, before the end of the end of the first innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 10.5.2 the maximum number of overs to be bowled in each innings will be reduced by one over for every 8 minutes lost.

10.9.2 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 10.9.1, its innings will end and the maximum number of overs to be received by the second batting side and the winning score will be determined by using the DLS method.

Note; the first batting sides score will not be adjusted for the purpose of the calculation of the NRR under Rule 4.9.4 or the statistical records of Cricket ACT

10.10 Reduction of overs if playing time is lost – second innings of a Match

10.10.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 10.5.2 the maximum number of overs to be bowled in the second innings will be reduced by one over for every 4 minutes lost.

10.10.2 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 10.5.2, the winning score for the second batting side will be determined by using the DLS method.

10.11 Powerplays

10.11.1 In all Matches, each innings will include a Powerplay

10.11.2 The Powerplay will be overs 1 to 6 (inclusive).

- 10.11.3 If number of maximum overs in an innings is reduced, the number of overs in the Powerplay will be reduced in accordance with the table below.

Maximum overs in an innings	Number of the overs in Powerplay
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

10.12 Fielding restrictions

- 10.12.1 At the time a ball is bowled:
- in any Match, there must not be more than 5 fielders on the on side;
 - in any Match during the Powerplay there must not be more than 2 fielders outside the field restriction circle;
 - and all times after the completion of the Powerplay there must be no more than 5 fielders outside the filed restriction circle
- 10.12.2 In the event of any infringement of Rule 10.12.1 (above) the Umpire at the striker's end (square leg umpire) will call and signal "No ball".
- Note: for the avoidance of doubt, there is no requirement to have fielders in catching positions at any stage of an innings, in any division.*
- ## 10.13 Maximum number of overs per bowler
- 10.13.1 A bowler must not bowl more than 4 overs in an innings in a Matches.
- 10.13.2 Subject to 10.13.3, if the number of maximum overs in an innings is reduced, a bowler must not bowl more than 20% of the maximum overs in the innings.
- 10.13.3 If, under Rule 10.13.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of bowlers necessary to make up the balance may bowl one additional over each.
- 10.13.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 10.9 or Rule 10.10, and, at the time the maximum number of overs is reduced a bowler has already bowled more overs than the bowler is allowed to bowl under Rule 10.13.2 and Rule 10.13.3, the side fielding will not be in breach of rule, but that bowler cannot bowl again in the innings.
- 10.13.5 For the purposes of Rule 10.13.4 (above), if a bowler to whom the Rule applies was part way through an over when play was interrupted, then the bowler must be replaced and another bowler must complete the over (in accordance with Law 22.8).

10.14 Short pitched bowling

- 10.14.1 Law 42.6(a) (ii) is replaced by this Rule 9.17 only as it relates to the call of No ball.
- 10.14.2 For the purposes of this Rule 10.14, **fast short pitched delivery** is defined as a delivery, which

after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.

- 10.14.3 A bowler must not bowl more than 1 fast short pitched deliveries in an over (including any fast short pitched delivery which is also a 'Wide').
- Note: A ball that passes clearly above head height of the batter and is not reasonably able to hit it with the bat by means of a normal cricket stroke will be called a 'Wide' in accordance with Rule 9.19.1(a) and will also count as one of the allowable balls above shoulder height for that over.*
- 10.14.4 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.
- 10.14.5 In the event of a bowler bowling more than 1 fast short pitched deliveries in an over, either Umpire will call and signal 'No ball' on each occasion.
- Note: The Umpires' signal to signify a 'no Ball' for a fast short pitched delivery will be to call and signal 'no Ball' and then tap the head with the other hand.*
- 10.14.6 If a bowler bowls 2 no Balls under Rule 9.17.5 in an innings the bowler must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 22.8).
- 10.14.7 If a bowler is suspending from bowling under Rule 9.17.6, the Umpires must report the matter to Cricket ACT which shall take such action as is considered appropriate against the Captain and the bowler concerned.
- ## 10.15 Free Hit After a No Ball
- 10.15.1 For the purposes of this Rule 10.14, if a delivery is a **free hit** delivery, neither batter will be capable of being out, except as a batter may be out following a No ball call (ie, as under Law 24.15), even if the delivery is called Wide.
- 10.15.2 In any Match, the delivery following any No ball will be a **free hit** for the batter on strike.
- 10.15.3 If a delivery which is a free hit is called No ball or Wide, the following delivery will also be a free hit for the batter on strike.
- 10.15.4 The Umpire at the bowler's end will signal that the next delivery is to be a free hit by a circular motion of the arm above the head.
- 10.15.5 The free hit delivery will count as one in the over, unless it is called No Ball or Wide.
- 10.15.6 For a free hit delivery, fielders must remain in the positions they were in when the previous ball was bowled, unless a different batter is on strike for the free hit delivery.
- ## 10.16 Wides
- Note: Umpires are to apply very strict and consistent rulings with regard to Law 25 in order to prevent negative bowling wide of the wicket.*
- 10.16.1 Subject to Law 25.2 and Rule 10.16.3, in any Match a delivery will be called and signalled Wide if:

- (a) in the opinion of the Umpire, it does not give the striker a reasonable opportunity to score.
- (b) it passes the striker's stumps outside the Wide marking.

10.16.2 Subject to Law 25.2 and Rule 10.16.3, a delivery on the leg side will be called and signalled Wide:

- (a) in any first division or second division Match if it passes to the leg side of the striker's stumps and the striker's body; and
- (b) in any third division or fourth division Match if it passes outside the striker's body and continues to pass outside of the leg side protected area marking.

Note: The location of all pitch markings are shown in Annexure B.

10.16.3 In addition to Law 25.2, a delivery will not to be called and signalled Wide in any Match if the delivery passes to the leg side of the striker's stumps but between the stumps and the striker.

10.17 The result

10.17.1 In all Matches, in all divisions, the Duckworth Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the Match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted.

Note: Application of Duckworth Lewis Stern is to be in accordance with ICC instructions (which can be found at <http://www.icc-cricket.com/cricket-rules-and-regulations>)

DLS 1 or a later version that may be distributed after this Handbook is published is to be used. Where computer support is not available, standard edition 5.1 is to be used. The Resource Table for this is at Annexure D on an over by over basis (identical to that generated by the above parameters).

10.17.2 Subject to Rule 10.3 in accordance with Law 21.2, at the end of a Match, the side which has scored a total of runs in its one innings in excess of those scored in the completed innings of the competing side (including if either or both of those total scores have been determined under Rule 10.17.1), wins the Match.

10.17.3 Subject to Rule 10.19, if at the end of a Match the total of runs of both sides completed innings the scores are equal (including if either or both of those total scores have been determined under Rule 10.17.1), the result is a **tie** regardless of the number of wickets which have fallen in either innings.

10.17.4 A Match involving a forfeit will be subject at all times to Rule 6.22.4.

10.17.5 If a Semi-Final or Final ends in a tie at the end of a Match, the result will be determined in accordance with Rule 10.19.

10.17.6 A Match that has ended but has not reached a result, including a Match that is abandoned under Rule 10.3 is a **draw**.

10.18 Competition Points

Result	Points
Side wins on first innings	2
Sides tie on first innings	1
Match drawn or abandoned	1
Side loses on first innings	0

Note: There are no bonus points awarded in the T20 Competitions

10.19 Tied Semi-Finals and Finals

10.19.1 If at the completion of both team's innings in a Semi-Final or a Final the total runs of both sides completed innings are equal (including if either or both of those totals have been determined under Rule 10.17.1), the result will be determined by a 'One1Eliminator' in accordance with Rule 10.20.

10.19.2 If a 'One1Eliminator' is not possible due to inclement weather, bad light or for any other reason, the Match will be deemed to have been **drawn** (see Rules 4.9.9 and 4.9.13).

10.20 Procedure for the One1Eliminator

10.20.1 If a Match is to be determined by a 'One1Eliminator' each team bats for one over, and the team that scores the most runs from that over wins the Match.

10.20.2 If both teams score the same number of runs from their respective overs under Rule 10.20.1 the Match will be deemed to have been drawn (see Rule 4.9.9 and 4.9.13).

10.20.3 The 'One1Eliminator' will commence 5 minutes after the end of the second innings of the Match.

10.20.4 The 'One1Eliminator' will take place on the same pitch as the Match was played on.

10.20.5 The teams will bat in the same order that they batted in the Match.

10.20.6 Both overs will be bowled from the same end, and the first fielding team may choose the end.

10.20.7 The fielding team must use the ball it used during the Match.

10.20.8 Before the start of the One1Eliminator each team must advise the umpires in writing of the Player who will bowl its over.

10.20.9 The One1Eliminator is played with the same fielding restrictions as those in place for the final over of a T20 Competition Match.

