RULES HANDBOOK

SENIOR COMPETITIONS

Men's 1st Grade, Greater Northern Cup, and 2nd Grade.

Women's 1st Grade and 2nd Grade.

Men's Social League, Women's Social League

2025-26

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RULES & BY-LAWS

GENERAL

2025-26

http://www.cricketnorthwest.com.au

GENERAL COMPETITION RULES

COMPETITION RULES

1. Complaints

Notwithstanding the provisions of Rules 48.1 & 48.2 in respect of the duties of the Tribunal, the Cricket North West Board shall have the power to deal with complaints against registered players which are not the subject of an umpire report, or against accredited club officials or registered clubs. The Board may, if it sees fit, refer such complaint(s) to the Tribunal and the Tribunal shall deal with such complaints referred to it in a similar manner as reports from umpires and may impose penalties as indicated in Rule 48.8 (7) of this handbook or make a recommendation as to a penalty to the Cricket North West Board.

2. Cricket North West Board

(a) The Cricket North West Board shall have the authority to rule on:

(i) Applications to play arising from qualifications as defined in Rule 2.

(ii) Applications for downgrading.

(iii) Applications for withdrawals from representative teams.

(iv) Applications for replacement players in Club sides for players selected as replacements in Australian, Tasmanian or Association teams and currently playing in a club match.

(b) The proceedings of the Cricket North West Board shall be conducted as it sees fit and its decisions shall be final.

3. Registration of Players

(a) In every cricket season each club shall register all its playing members with the Association.

(b) All players must be registered prior to playing in their first match. The process to be followed is:

(i) Each player registers online using the prescribed PlayHQ link which constitutes their agreement to meet their financial commitments to their club and to follow club and Cricket North West rules.

(ii) Each player's name, postal address, contact phone number, date of birth, email address (if applicable) and emergency contact details must be entered in the PlayHQ management system prior to the completion of online registration.

(iii) Each player must be registered in PlayHQ prior to taking part in their first match with their club in each season.

(c) When a player desires to transfer from one Association club to another, they must obtain a transfer from the club with which they were previously registered, and/or be granted a transfer by the CNW Board or CNW Tribunal as outlined in Rule 12.

(d) Transfers must be in PlayHQ to the player commencing to play with their new club.

(e) A player who resides (that his normal place of abode) or works within the Territory allocated to Cricket North West may register with the club of his choice providing he has received a transfer from his previous club.

(f) If a player changes his residence to a place outside the CNW Territory at any time during the season he shall be entitled to apply to the Cricket North West Board for de-registration and for transfer to any cricket club which does not ordinarily play within the Territory.

Dual Registration

(i) Junior players registered with the Circular Head Cricket Association are permitted dual registration. Thus, they may play senior cricket with a CNW club (1st Grade, 2nd Grade, Female Competition), but must play junior cricket with the CHCA, provided they field a team in the applicable age group.

(j) For all grades, players may be permitted dual registration between a CNW and community association club. This dual registration only covers instances where:

(i) A senior player has not been selected in a CNW lower grade team and they have the opportunity to play with a community association club in any given week;

(ii) A CNW lower grade team is short on numbers in any given week and brings in community association players to fill gaps; or

(iii) A junior player plays cricket with a community association club each Saturday, and plays with a CNW club's junior team each Sunday.

(iv) A regular community association player dual registers with a CNW club for the purposes of participating in the 1st Grade T20 competition.

(v) Permission is conditional on the player satisfying all CNW and community association registration and transfer or exemption rules. Finals eligibility conditions are the same as for any other player.

(k) Current Greater Northern Raiders players will retain their primary registration with a CNW club, and will be exempt from the finals eligibility stipulations provided in By-Law 14, provided they have played with their CNW club in the current season.

(l) Players who have previously been a junior member of a CNW club but are currently playing in another association or with a CTPL club (excluding Greater Northern Raiders, see 3.k), are permitted to play with the CNW Club that they were a junior member of in a CNW pennant roster game/(s).