10.21 Summary of playing conditions in T20 Competitions

Overs per team	20
Time for innings (minutes)	80
Max 2 fielders outside the circle (note - no close in catchers needed)	First 6 overs
Max 5 fielders out	Overs 7–20
Max overs per bowler	4
Minutes per over (for re-calculations etc.)	4
Min overs per team for a match	5 overs
Interval	15 mins
Penalties for slow over rates; after considering allowable delays. Applies in each innings.	6 runs per over
No Balls	free hit after ANY No Ball
Boundaries	60–65 m
Bouncers	1 per over (shoulder height)
Wides	Bouncer clearly above head
Wides off side	Outside marking
Wides leg side	Wide of striker and stumps (Divs 1 & 2) Wide of striker and protected area marking (Divs 3 & 4)

11. WOMEN'S PREMIER CRICKET COMPETITION PLAYING CONDITIONS

11.1 SUMMARY OF PLAYING CONDITIONS

	Twenty20	40 Over	
Overs per team	20	40	
Boundaries	50m	50m	
Inner circle marking		23m	23m
Time for innings (minutes)		75	150
Minutes per over	3.75	3.75	
Overs per hour	16	16	
Max fielders on leg side	5	5	
Max 2 fielders outside the circle			First 6 overs
			First 8 overs
Max 5 fielders outside the circle			Overs 7-20
			Overs 9-40
Other fielding restrictions of striker (in front of wicket)			No fielder within 10 metres
Max overs per bowler	4	8	
Min overs per team for a match			5 (10 in a final)
			15 (20 in a final)
No of Drinks breaks	n/a	1	
Minutes apart	n/a	75	
Start	1:15pm	12:30pm	
Finish	4:00pm	6:00pm	
Interval	2:30pm – 2:45pm	3:00pm – 3:30pm	
Time that can be added due to weather			60 mins
			60 mins
Latest Finish	5:00pm	7:00pm	
Max balls per over - legal deliveries, wides and no balls			
	8	8	

Special conditions 10 wickets constitute an innings
Dismissed batters may bat a 2nd time in the following order: Lowest scoring batter
Least balls faced batter
In batting order from bottom to top
Players may be shared between teams

Batters must retire upon reaching a personal score of 50 (or after the scoring shot that takes their score past 50)
In Rounds 4-8 batters may bat for unlimited runs.

In Rounds 11-15 batters must retire upon reaching a personal score of 50 (or after the scoring shot that takes their score past 50)

No. of players on the field at any one time (squad size in brackets) 11 (of 14)

Cricket Balls to be used White 2 piece Kookaburra Special Test 142g (or white 4 piece Kookaburra Club Match 142g if agreed to by the Captains) Red 2 piece Kookaburra Club Match 142g (or red 4 piece Kookaburra Club Match 142g if agreed to by the Captains)

Wides Called if the ball passes the batter outside the marking on the crease 75cm on either team of the stumps

No balls as per Laws of the Game

Bouncers None permitted. Shall be called No Ball

Minimum players required 7 7

Player restrictions No player named in the WNCL squad or in a WBBL squad (published on the Cricket ACT website) may play in the local Women's competitions without written approval from the High Performance Manager at Cricket ACT. Requests for approval must be made in writing at least three days prior to the match in question, clearly stating the reasons for the request and outlining the proposed 'role' that player will play in the game.

LAW 1 (THE PLAYERS)

LAW 1 shall apply with the following provisions and additions:

1.1 NUMBER OF PLAYERS

a) The Women's Competition is an eleven (11) players per team competition. A team may consist of up to 14 players. Only 11 players are allowed to be on the field at any one time whilst the opposition team is batting.

b) The sharing of players between the two teams involved in a scheduled match

is permitted by mutual consent of the Captains, if any team is unable to field a full team. The opposing team is NOT obligated to share players, however it is in the best interests of the competition

if all games go ahead as scheduled. The umpire(s) needs to be informed that players will be shared in that game and their names clearly marked on the ~~team sheet~~ Team Sheets.

c) Extra players from other teams (not from the 2 teams involved in the scheduled match) may also be shared. A written request for permission to share players in this situation MUST be received by CACT by 5.00pm on Thursday prior to the match in question.

d) These shared players will take full part in the game as members of that team and all statistics for those players will count

towards awards at the end of the season.

e) A minimum of (7) seven players registered with that club are required for a team to take the field. The sharing of fielders and use of players from other clubs is strongly encouraged to ensure that there are 11 fielders on the field of play.

1.2 QUALIFICATION OF PLAYERS

1.3 LAW 1.2 (NOMINATION OF PLAYERS)

Law 1.2 shall be replaced as follows:

a) Exchange of Team Sheets

i) Each captain, before tossing, must give to the umpire a team list of up to 14 players and no alteration may be made without the express consent of the opposing Captain. If a Captain is unavailable at that time, a deputy shall nominate the players and toss for choice of innings, as set out in Law 1 (The Players) and Law 12 (Innings).

ii) Team sheets shall be provided by Cricket ACT. Underage players (U17, U15, U14 and U13) should be clearly marked on the ~~team sheet~~ Team Sheets provided.

iii) All team lists should be handed to the umpire prior to the commencement of play.

iv) The failure or refusal of a Captain or her deputy to exchange their team list prior to the toss renders the offending team liable to being considered by the CACT to have conceded the game.

v) Players nominated, but who were not present at the game, shall have

this noted against their names on the ~~team sheet~~ Team Sheet by the umpires. The game in question will therefore NOT count towards eligibility for the finals for these players.

vi) An abandoned match, where no play has been possible, CANNOT be counted towards finals eligibility.

vii) A no-result match, where at least one ball has been bowled, can be counted towards finals eligibility.

viii) In the case of a forfeited match, the team that is forfeiting the match cannot count that match towards their finals eligibility for any player in that team. Their opposition may count the match towards their finals eligibility, providing that the team list is entered promptly on to MyCricket and also emailed to the Competitions Manager by 12.00pm of the Monday following the scheduled match.

1.4 PROTECTIVE EQUIPMENT – THE BATTER

Any player who is under 18 years on the day of the match in question should wear a helmet, including grill, at all times while batting. It

is the responsibility of the Captain to ensure this rule is enforced. The use of helmets by all batters is strongly recommended.

1.5 ATTIRE OF PLAYERS

a) While on the field of play, players must wear correct cricket attire (as approved by CACT and identical for all team members), which shall consist of white or

coloured long cricket pants, shorts or culottes and white or coloured club shirts.

b) Advertising logos on players clothing are permitted, subject to the guidelines and prior approval of CACT.

c) For approval of advertising logos, written application must be made to CACT no less than 14 days prior to display of the new logos.

d) All batters and bowlers must wear spiked footwear when playing on turf pitches to protect the turf pitches and to assist in the prevention of injury to players. The spikes must be made of suitable rigid material and be located on at least the front part of the sole of the footwear.

e) Individuals may be granted permission

to play in unspiked footwear on turf pitches upon written application to CACT, accompanied by the relevant medical certificate. This must be received by 5.00pm on Tuesday prior to the player's first game in unspiked footwear.

f) Unapproved logos are not to be covered with sticking plaster or other material. Umpires may request that players remove such covering. Refusal to comply with an umpire's request may result in further disciplinary action.

g) Head dress shall be protective helmets, white hats or an authorized club hat or cap.

h) Thigh pads and other protective equipment other than helmets, pads and gloves must be worn under the player's clothing.

i) The wearing of representative attire (shirts, hats, caps or helmets) during club games is not permitted and it is the responsibility of the team Captains to enforce this. The umpires shall note this in their report.

LAW 2 (SUBSTITUTES AND RUNNERS)

Law 2 shall apply subject to the following:

LAW 2.5 (Fielder absent or leaving the field) and LAW 2.6 (Player returning without permission) shall be replaced by the following:

2.1 INTERCHANGE OF FIELDERS

Interchange of fielders named in the team as defined in Playing Condition 1.1(a) is permitted, providing no playing time is wasted. This interchange should only take place at the end of an over or during a break in play. The umpire(s) should be informed that a player interchange is occurring.

LAW 3 (THE UMPIRES)

Law 3 shall apply subject to the deletion of Law 3.2 (Change of umpire) and amendment of Law 3.1 (appointment and attendance) as follows:

3.1 TWO CACT APPOINTED UMPIRES PRESENT

a) Where two CACT Appointed Umpires are present, they shall officiate together for the duration of play.

b) Subject to Law 3 (The Umpires), those umpires shall be the sole judges of the fitness of the ground, weather and light for play.

3.2 ONLY ONE CACT APPOINTED UMPIRE

PRESENT

a) Where only one CACT Appointed Umpire is present, only that umpire shall officiate at the bowler's end, unless a Level 1 (or higher) accredited umpire is available to stand with that umpire.

b) Subject to Law 3 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather and light for play.

c) The position of square leg umpire shall be filled by mutual agreement between the Captains and umpire. In the event that agreement cannot be reached, the umpire shall appoint a suitable person to fill this position.

3.3 NO CACT APPOINTED UMPIRE PRESENT

a) Where no CACT Appointed Umpire is present, the Captains shall mutually appoint umpires from either players or non-players available at the time.

b) The Captains shall be the final judges of the fitness of the ground, weather and light for play.