4. Team Selections

Team selections for all senior cricket matches shall be entered in the PlayHQ Management System prior to the match. Before the toss, the captain of each side shall declare and provide a copy of their team in writing to the opposite captain and umpires. Having done so, no alteration shall be made without the consent of the opposing captain

5. Match Results and Player Scores

(a) Match results and player scores must be entered in the PlayHQ management system at the end of the game. If this deadline is not met the offending team will incur a penalty of 1 point in the first instance, with this increasing by 1 point for every offence thereafter.

(b) All matches shall be scored electronically on the club scorer's laptop using the PlayHQ Live Score app or in any appropriate format if an issue arises with PlayHQ.

6. Captains Reports (Men's 1st and 2nd Grade & Female 1st Grade)

(a) Reports on umpires and grounds shall be completed by Men's 1st and 2nd Grade, and Female 1st Grade Captains after every match in format provided by CNW for reporting no later than 10.00 pm on the Monday following a fixture. Failure to do so will result in a **1 point** deduction.

If clubs require assistance with account access or logging-in to PlayHQ Admin please contact CT Community Cricket Administrator, Josh Marshall (jmarshall@crickettas.com.au)

7. Provision of Live Scores (mandatory for 1st Grade, preferred for 2nd Grade, optional for other grades)

(a) Each club shall provide internet access in their club rooms or scorer's box, accessible to their club scorer (at the very least). A Telstra USB Mobile Broadband modem is recommended for optimal coverage in this region.

(b) Live scores must be provided for all 1st Grade matches. It is the responsibility of the host club to ensure they have a functioning internet connection and are broadcasting scores to PlayHQ at least once in every 30 minutes of playing time.

8. 1st Grade Scorers

(a) All 1st Grade teams shall provide a non-playing scorer for each roster and finals match in a given season.

(b) Scoring shall be completed on each club's laptop using the iPad or similar device using the PlayHQ Live Score app.

9. Lower Grade Scoring

(a) Clubs are to use the PlayHQ Live Score app to score home matches on turf in lower grades.

(b) All clubs are encouraged to provide a permanent scorer (i.e. a parent, coach, etc.) for lower grades. In the event that either or both clubs do not have a permanent scorer, IT IS THE RESPONSIBILITY OF THE BATTING TEAM TO PROVIDE THE REQUIRED NUMBER OF SCORERS TO COMPLETE BOTH SCORE BOOKS. The 12th Man for the fielding team (if available) shall assist with the identification of bowlers and fielders; otherwise this player is required to be available to go back onto the ground at short notice.

(c) At the conclusion of every over, scorers should confirm the innings score and make any amendments to correct errors at that time.

(d) Captains (or Coaches) are to check and initial the score sheets at the conclusion of each innings and/or breaks in play to ensure that both books confirm the same score, before the match shall continue.

(e) Before a match is concluded and players leave the field, both scorers should confirm with the umpires that the scores are correct.

10. Match Results to the Media

No current requirement.

COMMON RULES

The Laws of Cricket (2022 code) apply as varied hereunder:

PLAYERS

11. Eligibility

(a) Subject to the provisions of Rules 12-15, a player may play with any club provided they are not a defaulter.

(b) No player may play with more than one CNW club during the same season unless they are cleared by his club and/or the Cricket North West Board.

(c) No player who has been suspended from playing by any cricket association may play with a CNW club until the term of the suspension has been completed.

(d) Where a club has entered multiple teams in one grade, a player can only play in one team, unless there are exceptional circumstances and written permission is provided by CNW.

(e) In those weeks in which a club's 1st Grade team has a bye in the Men's Greater Northern Cup, a maximum of two (2) players from the previous round's 1st Grade team shall be permitted to be dropped back to play in 2nd Grade.

(f) In those weeks in which a club's 1st Grade team plays a One-Day match on Saturday and the club's 2nd Grade team plays a T20 match on Sunday, a maximum of two (2) players from Saturday's 1st Grade team shall be permitted to be dropped back to play in 2nd Grade on Sunday.

(g) A player who has represented the Greater Northern Raiders CTPL 1st Grade team in the current season shall not be permitted to play in the CNW 2nd Grade or junior competitions without the approval of the CNW Board. An exemption is only likely to be granted in cases where a player is returning from a long-term injury.

12. Transfers

(a) Subject to regional requirements, no player having registered with a CNW club shall be allowed to play with any other club without first obtaining a transfer from the club with which they are registered. Such approval for a transfer can only be approved by the Cricket North West Board or the CNW Tribunal. Greater Northern Raiders CTPL players are exempted from this By-Law, provided their "home" CNW club approves of their transfer to this team.

(b) In the event of a club refusing a transfer for a player, the CNW Board will examine the information provided by the player and clubs and shall have the power to grant or refuse the transfer independently.

(c) A club wishing to challenge the transfer ruling of the CNW Board may elect to take the matter to the CNW Tribunal for deliberation, as per item 43(2)(a) of the CNW (NWTCA Inc.) constitution.

(d) A player dissatisfied with a transfer ruling of the CNW Board may elect to take the matter to the CNW Tribunal as per item 42(7) of the CNW (NWTCA Inc.) constitution.

13. Downgradings

(a) Following the completion of the first roster match scheduled to commence on or after the 1st February in each season no player who has played at least 75% (rounded up) of their matches in a higher grade (except Greater Northern Raiders CTPL players) shall play in a lower grade to that which they are currently playing during the remainder of the roster season without the permission of the Community Competitions Officer. Part matches played in a higher grade as a replacement player are to be disregarded for the purpose of downgradings.

(b) No player who has played in 75% (rounded up) of their matches in one grade shall be allowed to switch to another team playing in the same grade after the 1st February without the permission of the Community Competitions Officer.

14. Finals Eligibility

14.1 End of Season Finals

(a) No player shall play in a Semi-Final or Grand Final match unless they are registered with Cricket North West and have played with the CNW Club that they are registered with (including Club teams in other associations), a minimum of 4 days during the season, excluding T20 matches (unless otherwise stated in individual grade rules). Greater Northern Raiders CPTL players are exempt from this By-Law, provided they play a minimum of one match with the CNW club they are registered with in the current season.

(b) No player shall be permitted to play in a Semi-Final or Grand Final match if they have played **more** than 1.75 times as many games in a higher grade compared to the grade in which they seek to play finals, unless:

(i) They are a current Greater Northern Raiders CTPL player, and have satisfied the condition outlined in 14.1 (a) above.

(ii) They are the holder of a current downgrading permit, or

(iii) They obtain the permission of the Regional Authority, or

(ii) Their club is concurrently represented in Semi-Finals or Finals matches in all such higher grades as the player has played in during the season in progress.

Note: The term "higher grade" shall apply to higher grades of Competitions and matches conducted by Cricket North West, the Cricket Tasmania Premier League and Cricket Australia, excluding all underage games

Example:
A player who has played 10 games in First Grade and 6 games in Second Grade has played

$$10 \div 6 = 1.67$$

or 1.67 times as many games in a higher grade, which is less than 1.75, and therefore the player is eligible to play Second Grade finals.

If the same player had played 10 games in First Grade and only 5 games in Second Grade,

$$10 \div 5 = 2.00$$

or 2 times as many games in a higher grade, which exceeds 1.75, and therefore the player would not be eligible.

14.2 Twenty/20 Grand Finals (1st Grade, 2nd Grade, Under-18's)

(a) No player shall play in a CNW Twenty/20 Grand Final unless they are registered with Cricket North West and have played at least two Twenty/20 matches (excluding 1st Grade) in that grade in the current season.

(b) The only exceptions to rule 14.2 (a) above are as follows:

(i) Guest players in 1st Grade (registered with a club for the purposes of participation in T20 cricket, such as a non-Greater Northern Raiders CTPL player or interstate player) must have played two 1st Grade T20 matches in that season in order to be eligible to play in the Grand Final.

(ii) Greater Northern Raiders CTPL players shall be permitted to play in the 1st Grade T20 Grand Final provided they are registered with their CNW club in the current season and participate in at least one 1st Grade T20 match (can be the Semi-Final).