3.4 LAW 3.8 (FITNESS OF GROUND, WEATHER AND LIGHT)

Law 3.8 shall apply subject to the following:

a) Artificial Lighting

The use of artificial lighting to supplement natural daylight, in any match, is not permitted, unless by prior written arrangement with CACT.

b) Lightning 40-30-30 Rule

i) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

ii) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later (where the thunder is within 30 seconds), or for 30 minutes thereafter. ALL players, officials and other participants shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.

c) The Pitch and Ground Preparation

i) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play.

ii) In the event that the pitch or ground is deemed by the umpires unsuitable or dangerous for play at the scheduled time for commencement of play, the host club shall take reasonable steps to make the pitch and/or ground playable as soon as is reasonably practicable.

iii) If the pitch or ground is unable to be made suitable for play, in the judgment of the umpires, then the match shall be abandoned and the reasons duly noted

on the umpires report and the situation investigated by CACT if required.

d) Rain

After an interval or interruption, subject to the other provisions of Law 3.9, play will resume unless the umpire(s) agree that conditions are or have become unsuitable or dangerous.

e) Responsibilities of Umpires

Subject to Law 3 (The Umpires) and Playing Condition 3, ACTA Appointed Umpires are the final judges of the fitness of the pitch and ground for play at any time.

LAW 4 (THE SCORERS) shall apply. LAW 5 (THE BALL)

Law 5 shall apply subject to the following:

5.1 LAW 5.3 (NEW BALL)

Each team shall have a new ball for the start of their innings.

5.2 LAW 5.6 (SPECIFICATIONS)

Refer to Summary of Playing Conditions on page 56.

LAW 6 (THE BAT) shall apply. LAW 7 (THE PITCH) shall apply.

LAW 8 (THE WICKETS) shall apply.

LAW 9 (THE BOWLING, POPPING AND RETURN

CREASES) shall apply.

LAW 10 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply. LAW 11 (COVERING THE PITCH)

Law 11 shall not apply for synthetic pitches. If pitch covers are available for use on turf grounds they should be used in accordance with the Laws of Cricket.

LAW 12 (INNINGS)

Law 12 shall apply, subject to each team being limited to one innings.

LAW 13 (THE FOLLOW-ON) shall not apply.

LAW 14 (DECLARATION AND FORFEITURE) shall not apply.

LAW 15 (INTERVALS)

Law 15 shall apply subject to the following:

15.1 DURATION OF INTERVALS

Twenty20

a) The interval between innings is 15 minutes, calculated from the end of the innings of the team batting first.

b) The interval may be reduced to 10 minutes if playing time is lost due to light, weather or other circumstances.

40 over

- c) The interval is 30 minutes and commences from the end of the innings of the team batting first.
- d) The interval can be reduced to 20 minutes if 60 minutes or more playing time has been lost.
- e) The interval may also be reduced (to no less than 20 minutes) should the umpires apply the slow over rates penalty as set out in Playing Condition 22.1.
- f) No interval is to be taken if there is no play before 2.55pm.

15.2 INTERVALS FOR DRINKS

Shall be subject to the following:

- a) No drinks intervals are scheduled in Twenty20 games. In the event of extreme heat, umpires and captains may agree to take a drinks interval.
- b) In 40 over games, one drinks interval shall be taken during each innings, and taken after 75 minutes of play. In the event of extreme heat, umpires and captains may agree on additional drinks breaks.
- c) In 40 over games, umpires shall call for drinks, giving one over's notice of drinks break to the Captains of both teams.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket on the field provided no playing time is wasted. No other drinks may be taken on the field without permission from the umpires. Batters may request permission from the umpires for a drink, provided there is no undue delay in play. Any player taking drinks onto the field should be attired appropriately.

LAW 16 (START OF PLAY, CESSATION OF PLAY)

Glenda Hall Shield Twenty20 games

16.1 PLAYING HOURS (TWENTY20)

Scheduled playing time for the Glenda Hall Shield Twenty20 games is 75 minutes per innings with a 15 minute interval between innings. Playing hours are from 1.15pm to 4.00pm.

16.2 PLAYING TIME LOST BEFORE OR DURING THE INNINGS OF THE TEAM BATTING FIRST (TWENTY20)

- a) To constitute a match, each team must have the opportunity to bat for at least 5 overs, subject to the innings not being completed earlier.
- b) Up to 60 minutes of extra time is available at the end of the day's play, if required to make up any time lost due to rain or other delays (latest finish time 5.00pm).
- c) If the commencement of play is delayed, or there are any interruptions to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first 60 (aggregate) minutes of time lost (as extra time of 60 minutes is available).
- d) Where more than 60 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced one over for every 7.5 minutes of playing time lost in excess of 60 minutes

- e) Where the number of overs to be received by each team is reduced, the finishing time for the innings of the team batting first shall be rescheduled.

16.3 PLAYING TIME LOST AFTER THE INNINGS OF THE TEAM BATTING FIRST (TWENTY20)

- a) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second will be unaffected for the first (aggregate) 60 minutes of playing time lost, and then reduced, or further reduced, at the rate of 1 over per 3.75 minutes of scheduled playing time lost, subject to Playing Condition 16.3(c).
- b) Where the innings of the team batting second commences prior to scheduled or rescheduled interval time, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to the interval, in addition to the up to 60 minutes of playing time provided by for by Playing Condition 22.3(b).
- c) Where it is not possible for the team playing second to have the opportunity to bat for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16 overs per hour, for the time lost.
- d) Incomplete or fractions of overs are ignored.
- e) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 60 minutes.
- f) If playing time is lost after the scheduled finishing time, the deduction is continued or commenced at the same rate.

Lynne O'Meara 40 over games

16.4 PLAYING HOURS (40 OVER)

Scheduled playing time for the Lynne O'Meara Premiership Cup 40 over games is from 12.30pm to 6.00pm (150 minutes per innings).

16.5 PLAYING TIME LOST BEFORE OR DURING THE INNINGS OF THE TEAM BATTING FIRST (40 OVER)

- a) To constitute a match, each team must have the opportunity to bat for at least 15 overs, subject to the innings not being completed earlier.
- b) Up to 60 minutes of extra time is available

at the end of the day's play, if required to make up any time lost due to rain or other delays (latest finish time 7.00pm).

- c) If the commencement of play is delayed, or there are any interruptions to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first 60 (aggregate) minutes of time lost (as extra time of 60 minutes is available).
- d) Where more than 60 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced one over for every 7.2 minutes of playing time lost in excess of 60 minutes.

e) Where the number of overs to be received by each team is reduced, incomplete or fractions of overs are to be ignored.

f) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 60 minutes.

g) If playing time is lost after the scheduled finishing time, the deduction is continued or commenced at the same rate.

16.6 PLAYING TIME LOST AFTER THE INNINGS OF THE TEAM BATTING SECOND (40 OVER)

a) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second will be unaffected for the first (aggregate) 60 minutes of playing time lost, and then reduced, or further reduced, at the rate of one over per 3.6 minutes of scheduled playing time lost, subject to Playing Condition 16.6(c).

b) Where the innings of the team batting second commences prior to scheduled or rescheduled interval time, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to the interval, in addition to the up to 60 minutes of playing time provided for in 16.5(f).

c) Where it is not possible for the team batting second to have the opportunity to bat for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16.75 overs per hour, for the time lost.

d) Incomplete or fractions of overs are ignored.

16.7 LATE STARTS

Umpires are to note in their match reports any late start to play and the reason for the delay.

16.8 LOSS OF ENTIRE DAY'S PLAY OR GROUND CLOSED

Where there is no play on the scheduled day of a match, the home club must STILL complete and submit to CACT a match report setting out the reasons why play was not possible.

A match CANNOT be re-scheduled.

16.9 LAW 16.6, LAW 16.7 AND LAW 16.8 (LAST HOUR OF THE MATCH) shall not apply.

LAW 17 (PRACTICE ON THE FIELD) shall NOT apply.

LAW 18 (SCORING RUNS) shall apply. LAW 19 (BOUNDARIES)

Law 19 shall apply subject to the following:

19.1 THE BOUNDARY OF THE FIELD OF PLAY

The boundary shall be 50 metres, measured from the middle stump at either end of the pitch, with two semi-circles drawn at each end of the pitch. The ends of the semi-circles shall be joined to the by straight line drawn on the field on the same team of the pitch.

LAW 20 (LOST BALL) shall apply. LAW 21 (THE RESULT)

Law 21 shall apply subject to the following:

21.1 COMPETITION POINTS

a) Points shall be awarded for results gained, as follows:

Glenda Hall Shield Twenty20

Lyne O'Meara Cup 40 Over

Win 4

Loss 0

Match abandoned - draw 2

Bye 0

Tie 2

Forfeit -2

Forfeit win (max points gained by any team in that round) 2

b) The result of a match may be a tie, regardless of the number of wickets lost by the team batting last. In addition, the innings of the team batting second shall be deemed completed when the scheduled overs have been bowled, subject to 22.2 (c).

c) Any team that receives a bye shall not be awarded any points in that round.

21.2 MATCH RESULT

a) In the Women's Competition, an innings shall close at the fall of 10 wickets, or 20 overs (Twenty20 games) or 40 overs (40 over games) (or less as determined by 16.2, 16.3, 16.5 and 16.6 in a delayed or rain affected match).

b) The dismissed batters are permitted to bat a second time commencing with the lowest scoring batter, then the second lowest scoring batter (and if they are the same score it will be the batter with the least balls faced) and then in batting order from bottom to top), until all team members have batted. A batter must leave the field once dismissed, rather than batting again immediately. The fall of 10 wickets is the end of the innings regardless of how many batters bat a second time.

c) Batters MUST retire upon reaching a personal score of 50 (or after the scoring shot that takes them past 50 runs). Batters may be retired without penalty at the discretion of the batting team captain. Retired batters may also bat a second time once the dismissed batters have had a second opportunity, similarly commencing with the lowest scoring retired batter, then the next lowest score and so on. A batter cannot be retired a second time. A retirement (compulsory, voluntary or

through injury) DOES NOT constitute a fall of wicket.