(c) Clubs may apply to the CT Community Competitions Officer, Mitchell Jones, for a permit to allow a player to participate in a 2nd Grade or Under-18 Twenty/20 Grand Final in the event that: (i) the player in question has resumed playing after an injury; (ii) has been playing most of their matches in this grade; or (iii) has recently commenced playing with the club.

15. Representative Matches

(a) Any player who withdraws from or declares themselves unavailable for any team representing Cricket Tasmania or CNW:

(i) Must notify the CT Community Competitions Officer in writing giving the reasons for unavailability or withdrawal; and
(ii) Shall not be permitted to play with their club on the day or days during which the representative team is either playing or travelling to such a representative match without the

permission of the selectors of the teams from which the player has withdrawn or the team for which they have declared themselves unavailable.

16. Ineligible Players

(a) Any club which plays an unregistered player or an ineligible player as determined by the application of rules 12-15 above shall be declared to have lost the match or matches in which such ineligible players took part and shall lose all points gained in such match or matches.

(b) The opposing team or teams shall be awarded a number of points equivalent to the maximum points gained by any team in that grade in that round of the Association roster.

(c) This rule shall likewise be applied to the allocation of bonus points.

17. Association Coach

In the event of the association appointing a paid playing coach the Cricket North West Board may, prior to the commencement of the season, allocate the coach to any Club.

PENNANT COMPETITION

18. Commencement

First and Second Grade competitions shall be rostered to commence no later than the fourth Saturday in October each season and matches shall be of the duration and on such grounds as determined by the CNW Board.

19. Alterations to the Roster and Appointment of a Referee

The CNW Board may at any time alter the roster including finals, in respect of times, dates or grounds.

The CNW Board may appoint a referee to any match played under the auspices of Cricket North West.

20. Playing Times Option (Finals)

The Cricket North West Board shall, prior to the commencement of each season (or amend as circumstances dictate), set days, hours of play and conditions for all finals matches.

21. Clothing, Equipment & Footwear

In all matches, the competing teams will wear approved white or coloured clothing and equipment only. The use of non-spiked footwear by players on turf wickets is not permitted in the 1st Grade, 2nd Grade, Under-16 and Female competitions.

Vests and jumpers worn by players should match the rest of the club's One-Day, T20 or Two-Day uniform (i.e. a white or cream vest or jumper should not be worn in a T20 or One-Day game except with the permission of the umpires in cases of extreme cold.

Bats

Law 5.7.2 shall be replaced by;
The width of the bat shall not exceed 4.25 in/10.8 cm at its widest part.

22. Minimum Number of Players

The minimum number of players to constitute a match is eight (8). Should a team not be able to field eight (8) players at any point during the match, they will forfeit the match.

23. Players' Conduct

All players shall be bound by the terms of CNW's Code of Conduct, in place of Laws of Cricket Law 42.

24. Balls

Balls used for all CNW competition matches shall be of Kookaburra Brand and be subject to the following minimum standards for weight, construction, type and condition: -

(a) 1st Grade (all matches require a new, 4-piece 156g ball)

T20 matches (White): One of Regulation, Regulation Reject, Club Match or Senator

One-Day matches (White): Regulation only

Two-Day matches (Red): 1st Innings – Regulation only

2nd Innings – One of Regulation, Regulation Reject, Club Match or Senator

Notes:

(i) In any innings of a Two-Day match the captain of the fielding side may demand a new ball after 80 overs have been bowled with the old one.

(ii) The fielding team may elect not to use a new ball for the second innings in a Two-Day match. However, the ball to be used must be of a standard and condition satisfactory to the umpires.

(iii) The aforementioned outline of appropriate match balls also applies to games played on synthetic pitches.

(b) 2nd Grade (all matches require a new, 4-piece 156g ball)

T20 matches (White): One of Regulation, Regulation Reject, Club Match or Senator

One-Day matches (White): One of Regulation, Regulation Reject, Club Match or Senator

Two-Day matches (Red): 1st Innings – One of Regulation, Regulation Reject, Club Match or Senator

2nd Innings – One of Regulation, Regulation Reject, Club Match or Senator

Notes:

(i) In any innings of a Two-Day match the captain of the fielding side may demand a new ball after 80 overs have been bowled with the old one.

(ii) The fielding team may elect not to use a new ball for the second innings in a Two-Day match. However, the ball to be used must be of a standard and condition satisfactory to the umpires.

(iii) The aforementioned outline of appropriate match balls also applies to games played on synthetic pitches.

(c) Female Competition (all matches require a new, 4-piece 142g ball)

T20 & One-Day matches (White): Regulation, Regulation Reject, Club Match or Senator

(d) Under-16's (all matches require a new, 4-piece 156g ball)

One-Day matches (White): Regulation, Regulation Reject, Club Match or Senator

(e) Under-12's and Under 14's (all matches require a new, 2-piece 142g ball)

T20 matches (White): Tuf Pitch, Special Test, Red King, Colt, Crown or Kooka Practice, unless specified differently in the Rules Handbook for Junior Competitions.

Notes:

In the event of prevailing wet ground conditions (caused by either dew or precipitation), both coaches, by mutual agreement, may elect to use a "jugs" or similar weather-proof ball to provide the best possible chance for players to execute their skills.

25. Pitch Preparation & Covering of Pitches

In preparation of pitches the following situations shall apply:

(a) Where play is scheduled on consecutive days the pitch shall be prepared according to the Laws of Cricket (2022 Code – Law 9).

(b) Where an interval of one or more days occurs, the curator shall take whatever steps are necessary to prepare the pitch to the best possible standard.

(c) All turf pitches must be covered by no later than 8.00pm the evening two days prior and 8.00pm the evening immediately prior to any association match. Covers must be adequate and used to cover the whole wicket square, so as to mitigate any chance of old wickets lacking adequate grass to prevent or delay the start of a day's play. Any variation from this must have the sanction of the CNW Ground and Facilities Committee or home clubs will have the incident investigated to determine penalties for inadequate pitch preparation and covering in accordance with 25 (d) and (e).

(d) In the event that a match is abandoned or cancelled due to a home club's failure to comply with pitch covering and preparation requirements outlined in Rules 25 (a), (b) and (c) above (in the opinion of the match umpires and relevant CNW Ground and Facilities Committee members, with a final determination to be made by the CNW Board), then the home team shall be adjudged to have forfeited the match and the opposing team shall receive points equivalent to the maximum earned by any other team on a given day or match in the round (as specified in Rule 30).

In the event that the abandonment or cancellation occurs on Day 2 of a Two-Day match, the home team will additionally forfeit any bonus points earned on Day 1, therefore they will receive zero points from the match.

In the event that a neutral or finals match is abandoned or cancelled due to a host club's failure to comply with pitch covering and preparation requirements outlined in Rules 25 (a), (b) and (c) above (in the opinion of the match umpires and relevant CNW Ground Committee members, with a final determination to be made by the CNW Board), then the host club shall receive a penalty. Possible penalties include a fine through to disqualification from hosting finals for a set period.

(e) In the event that the commencement of a match is delayed through the home club's failure to comply with pitch covering and preparation requirements (considering any and all mitigating circumstances), the match umpires shall have the authority to award the toss to the visiting club as compensation.

In the event that the delay occurs on Day 2 of a Two-Day match, the home team shall receive a points penalty with the points lost to be determined by the CNW Board.

Labour for Laying and Removing Covers

(i) Until the scheduled starting time for the match, the home club shall provide the labour for laying and removal of the covers. After this time both sides shall assist with the laying and removal of covers as directed by the umpires.

(ii) At the conclusion of any match if the ground is to be used for a match the following day, or if directed to do so by the curator for any reason, the home side shall cover the pitch block irrespective of whether they are also the home club for the match the following day.

26. Boundary Markings

(a) Boundary identification must be clearly marked with a solid white line, mown strip or rope, to be a minimum of 3.00 metres (3.28 yards) in from any fence, bike track, or any other object that could present a risk of injury to players.

(b) To assist umpires a raised boundary marker must be placed at 10-metre intervals along boundaries marked with a solid line or mown strip.