Note: In 2015-2016, players are permitted to bat for unlimited runs in rounds 4 to 8 of the 40 over competition).

d) In any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the highest number of runs wins.

e) A match shall cease when the team batting second:

- i) Passes the total of the team batting first; or
- ii) Is dismissed (10 wickets have fallen, regardless of the number of players in the team); or
- iii) Receives its maximum number of overs, with due regard for Playing Conditions 22.2(c).

f) A result in Twenty20 games, can only be achieved in a match if each team has had the opportunity to bat for a minimum of 5 overs regardless of whether either or both teams had been dismissed (10 wickets) in fewer than 5 overs. A match shall be declared a draw or no result if both teams have not had the opportunity to bat for a minimum of 5 overs.

g) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs, but have not had the opportunity to bat for the same number of overs the result shall be calculated according to the Duckworth-Lewis-Stern method in determining results if, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted.

Application of Duckworth-Lewis-Stern is to be in accordance with ICC instructions which can be found at www.cricketact.com.au/files/duckworth-lewis.pdf.

DLS 1 or a later version that may be distributed after this Handbook is published is to be used. Where computer support is not available, standard edition 5.1 is to be used.

The Resource Table for this is at Appendix C on an over by over basis (identical to that generated by the above parameters).

h) A result in 40 over games can only be

achieved in a match if each team has had the opportunity to bat for a minimum of 15 overs, regardless of whether either or both teams had been dismissed in fewer than 15 overs. A match shall be declared no result if both teams have not had the opportunity to bat for a minimum of 15 overs.

i) In any match in which both teams have had the opportunity to bat for a minimum of 15 overs, but have not had the opportunity to bat for the same number of overs the result shall be calculated Duckworth-Lewis-Stern method is to

be used in determining results if, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted.

Application of Duckworth-Lewis-Stern is to be in accordance with ICC instructions which can be found at www.cricketact.com.au/files/duckworth-lewis.pdf.

DLS 1 or a later version that may be distributed after this Handbook is published is to be used. Where computer support is not available, standard edition 5.1 is to be used.

The Resource Table for this is at Appendix C on an over by over basis (identical to that generated by the above parameters).

21.3 PREMIERSHIP POINTS

Cricket ACT shall maintain separate premierships tables of each of the Women's Competitions.

a) Points gained and lost in all preliminary rounds of the Twenty20 competition shall count towards positions in the Glenda Hall Shield premierships table.

b) Points gained and lost in all preliminary rounds of the 40 over competition shall count towards positions in the Lynne O'Meara Premierships Cup premierships table.

c) Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher Net Run Rate shall occupy a higher relative position.

i) A team's Net Run Rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the

average runs scored against that team per over throughout the competition.

(Net Run Rate = Runs Scored/Overs Faced minus Runs Conceded/Overs Bowled)

ii) A team that is dismissed shall be deemed to have faced the maximum number of overs allowed in that match.

d) Finals Series — Two Team & Four Team Final Series

The format for the Finals Series shall be as follows:

i) In the T20 Competition, the top 2 teams will play off in the Grand Final. There are no semi-finals. In the

40 Over Competition, the 2 teams finishing first and fourth on the premierships table shall play in the first semi-final. The 2 teams finishing second and third on the premierships table shall play in the second semi-final.

ii) If no results are achieved in the semi-finals, the higher placed teams shall advance to the Grand Final.

iii) If either of the semi-finals results in a tie, the higher placed team shall progress to the Grand Final.

iv) The winners of the two semi-finals shall play in the Grand Final.

v) CACT will determine the venues and format for the finals matches.

vi) If no result is achieved in the Grand Final of either competition, the higher placed team shall be declared the Premiers.

vii) If the Grand Final finishes in a tie in either competition, the 2 teams figuring in that tie will be declared Joint Premiers.

viii) Other matches (in lieu of finals) between teams that finish below the top 2 or 4 places may be scheduled by CACT, under conditions determined by CACT at the time.

21.4 MATCH REPORT, PREMIER CRICKET FACILITATION REPORT AND CAPTAIN'S CONFIDENTIAL REPORT ON UMPIRES

a) The Home Captain (first named team in the draw) must submit a Match Score Sheet to

the Competition Administrator Ben Ryan (ben.ryan@cricketact.com.au) and to The Canberra

Times (sport@canberratimes.com.au) by 7:00pm on the day of the match. If the match is scored using the MyCricket Scorer Application, the scores must be loaded onto the MyCricket system by 7pm on the day of the match and the Match Score Sheet does not need to be submitted. The home club must enter

the scores on MyCricket by noon on the Tuesday following.

b) Captains of both teams involved in the match are expected to complete the Premier Cricket Facilitation Report with the officiating umpire(s) immediately following the match. This report will be submitted to CACT by the umpire(s). If there are no umpires present both captains are to

complete a Ground Report – No Umpires and the Home Captain must submit the report to Ben Ryan (ben.ryan@cricketact.com.au) by noon on the Tuesday after the match.

c) Captains of both teams are expected to forward to Ben Ryan (ben.ryan@cricketact.com.au) by noon on the Tuesday following each match, a correctly and fully completed Captain's Confidential Report on Umpires.

Alternatively, the report can also be completed on the MyCricket system by noon on the Tuesday following the match.

21.5 LAW 21.8 (CORRECTNESS OF RESULT)

a) Where the scores of the match are in dispute, the Captains must hand to the umpire(s) the scorebooks at the conclusion of the match. The umpires must forward the scorebooks to CACT within 3 days of the dispute.

b) If there are no CACT Appointed Umpires at the match, each Captain shall forward their teams' scorebook to CACT within 3 days of the dispute.

c) CACT will appoint an independent adjudicator to confirm the result of the game.

21.6 FORFEITS

Every effort should be made to ensure that all games go ahead as scheduled.

If a team is unable to field a team as defined in Rule 1.1(e) in a match for any reason, the following shall apply:

a) The opposing team shall receive the maximum points gained in other round matches. If all other matches in that round were abandoned, NO points shall be awarded.

b) Any team forfeiting a T20 match in the Women's Competition shall have 1 point deducted from their competition points and 2 points for a 40 over match.

c) It is the responsibility of the forfeiting team to notify CACT, the Captain of the opposing team and the umpires of their intention to forfeit.

d) Teams involved in a forfeited match are strongly encouraged to play a 'friendly' match with all available players if at all possible.

21.7 WITHDRAWAL FROM THE COMPETITION

a) In the event that any team withdraws from the competition, any points scored against that team shall be disregarded. Individual performances against that team

will be counted with respect to season awards and career statistics

b) In the event that a team withdraws from a competition, any member of that team who wishes to continue playing may register with another club prior to the first game with the new club, (regardless of 2.1(b) (i)), after written application to CACT outlining the reasons for the request.

LAW 22 (THE OVER)

Law 22 shall apply subject to the following:

22.1 MAXIMUM LENGTH OF OVER

No over shall last more than 8 deliveries, regardless of the number of sundries bowled.

22.2 QUOTA OF OVERS – TWENTY20 GAMES

a) Each team shall bat for a maximum of 20 overs, unless dismissed earlier (10 wickets constitutes an innings as outlined in 21.2) and provided there is no loss of playing time.

b) A team that has lost 10 wickets shall be deemed to have received its maximum quota of overs.

c) When the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.

d) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play

shall continue until the required number of overs has been bowled. The interval shall not be extended (but must be a minimum of 10 minutes). The team batting second shall only be entitled to receive the same number of overs that had been bowled at the scheduled cessation of play.

As an example: At the scheduled completion time, Team A has bowled only

18.2 overs (considered as 19 overs) to Team B. Team A then has only 19 overs in which to achieve the target score set by Team B in their full 20 overs.

e) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number

of overs has been bowled PLUS one additional over for every over not commenced at the scheduled cessation time, or a result is achieved.

As an example: At the scheduled completion time, Team B bowling second has bowled 17.3 overs (considered to be 18 overs for this rule). They then continue bowling to complete the 20 overs PLUS another 2 overs on top of that (22 in total) to compensate the batting team for slow bowling rates. The team batting second then has 22 overs to achieve the target score.

f) If the CACT Appointed Umpire(s) determine that any shortfall in the required number of overs to be bowled was reasonable on the part of the fielding team, then the penalty applied shall be equal to the shortfall in the number of overs that the umpires determine were due to unreasonable delays.

g) If no official umpires are present, then NO penalties shall be applied.

22.3 QUOTA OF OVERS – 40 OVER GAMES

a) Each team shall bat for a maximum of 40 overs, unless dismissed earlier, and provided there is no loss of playing time.

b) A team that is dismissed shall be deemed to have received its maximum quota of overs.

c) When the team batting first is dismissed, the team batting second shall be entitled to bat for its maximum quota of overs.

d) If the team fielding first fails to bowl the required number of overs by the scheduled

time for cessation of the session, play shall continue until the required number of overs has been bowled. The interval shall not be extended (but must be a minimum of 20 minutes). The team batting second shall only be entitled to receive the same number of overs that had been bowled

at the scheduled cessation of play (see example above).

e) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number

of overs has been bowled PLUS one additional over for every over not commenced at the scheduled cessation time, or a result is achieved (see example above).

f) If the CACT Appointed Umpire(s) determine that any shortfall in the required number of overs to be bowled was reasonable on the part of the fielding team, then the penalty applied shall be equal to the shortfall in the number of overs that the umpires determine were due to unreasonable delays.