(c) Umpires to include information in their Umpires Reports. CNW reserves the right to fine clubs not complying with this By-Law.

27. Ground Inspections

In all grades prior to play on all match days Marsh Game Day Checklists provided by Cricket Tasmania as part of the Cricket Australia National Club Risk Protection Program must be completed in accordance with the instructions provided with the Checklist.

The home team is responsible for completing and storing the checklists for reference if or when an insurance claim is made. Alternately, the checklists may be completed using the Marsh Sport Cricket Checklist App.

28. Wet Weather Procedures

Entire rounds will only be called off in the event of extreme weather conditions and ground closures.

In the event of wet weather likely to result in match abandonment or a delayed start, it is the responsibility of the host club (home team curator or nominated representative) to:

(a) If the match is scheduled for a turf wicket, contact CT Community Competitions Administrator Joshua Marshall (0407 576 184) by 8.00 am to advise him of the ground and wicket conditions and likelihood of play. An interim decision on how to proceed will be made at this point.

(b) Contact the opposing club by 8.30 am on the day of the match to advise the match could be abandoned or at the very least will not start until later. Contact numbers for club officials are listed in this handbook.

(c) For games to be played on synthetic pitches, the home team coach is to assess the weather, ground and pitch conditions up to 90 minutes prior to the scheduled match starting time (or before the cut-off time for a start) and contact the opposition coach with a proposed course of action. If both coaches agree then the match can be abandoned. If both coaches do not agree then teams will travel to the ground in anticipation of a start before the cut-off time. Notice of any abandonment or delay must be communicated to the CT Community Competitions Administrator and Umpires Advisor (Appointments).

(d) Any further action once both teams and the umpires are at the ground shall be as per the Laws of Cricket (Laws 2.7 & 6.2).

(e) Enter the match result as “Match Abandoned” in PlayHQ if the match has been abandoned.

29. Cancellation of Matches

In the event of continuous wet weather, the President or in his absence the Senior Vice President shall have the authority to cancel the day’s play. Such cancellation is to be notified to all other clubs prior to the day’s play.

(a) Unless cancelled as above, on the day of a game the appointed umpires shall decide if and when the day’s play can commence or in the case of interruptions recommence.

(b) If a game cannot be played due to wet conditions, and other games in the same round are played, the teams who are prevented from playing shall receive the average points awarded to the teams that did play as per rule 43 (d) (ii).

30. Forfeiture

(a) If any forfeiture is found necessary through lack of players such forfeiture shall be done commencing from the lowest grade first (noting that senior and junior competitions are to be considered separately).

(b) Any Club not complying with the rule shall forfeit any points gained in the match or matches in question and the opposing team or teams shall be awarded points equivalent to the maximum points gained in that grade in that round unless otherwise determined by the CNW Board.

(c) Punishments for forfeiture of matches shall be as follows:

I. First offence - $250 payable to the CNW, with this to be paid to the opposition CNW club if the opposition cubs has lost home game revenue.

II. Second offence – Loss of 8 points to the team forfeiting and $250 payable to the CNW, with this to be paid to the opposition CNW club if the opposition cubs has lost home game revenue.

III. Third and any subsequent offences - Loss of 8 points to the clubs highest graded team (Men’s First Grade) and $250 payable to the CNW, with this to be paid to the opposition CNW club if the opposition club has lost home game revenue.

(d) Notice of forfeit must be provided to the opposing club and the CT Community Competitions Administrator no later than two hours prior to the scheduled match starting time. CNW reserves the right to fine clubs not complying with this By-Law.

31. Failure to take the Field

(a) Other than delays by adverse weather, light or playing conditions, play shall commence at the time appointed regardless of whether or not an official Umpire is in attendance.

(b) If, for any other reason, play does not commence at the time appointed:

(i) The Club or Clubs failing to take the field shall be reported by either umpire or by either captain, and;

(ii) In the event that one Club refuses to take the field within fifteen (15) minutes of the appointed starting time, for the purposes of this By-Law, this shall be regarded as a 'refusal to play' and umpires will award the match, as per MCC Law 16.3.1.2, to the opposing club. The opposing team shall be awarded points equivalent to the maximum points gained by any Club in that Grade in that round.