22.4 LOSS OF PLAYING TIME – TWENTY20 AND 40 OVER GAMES

a) The object shall always be to re-arrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.

b) The finishing time shall be re-scheduled by the amount of playing time lost, up to a maximum of 60 minutes.

c) The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour in the total playing time available. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the rescheduled finishing time. The time may be extended to allow for one extra over for both teams to be added if required.

d) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the calculated number of overs.

e) Incomplete or fractions of overs are ignored.

22.5 MAXIMUM OVERS PER BOWLER –

TWENTY20 GAMES

a) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or

interrupted match, where overs are reduced for either or both teams, no bowler may bowl more than one-fifth of the total overs allowed. Restrictions shall be varied according to Table 6 below.

each bowler's limit is concerned.

22.6 MAXIMUM OVERS PER BOWLER – 40 OVER GAMES

a) No bowler shall bowl more than eight (8) of the total overs allowed in an innings.

In a delayed or interrupted match, where overs are reduced for either or both teams, no bowler may bowl more than one-fifth of the total overs allowed.

b) If the total overs are not divisible by five, one additional over is allowed to the maximum number per bowler to make up the balance.

c) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

22.7 RESTRICTION OF UNDERAGE BOWLERS

a) In Twenty20 games, no medium pace or faster bowler (broadly defined by one or both umpires as those to whom the

wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell and the number of overs in a day as set out in the Table

7 below: (Note that these numbers will mainly apply if the player is playing more than one T20 in a day).

Age (at 31 Aug)	Max. overs in a spell Min. break between spells	Max.
Over 19	6	12 No restrictions
Under 19	6	12 No restrictions
Under 17	6	12 30 minutes
Under 15	5	10 30 minutes
Under 14	4	8 30 minutes
Under 13	4	8 30 minutes

b) There must be a minimum of 5 bowlers used in the game.

c) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as

b) In 40 over games, no medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a

spell and the number of overs in a day's play as set out in the Table 8 below:

c) Length of break

- i) The minimum rest period between spells for medium or fast bowlers will be 30 minutes.
- ii) A bowler who has bowled a spell of fewer than the maximum number of overs as set out in Tables 7 and 8, may resume bowling prior to completion of the minimum rest period, however this will be considered as an extension of the same spell and the limit of overs in the total spell shall still apply.

Following the completion of the spell, the normal break between spells will apply, and the break within the spell is disregarded.

- iii) Breaks between spells includes the time taken for intervals and interruptions to play.
- iv) A partially completed over shall constitute 1 over for the purposes of calculating the bowler's spell.
- v) On days where more than 1 game is played, these restrictions apply across the whole day and Captains are responsible for ensuring that these restrictions are enforced.
- d) Change in bowling type – where a bowler changes between medium pace or faster and spin bowling during a day's play.
 - i) If a bowler begins with medium (or faster) bowling, the bowler is subject to this playing condition throughout the day's play.
 - ii) If a bowler begins with spin bowling and changes to medium pace (or faster) the playing condition applies

from the time of the change and any spin overs bowled prior to the change shall not be counted in the current spell or in the daily limit.

- iii) It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. The umpires and scorers will assist in maintaining records to enable enforcement of this playing condition.
- iv) If the umpires become aware of a breach in this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off immediately. If

applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

LAW 23 (DEAD BALL) shall apply. LAW 24 (NO BALL) shall apply. LAW 25 (WIDE BALL)

Law 25 shall apply, with the following changes:

25.1 JUDGING A WIDE

A ball shall be called Wide if it passes outside the Wide markings on the bowling crease, 75cm on either team of the stumps.

LAW 26 (BYE AND LEG BYE) shall apply. LAW 27 (APPEALS) shall apply.

LAW 28 (THE WICKET IS DOWN) shall apply.

LAW 29 (BATSMAN OUT OF HIS GROUND) shall apply.

LAW 30 (BOWLED) shall apply. LAW 31 (TIMED OUT) shall apply. LAW 32 (CAUGHT) shall apply.

LAW 33 (HANDLED THE BALL) shall apply. LAW 34 (HIT THE BALL TWICE) shall apply. LAW 35 (HIT WICKET) shall apply.

LAW 36 (LEG BEFORE WICKET) shall apply. LAW 37 (OBSTRUCTING THE FIELD) shall apply.

LAW 38 (RUN OUT) shall apply.

LAW 39 (STUMPED) shall apply.

LAW 40 (THE WICKET-KEEPER) shall apply. LAW 41 (THE FIELDER)

Law 41 shall apply subject to the following:

41.1 FIELDING RESTRICTIONS

- a) At the instant of delivery, there shall be no more than 5 fielders on the leg side.
- b) No fielder may field in a position in front of the wicket, within 10 metres of the striker.
- c) Other fielding restrictions will apply. Refer to Summary of the Rules Table on page 56.
- d) In the event of an infringement of 41.1(a) or (b), the umpire shall call and signal No Ball.

41.2 PROTECTIVE EQUIPMENT – THE FIELDER

The use of helmets for all wicket-keepers standing up to the stumps is strongly recommended.

LAW 42 (FAIR AND UNFAIR PLAY)

Law 42 shall apply subject to the following:

42.1 LAW 42.6(A) BOWLING OF FAST, SHORT PITCHED DELIVERIES

- a) A bowler shall not be allowed to bowl any fast, short pitched delivery.
- b) A fast short pitched delivery is defined as a ball which, after pitching, passes or would have passed above shoulder height of the batter standing upright in her normal guard position at the crease, but not clearly above her head.
- c) Either umpire shall call and signal No Ball. In addition, when the ball is dead, the umpire shall caution

the bowler, inform the Captain of the fielding team, the batter at the wicket and the other umpire of what has occurred. This caution shall then apply throughout the Innings.

d) In addition, for the purpose of this playing condition, a fast, short pitched ball that passes clearly above head height of the batter shall be called and signaled a Wide Ball. In this instance the umpire shall caution the bowler in accordance with 42.1(c).

e) If there is a second instance of the bowler being No Balled for bowling a fast, short pitched in the same innings the umpire

shall repeat the procedure in 42.1(c) and advise the bowler that this is her last warning.

f) Should there be a further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, instruct the Captain to take the bowler off immediately. If necessary, the over may be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over.

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

42.2 LAW 42.6(B) BOWLING OF HIGH FULL PITCHED

Law 42.6(B) shall be replaced by the following:

a) Any delivery (regardless of the pace at which it is bowled) which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.

b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if, in

the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.

c) In the event of a bowler bowling a dangerous and unfair, high, full pitched ball as defined in 42.2 (b), the umpire at the bowler's end shall in the first instance, call and signal No Ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall

inform the other umpire, the Captain of the fielding team and the batters at the wicket of what has occurred.

d) Should there be a further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off immediately. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over or part thereof. The umpire shall inform the other umpire, the captain of the fielding team and the batters at the wicket of what has occurred.

e) The bowler taken off shall not be allowed

to bowl again in that innings.

42.3 DANGEROUS AND UNFAIR BOWLING – ACTION BY THE UMPIRE

Shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of 42.1, 42.2 and 42.4 the following shall apply at any time during the match.

a) The bowling of fast short pitched balls is unfair if, in the opinion of the umpire at the bowler's end (considering their repetition and taking into account their length, height and direction) they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment they may be wearing. The relative skill

of the striker shall also be taken into consideration.

b) In the event of such unfair bowling, the umpire shall adopt the following procedure:

i) In the first instance the umpire shall call and signal No Ball and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding team and the batters of what has occurred.

ii) If this caution is ineffective, the umpire shall repeat the above procedure and indicate to the bowler that this is the final warning.

iii) Both the caution and the warning continue to apply throughout the innings.

iv) Should there be a further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off immediately. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over or part thereof. The umpire shall inform the other umpire, the captain of the fielding team and the batters at the wicket of what has occurred.

v) The bowler taken off shall not be allowed to bowl again in that innings.

42.4 LAW 42.8 DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch ball which is deemed dangerous and unfair (under 42.2(b)) was deliberately bowled, then the first and final warning shall be dispensed with.

The umpire at the bowler's end shall:

a) Call and signal No Ball, and when the ball is dead direct the Captain to take the bowler off immediately.

b) If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over or part thereof. The umpire shall inform the other umpire, the captain of the fielding team and the batters at the wicket of what has occurred.

c) The bowler taken off shall not be allowed to bowl again in that innings.

42.5 ACTION BY THE UMPIRES FOR DANGEROUS AND UNFAIR BOWLING

Cumulative cautions and warnings will not apply and each different form of dangerous and unfair bowling will be treated separately in the caution and warning process as defined in 42.1, 42.2, 42.3 and 42.4.



Annexure A. CODE OF CONDUCT

Level	Offence	Description of offence	Examples of offending conduct*
1	Abuse of equipment	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings, including but not limited to actions which are intentional, irrespective of whether or not any damage is caused or the extent of any damage caused	Hitting or kicking the wickets outside the ordinary course of the Match Hitting a scoreboard, sightscreen, boundary fence and/or advertising boards Kicking or hitting over cones when leaving the field of play Throwing a cricket bat or protective helmet Hitting or kicking doors, walls or windows in a pavilion or change room
1	Dissent	Show dissent at an Umpire's decision	Excessive, obvious disappointment with an Umpire's decision or with an Umpire making the decision Obvious delay in resuming play or leaving the wicket
<p><i>Note: the Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance in a Captain's Report</i></p>			
1	Use of bad language	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture.	Swearing not directed at another person such as swearing in frustration at one's own poor play or misfortune
<p><i>Note: The Code is not intended to penalise trivial behaviour. The extent to which behaviour is likely to give offence shall be taken into account when deciding to report the behaviour as an offence and when assessing the seriousness of the breach</i></p>			
1	Excessive and/or presumptive appealing	Engage in excessive or unnecessary appealing Presume a decision before it has been made	Continued and/or repeated appealing that may have the effect of placing an Umpire under pressure Celebrating or assuming a dismissal before the decision has been given Bowler not turning to face an Umpire when appealing for a decision such as an LBW or caught behind
<p><i>Note: The Code is not intended to prevent loud or enthusiastic appealing.</i></p>			
1	Unnecessary aggressive behaviour	Point or gesture towards the pavilion or boundary in an aggressive manner, or behave aggressively or derisively towards either batter, upon the dismissal of a batter	Running towards and getting unnecessarily close to a batter following a dismissal
2	Serious dissent	Show serious dissent at an Umpire's decision by action or verbal abuse	Level 1 Dissent behaviour that includes anger and/or abuse directed at an Umpire or an Umpire's decision; Excessive delay by bowler and/or fielder in resuming play following an Umpire's decision Excessive delay by batter leaving the wicket following an Umpire's decision Pointing at the bat when given out LBW Pointing or rubbing protective equipment, clothing or the body when given out caught;
<p><i>Note: the Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance Captain's Report</i></p>			

Level	Offence	Description of offence	Examples of offending conduct*
2	Causing inappropriate physical contact	Cause and/or engage in inappropriate and deliberate physical contact with Players or Umpires in the course of play.	Deliberately walk or run into a Player or official, or bump or hit a Player or official with a shoulder during play in a Match or during the periods before or after play at the ground where the Match is being or has been played.
2	Aggressive appealing	Engage in aggressive appealing	Bowler or fielder charge or advance towards the umpire in an aggressive manner when appealing
2	Deliberate distraction and/or obstruction of a Player	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Player deliberately attempts to distract a batter by words or gestures Fielder deliberately obstructs a batter while running or attempting to run between wickets
<i>Note: This is in addition to and does not replace Law 42(4) or Law 42(5)</i>			
2	Throwing ball at Player or official	Deliberately throw a ball at or near a Player or official in an inappropriate and/or dangerous manner	Bowler throwing the ball at the striker's end with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter Fielder throwing the ball at the wicket with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter or Umpire
2	Use of obscene, offensive or insulting language	Use language that is obscene, offensive or of a seriously insulting nature directed at a Player, official or spectator	A Player swearing at or insulting another Player or Umpire In exercising judgement as to whether the behaviour has fallen below an acceptable standard, the umpire (s) seeking to lay the charge shall be required to take into account the context of the particular situation and whether the words or gestures are likely to: <ul style="list-style-type: none"> • be regarded as obscene, or • give offence, or • insult another person.
<i>Note: In exercising judgement as to whether a person's conduct is the use of obscene, offensive or insulting language, the Umpire reporting the behaviour should take into account the context of the particular situation and whether the words or gestures are likely to be regarded as obscene, or give offence, or be insult another person, including persons other than the person being spoken to</i>			
2	Ball tampering	Change the condition of the ball in breach of Law 42.3	Picking the seam Deliberately throwing the ball into the ground for the purpose of roughening its surface Rubbing the ball against a fence, sight screen etc Deliberately damaging the ball Applying moisture to the ball, other than perspiration or saliva
2	Manipulating a result	Manipulate or attempt to manipulate a Match in regard to the result, quotient, net run rate, bonus points or otherwise	A team battings in such a way as to either adversely affect its own, or improve its opponent's, net run rate or bonus points
3	Intimidatory conduct towards an Umpire	Intimidate an umpire whether by language or conduct.	Appealing in an aggressive or intimidatory manner. Intimidatory language directed to an Umpire or about an Umpire

Level	Offence	Description of offence	Examples of offending conduct*
3	Threatening to assault	Threaten to assault a Player, official (other than an Umpire) or spectator	
3	Intolerant conduct and/or language	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, sexuality, religion, colour, descent or national or ethnic origin	
4	Bring game into disrepute	Engage in behaviour unbecoming to a Premier Cricket Player or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket.	<p>Cheating during play</p> <p>The making of public or media (this includes social media) comment which is detrimental to the game, including</p> <ul style="list-style-type: none"> Publicly denigrating or criticising another Player, official, Umpire, referee, or Club, whether in relation to incidents which occurred in the match or otherwise. Publicly denigrating or criticising another Player, official, Umpire, referee, or Club by inappropriately commenting on any aspect of their or its performance, abilities or characteristics
4	Threatening an Umpire	Threaten to assault an Umpire or referee	
4	Physical assault	Physically assault another player, umpire, referee, official or spectator	
4	Committing a violent act	Engage in any act of violence on the field of play or the surrounding area	
4	Seriously Intolerant conduct and/or language	Use language or gestures that seriously, offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin	
<p><i>*Each of the Examples of offending conduct are intended as an illustrative guide only and should not be read as an exhaustive list of offences or prohibited conduct under this code.</i></p>			



Annexure B. THE CLUB CHAMPIONSHIP

For the purposes of the Club Championship each Premier Club's Competition Points, but excluding any bonus points, earned in a season:

- in first grade, first division or Women's Competitions will be multiplied by five;
- in second grade or second division Competitions will be multiplied by four;
- in third grade or third division Competitions will be multiplied by three;
- in fourth grade or fourth division Competitions will be multiplied by two,

and added to the Competition Points that club has earned in fifth grade.

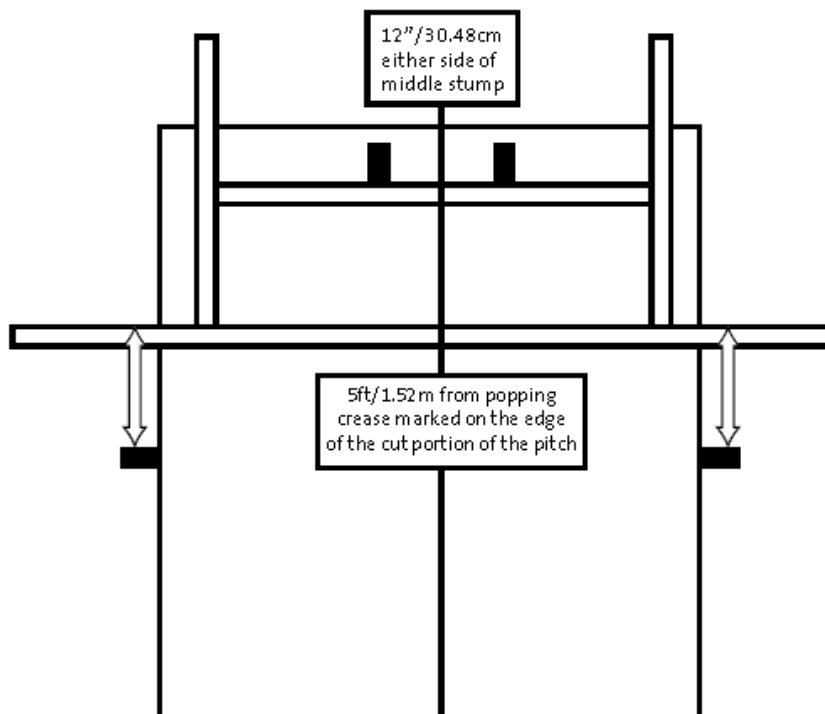
The Premier Club that obtains the highest total number of points according to the method set out above will be awarded the Club Championship.

Annexure C. PITCH MARKINGS ,GROUND MARKINGS & PITCH PREPARATION

THE PROTECTED AREA MARKINGS

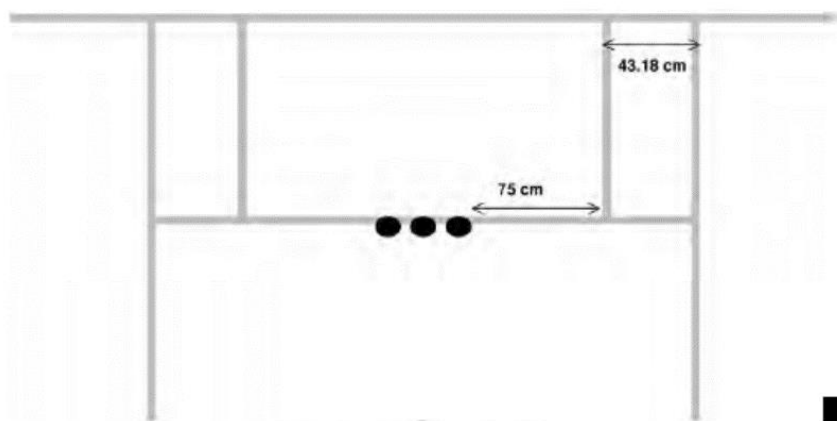
The Protected Area Markings

Protected Area markings must be the same width as the crease markings.