32. Practice on the Field

As per MCC Law 26 – Practice on the Field.

33. Declaration of Teams & the Toss

(a) Before the toss, the captain of each side shall declare and provide a copy of their team in writing to the opposite captain (and umpires if appointed). Having done so, no alteration shall be made without the consent of the opposing captain.

(b) **The Toss**
The toss will take place as per Law 13.4 of the Laws of Cricket, however the following amendment is allowed with the agreement of both Captains and the Umpires:

(i) The toss can take place earlier than stated in Law 13.4, but no sooner than 45 mins before the scheduled start time.

34. Time Off the Field

Law 24 shall be applied in full, with the following amendments:

(a) Work commitments are to be considered a "wholly acceptable reason" for a player to arrive late or leave the field of play for a period. In this example penalty time will not be incurred and the player will be able to bat or bowl at the next available opportunity.

(b) This rule does not apply for games in which there is an agreement that teams may have 12 players named as participating in the match. However, this rule does apply if a fielder from outside the 12 nominated players comes on as a substitute, i.e. a 13th player. The nominated player who left the field will be subject to penalty time in this circumstance.

35. Number of Fielders

(a) The fielding captain is required to check that they begin the innings (and resume after breaks) with only 11 fielders.

(b) The umpires shall conduct a count of the numbers of fielders at the start of the innings and at the resumption of play after breaks to ensure that only 11 fielders are in position. Play shall not commence until such time as the count has been completed and the maximum 11 fielders are in place.

(c) If at any other time during the innings the fielding side has 12 fielders in position on the field of play, the umpires shall instruct the fielding captain to send off one of his players before play shall recommence.

36. Underage Fielding Restrictions

Fielders

No fielders under 18 years of age as at August 31 are allowed to be placed in fielding positions less than ten (10) metres from the batsman's position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off side.

37. Compulsory Helmets

37.1 Batters

(a) It is compulsory that all players under 18 years of age as at August 31 wear a helmet compliant with British Standard 7928:2013 when batting, regardless of what grade they are playing.

(b) It is compulsory that all players 18 years of age or older as at August 31 wear a helmet compliant with British Standard 7928:2013 when batting against fast or medium-paced bowling. The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of the bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.

37.2 Wicket-Keepers

All wicket-keepers wear a helmet compliant with British Standard 7928:2013 when wicket-keeping at all times up to the stumps. Facemasks are not permitted.

37.3 Fielders Aged 18 Years and Over

Players 18 years of age or older as at August 31 wear a helmet compliant with British Standard 7928:2013 at all times when fielding in a position closer than seven (7) metres from the batsman's position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off side.

37.4 Adjudication and Failure to Comply

The match umpires shall be responsible for ensuring that a helmet is worn as required by By-Law 37 and shall not allow the match to continue during any period in which a player fails to wear a helmet.

It is the responsibility of the players and clubs, not the umpires, to ensure that all helmets are compliant with British Standard 7928:2013.

However, umpires are to note in their match report if they believe a helmet is not compliant with British Standard 7928:2013.

38. Under-Age Bowling Limits

(a) This rule relates to fast and medium pace bowlers, broadly defined for the purpose of this rule as those to whom the wicket keeper stands back.

(b) This rule is to apply for all Cricket North West matches.

(c) These regulations are to apply to players for the entire season, even if they turn 13, 15, 17 or 19 in that season. The player's age shall be taken as at the 31st of August each year.

(d) Captains are to note the age of all under age players on the team sheet.

(e) While the umpires will record overs bowled and apply this rule, captains are ultimately responsible to junior players for complying with bowling limits.

(f) Daily limits are imposed as follows:

(i) For under 19, a maximum spell of six (6) consecutive overs, and a maximum daily allocation of 18 overs.

(ii) For under 17, a maximum spell of six (6) consecutive overs, and a maximum daily allocation of 16 overs.