WIDE MARKINGS

Wide Markings must be the same width as the crease markings and extend backwards from the popping crease to the bowling crease at a distance of 43.18cm from the inside edge of the return crease (measured to the inside edge of the Wide marking).



[

GROUND MARKINGS

For Matches played in One Day Competitions or T20 Competitions a fielding restriction circle will be marked on the field comprising two semi circles shall be marked on the field of play, having as their centre the middle stump at either end of the pitch and having a radius of 27.5 metres. The ends of each semi-circle are to be joined to the other by a straight line on the same team of the pitch.

PITCH PREPARATION

These guidelines set out the minimum requirements that are needed to prepare a cricket pitch in all Competitions.

Pre-season

The square will need to have remedial work done to it before the season starts in the way of a spring renovation. The spring renovation should be carried out as soon as possible once any winter sport using the ground has finished, giving the largest window for grass growth before the season starts.

The pitch square must be dry enough to enable all the following steps can be carried out successfully.

- The removal of organic matter (thatch) on the surface of the cricket pitch square, carried out by scarification (the amount of scarification needed varies from square to square and also within areas of a square).
- Once the area has been scarified it needs to be swept with a mechanical sweeper to ensure the removal of all debris.
- A light top-dress of pug over the whole square is preferred but spot top-dressing of low spots is sufficient.
- The whole square should be fertilized with a non-organic spring renovation mix fertilizer and the square flooded.
- After the square has dried to a point where the soil is pliable (plasticine like) but not sticky to touch, the square should be cross rolled (this should be carried out a couple of times before the season starts).
- Grow cloths or heat cloths should be used to initiate grass growth, they should be put down for as long as possible until soil temperatures are at the optimum level for good grass growth.

Pitch preparation

The steps for the preparation of a new cricket pitch are:

- Choosing the appropriate pitch. It should have an even coverage of grass (or the best grassed pitch on the square) and be smooth and flat, free any holes or major undulations.
- String the pitch out; string lines 10 feet apart parallel with the edge of the square.
- If the pitch needs to be mown, now is the time to do it preferably to a height of 6mm (keep the grass clippings). If the turf is not that long no need to mow it.
- The pitch will need to be watered thoroughly and evenly; hand or irrigation is fine.
- When the pitch has dried to the point where rolling can commence, a dusting of clippings on any bare areas (no grass coverage) is needed. This rolling can commence that afternoon or next day depending of drying time.
- Commence rolling at a nice slow walking speed parallel with the string lines up and back on the same run. Continue this up and back rolling but move across a roller width each time and make

sure you overlap each roll. When you have reached the other string line continue back the other way and so on.

- After a few passes with the roller hopefully the pitch will be changing colour to a slightly brown colour. If not, light spray of water is applied and rolled again. Repeat process until desired result attained.
- Leave pitch alone for a period of time and then roll again - 6 passes. The time period could be 1 hour or even the next day as long as the soil is not tacky when rolling. A medium amount of water sprayed onto the pitch is necessary after the roll to freshen the pitch up. (If the pitch is going to be left for an extended period of time say till the following afternoon, a sufficient amount of water should be applied to combat the evaporation rate for that day).
- The next day a light spray of water on the pitch with a hand hose should be applied. Then the pitch should be rolled - 8 passes. You can repeat this process a couple of times during the day always giving the pitch a light water when finished rolling. The pitch also needs to mown. This should be done at the start of each day and the height shall be dropped till the correct height is reached for match day - this should be 3mm.
- The process above can be repeated for a couple of days even the day before a game.
- It may be necessary to reduce the amount water due to a couple of factors - the weather, time of year, match scheduling and nature of the pitch..
- Final process is the marking out of the pitch.

The above steps for the preparation of a new cricket pitch is based on a period of anywhere from five to seven days. This process will be slightly different if preparing a pitch that has been used the week before:

- (Monday) The pitch should be swept clean of all loose debris especially around the foot marks, and damaged areas repaired by filling the holes with pug. The pitch shall be watered with the irrigation system generously.
- (Tuesday to Friday) The pitches should be rotated as much as possible taking into consideration the amount of pitches on the square and match scheduling.

General

At times during the season a mini renovation will need to be carried out on pitches that have excess grass growth and thatch on the surface. The renovation should consist of a light scarify and or sweep depending on the level of thatch.

A good time for this renovation is before the Christmas break and at this point the pitch square should be fertilized as well with a complete fertilizer.

The heat cloths should be placed over the square for this period of no play

At the end of the season it is also advisable to do another mini renovation like above including fertilizing with a winter **stress fertilizer**.

Annexure D. DUCKWORTH LEWIS TABLE

The D/L (Duckworth/Lewis) method of adjusting target scores in interrupted one-day cricket matches

Table of resource percentages remaining - over by over

<i>2002 update</i>													
											Overs left		
											50	to	0
wickets lost													
overs left	0	1	2	3	4	5	6	7	8	9	overs left		
50	100.0	83.4	85.1	74.9	62.7	49.0	34.9	22.0	11.9	4.7	50		
49	99.1	82.6	84.5	74.4	62.5	48.9	34.9	22.0	11.9	4.7	49		
48	98.1	81.7	83.8	74.0	62.2	48.8	34.9	22.0	11.9	4.7	48		
47	97.1	80.9	83.2	73.5	61.9	48.6	34.9	22.0	11.9	4.7	47		
46	96.1	80.0	82.5	73.0	61.6	48.5	34.8	22.0	11.9	4.7	46		
45	95.0	89.1	81.8	72.5	61.3	48.4	34.8	22.0	11.9	4.7	45		
44	93.9	88.2	81.0	72.0	61.0	48.3	34.8	22.0	11.9	4.7	44		
43	92.8	87.3	80.3	71.4	60.7	48.1	34.7	22.0	11.9	4.7	43		
42	91.7	86.3	79.5	70.9	60.3	47.9	34.7	22.0	11.9	4.7	42		
41	90.5	85.3	78.7	70.3	59.9	47.8	34.6	22.0	11.9	4.7	41		
40	89.3	84.2	77.8	69.6	59.5	47.6	34.6	22.0	11.9	4.7	40		
39	88.0	83.1	76.9	69.0	59.1	47.4	34.5	22.0	11.9	4.7	39		
38	86.7	82.0	76.0	68.3	58.7	47.1	34.5	21.9	11.9	4.7	38		
37	85.4	80.9	75.0	67.6	58.2	46.9	34.4	21.9	11.9	4.7	37		
36	84.1	79.7	74.1	66.8	57.7	46.6	34.3	21.9	11.9	4.7	36		
35	82.7	78.5	73.0	66.0	57.2	46.4	34.2	21.9	11.9	4.7	35		
34	81.3	77.2	72.0	65.2	56.6	46.1	34.1	21.9	11.9	4.7	34		
33	79.8	75.9	70.9	64.4	56.0	45.8	34.0	21.9	11.9	4.7	33		
32	78.3	74.6	69.7	63.5	55.4	45.4	33.9	21.9	11.9	4.7	32		
31	76.7	73.2	68.6	62.5	54.8	45.1	33.7	21.9	11.9	4.7	31		
30	75.1	71.8	67.3	61.6	54.1	44.7	33.6	21.8	11.9	4.7	30		
29	73.5	70.3	66.1	60.5	53.4	44.2	33.4	21.8	11.9	4.7	29		
28	71.8	68.8	64.8	59.5	52.6	43.8	33.2	21.8	11.9	4.7	28		
27	70.1	67.2	63.4	58.4	51.8	43.3	33.0	21.7	11.9	4.7	27		
26	68.3	65.6	62.0	57.2	50.9	42.8	32.8	21.7	11.9	4.7	26		
25	66.5	63.9	60.5	56.0	50.0	42.2	32.6	21.6	11.9	4.7	25		
24	64.6	62.2	59.0	54.7	49.0	41.6	32.3	21.6	11.9	4.7	24		
23	62.7	60.4	57.4	53.4	48.0	40.9	32.0	21.5	11.9	4.7	23		
22	60.7	58.6	55.8	52.0	47.0	40.2	31.6	21.4	11.9	4.7	22		
21	58.7	56.7	54.1	50.6	45.8	39.4	31.2	21.3	11.9	4.7	21		
20	56.6	54.8	52.4	49.1	44.6	38.6	30.8	21.2	11.9	4.7	20		
19	54.4	52.8	50.5	47.5	43.4	37.7	30.3	21.1	11.9	4.7	19		
18	52.2	50.7	48.6	45.9	42.0	36.8	29.8	20.9	11.9	4.7	18		
17	49.9	48.5	46.7	44.1	40.6	35.8	29.2	20.7	11.9	4.7	17		
16	47.6	46.3	44.7	42.3	39.1	34.7	28.5	20.5	11.8	4.7	16		
15	45.2	44.1	42.6	40.5	37.6	33.5	27.8	20.2	11.8	4.7	15		
14	42.7	41.7	40.4	38.5	35.9	32.2	27.0	19.9	11.8	4.7	14		
13	40.2	39.3	38.1	36.5	34.2	30.8	26.1	19.5	11.7	4.7	13		
12	37.6	36.8	35.8	34.3	32.3	29.4	25.1	19.0	11.6	4.7	12		
11	34.9	34.2	33.4	32.1	30.4	27.8	24.0	18.5	11.5	4.7	11		
10	32.1	31.6	30.8	29.8	28.3	26.1	22.8	17.9	11.4	4.7	10		
9	29.3	28.9	28.2	27.4	26.1	24.2	21.4	17.1	11.2	4.7	9		
8	26.4	26.0	25.5	24.8	23.8	22.3	19.9	16.2	10.9	4.7	8		
7	23.4	23.1	22.7	22.2	21.4	20.1	18.2	15.2	10.5	4.7	7		
6	20.3	20.1	19.8	19.4	18.8	17.8	16.4	13.9	10.1	4.6	6		
5	17.2	17.0	16.8	16.5	16.1	15.4	14.3	12.5	9.4	4.6	5		
4	13.9	13.8	13.7	13.5	13.2	12.7	12.0	10.7	8.4	4.5	4		
3	10.6	10.5	10.4	10.3	10.2	9.9	9.5	8.7	7.2	4.2	3		
2	7.2	7.1	7.1	7.0	7.0	6.8	6.6	6.2	5.6	3.7	2		
1	3.6	3.6	3.6	3.6	3.6	3.5	3.5	3.4	3.2	2.5	1		
0	0	0	0	0	0	0	0	0	0	0	0		
overs left	0	1	2	3	4	5	6	7	8	9	overs left		
wickets lost													

Annexure E. Bonus point calculation sheet

Match overs	For 1 bonus point		For 2 bonus points	
	Balls	Overs	Balls	Overs
50	240	40	150	25
49	235	39.1	147	24.3
48	230	38.2	144	24
47	225	37.3	141	23.3
46	220	36.4	138	23
45	216	36	135	22.3
44	211	35.1	132	22
43	206	34.2	129	21.3
42	201	33.3	126	21
41	196	32.4	123	20.3
40	192	32	120	20
39	187	31.1	117	19.3
38	182	30.2	114	19
37	177	29.3	111	18.3
36	172	28.4	108	18
35	168	28	105	17.3
34	163	27.1	102	17
33	158	26.2	99	16.3
32	153	25.3	96	16
31	148	24.4	93	15.3
30	144	24	90	15
29	139	23.1	87	14.3
28	134	22.2	84	14
27	129	21.3	81	13.3
26	124	20.4	78	13
25	120	20	75	12.3
24	115	19.1	72	12
23	110	18.2	69	11.3
22	105	17.3	66	11
21	100	16.4	63	10.3
20	96	16	60	10
19	91	15.1	57	9.3
18	86	14.2	54	9
17	81	13.3	51	8.3
16	76	12.4	48	8
15	72	12	45	7.3
14	67	11.1	42	7
13	62	10.2	39	6.3
12	57	9.3	36	6
11	52	8.4	33	5.3
10	48	8	30	5



Annexure F. APPROVED BALLS

Competition	Approved Balls
Konica Minolta Regional Twenty20 Cup (ACTCA to provide Konica Minolta balls)	Kookaburra Regulation (White)
Divisions 2–4 T20 Competition	Kookaburra Regulation (White) Kookaburra Regulation Reject (White) Kookaburra Club Match (White) Kookaburra Invicta (White)
First Grade Two Day Competition (The Gallop Cup)	Kookaburra Regulation (Red)
Second to Fourth Grade Two Day Competition	Kookaburra Regulation (Red) Kookaburra Regulation Reject (Red) Kookaburra Club Match (Red)
First Grade One Day Competition (The Gallop Cup)	Kookaburra Regulation (White)
Second and Third Grade One Day Competition	Kookaburra Regulation (White) Kookaburra Regulation Reject (White) Kookaburra Club Match (White)
Fourth Grade One Day Competition	Kookaburra Regulation (White) Kookaburra Regulation Reject (White) Kookaburra Club Match (White) Kookaburra Invicta (White) Kookaburra Senator (White)
Fifth Grade and Sixth Competitions	Kookaburra Regulation (Red) Kookaburra Regulation Reject (Red) Kookaburra Club Match (Red)



Annexure G. FINALS ELIGIBILITY TABLE

NUMBER OF ONE DAY MATCHES PLAYED BY A CLUB IN A GRADE OR DIVISION	NUMBER OF ONE DAY MATCHES NEEDED TO BE PLAYED BY A PLAYER TO HAVE PLAYED AT LEAST 40% OF MATCHES
1	1
2	1
3	2
4	2
5	2
6	3
7	3

NUMBER OF TWO DAY MATCHES PLAYED BY A CLUB IN A GRADE OR DIVISION	NUMBER OF TWO DAY MATCHES NEEDED TO BE PLAYED BY A PLAYER TO HAVE PLAYED AT LEAST 40% OF MATCHES
1	1
2	1
3	2
4	2
5	2
6	3
7	3

NUMBER OF ONE DAY & TWO DAY MATCHES PLAYED BY A CLUB IN A GRADE OR DIVISION	NUMBER OF ONE DAY AND/OR TWO DAY MATCHES NEEDED TO BE PLAYED BY A PLAYER TO HAVE PLAYED AT LEAST 40% OF MATCHES & QUALIFY FOR EITHER FORMAT
1	1
2	1
3	2
4	2
5	2
6	3
7	3
8	3
9	4
10	4
11	4
12	5
13	5
14	6

Annexure H. Cricket ACT Health Policy

First aid kits

All first grade grounds are expected to have a comprehensive first aid kit at them at all times. It is strongly advised that Captains of Designated Clubs playing at grounds where there is no storage available carry a first aid kit.

Kits will vary in size and the type of equipment available. The following is not a comprehensive list but first aid kits should contain:

- Variety of tapes for strapping, strengthening, adhesive
- Adhesive foam or padding
- Tape and plain scissors
- Disposable latex gloves
- Gauze swabs
- Dressing adhesives
- Tricore non-stick for wound protection
- Betadine swab sticks
- Band aids and cotton wool
- Steri-strips or leuko strips
- One pair of tweezers (sterilized or disposable)
- Syringe for irrigation of wound or eye
- Conforming gauze bandages
- Alcohol swabs
- Two chemical cold packs
- Plastic bag or towel for ice pack
- Ani instant ice pack (at grounds where there is no ice available)
- Eye wash
- Sterile saline Triangular bandages Safety pins
- Finger or thumb splint
- Resuscitation mask used for CPR Sunscreen
- Water bottles
- Jellybeans or sugar water solution for diabetics

Clubs should also take reasonable steps to ensure that Players with allergies, special needs or pre-existing medical conditions within the Club are known to people.

Dehydration and beating the heat

It is essential that Clubs understand the need for their Players to have adequate fluid replacement to prevent dehydration either in Matches or at training.

Dehydration not only contributes to fatigue and poor performance but makes Players susceptible to cramps, heat stress and heat stroke. Clubs must take all reasonable steps to ensure that Players and Club members are having regular fluid intake when playing and training.

During Matches, Players and Umpires should regularly rehydrate. Cool water is the preferred option. Cricket ACT encourages the agreement of Captains and Umpires of more regular drinks breaks in hot conditions.

In general, drinks should not be refused to Players who are in need of fluid replacement, noting that batting in a helmet or fast bowling leads to significant fluid loss.

Meningococcal and drinks

Meningococcal disease has led to a re-evaluation of how drinks are provided and served at cricket matches.

The meningococcus is a bacterium that can be found at the back of the throat or in the nose in about 10% of the community at any given time. Although most people who carry this germ in their throat or nose remain quite well, they are able to spread it to others, a few of whom may subsequently become very ill. It is spread in the fine droplets that are shed through coughing, sneezing and spluttering. The technical name for the meningococcus is *neisseria meningitidis*. Symptoms of the illness include headache, and neck stiffness, joint pain, nausea and vomiting, lethargy, high temperature and a rash which is unique to the condition, but often appears later than the other symptoms.

In a cricket context people are most likely to transmit the bacteria through the sharing of drink bottles or cups.

In response to this situation the Cricket ACT has makes the following recommendations to Clubs:

- The preferred option is for all players to have their own water/drink bottles and these to be used at drinks breaks. Drinks should be mixed by the individual player or by their manager.
- Designated clubs are still expected to supply drinks (cordial/sports drink mix), water and refrigeration facilities where available.
- Players are to be made aware of the risk of sharing water bottles and potential danger on contact.
- If drinks are mixed in a barrel type container there must be a tap attached and working. The lids of barrels must not be removed and no dipping of cups is allowed. If it is possible to do so without impeding the flow of drinks, it is advisable close the lid and to put a warning on the barrel lid that lids should not be removed and that no dipping will be allowed.
- Drinks must be mixed in barrels in a hygienic manner. Be aware of the stirring implement that it is sterile and meets safety standards.
- If drink cups are used, disposable cups are preferable. If re-useable cups are used, they must be washed with detergent thoroughly, no rinsing only.

Note. Cricket Australia is developing a policy on the sharing of equipment which will be incorporated into this policy once they are established or the junior policy recommendations flow through. Generally, it is best not to share equipment of a protective nature.