(iii) For under 15, a maximum spell of five (5) consecutive overs, and a maximum daily allocation of 12 overs.

(iv) For under 13, a maximum spell of four (4) consecutive overs, and a maximum daily allocation of 8 overs.

(g) The break between spells must be the same number of overs from the same end as the completed spell, with a maximum break of 1 hour, inclusive of scheduled or unscheduled breaks. No restrictions apply to Twenty/20 matches.

For example, if an Under-17 player bowls six (6) overs in their spell, their sixth being over number 21, they would have to wait until an equivalent number of overs have been bowled from the same end before bowling again (23, 25, 27, 29, 31, 33). They could therefore bowl again from the start of the 34th over.

(h) A bowler who has bowled less than the maximum spell permitted for their age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break (as per {38 (f)} above) between spells will apply and the break within the spell disregarded.

(i) If any interval or interruption in play results in over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.

(j) Where there is an unscheduled break in the innings, the time off the field shall be counted towards the break between spells, calculated as 3.9 minutes per over.

(k) This rule applies even if one or more changes of innings occur, so that if a team takes the field in a new innings within 14 overs of the end of a previous innings in the field, then potentially some bowlers may still be subject to restrictions under this rule.

(l) Each bowler in this category must ensure the bowler's end umpire is aware of his identity, and that he is subject to this by-law, whenever commencing or resuming bowling.

Scorers are also to be informed prior to the commencement of the innings which bowlers are subject to this by-law on account of their age.

(m) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play, this rule applies as follows:

(i) If he begins with medium pace (or faster) he is subject to the rule throughout the day.

(ii) If he begins with slow bowling and changes to medium pace (or faster) the rule applies from the time of the change, and in that case any overs bowled prior to the change shall not be taken in either the daily limit or current spell.

(n) In the event that a player currently bowling an over in progress has breached rules 38 (f-m) above, the bowler's end umpire shall instruct the fielding captain to remove the bowler from the attack immediately, and another player shall complete the over. The player who committed the breach may not bowl again until permitted under the rules. Relevant penalties will be applied at the conclusion of the innings.

(o) The penalties for breaching the Under-Age Bowling Limits rules are as follows:

Roster Matches

1 point for the 1st over that is over the limit for the relevant bowler and his limitations.

2 points for every subsequent infringement during the match

Finals Matches

Add 25 runs to the batting team for the first over the limit is exceeded, and 50 runs for every subsequent over.

All penalties will be applied by umpires at the completion of the innings.

39. Unfair Play

Should either Umpire or either Captain be of the opinion that Law 41 or any of its sub-sections dealing with unfair play or the Code of Conduct – Appendix 1 has been infringed he shall report the incidents in writing to the CT Community Competitions Administrator within three (3) days.

40. Bowler Incapacitated or Suspended during an Over

If, for any reason, a bowler is incapacitated while running up to bowl the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal "dead ball" and another bowler shall bowl or complete the over from the same end, provided only that he shall not bowl two overs, or part thereof, consecutively in one innings. In a One Day or T20 game this counts as one over on each bowlers over limit. For clarity, it counts as 1 over for the injured / incapacitated / suspended bowler and as 1 over for the bowler completing the over, irrespective of the number of balls bowled.

41. Sightscreens

Where sightscreens are available the fielding team will be responsible for moving the sightscreen the first time it is required to be moved at each end for each new bowler. This includes the start of a spell and the first time the bowler changes which side of the wicket they bowl. The batting team is then responsible for every subsequent movement without delay to play.

42. Umpires Meeting with Captains

(a) In CNW 1st and 2nd Grade games, umpires can request or offer a meeting with captains in the umpire's room within 15 minutes of the completion of every match, where there will be a general discussion covering the whole of the match. The topics for discussion will include ground and pitch conditions, player behaviour, the notification of reports/charges (if any) against players and the captains may discuss with, as opposed to outright criticism of, umpires' specific rulings/decisions etc., made during the match.

(b) These meetings are not to take the place of the normal Captains Reports on Umpires nor the Umpires Report Sheets, both of which will continue to be entered in the online system for review by the NWTCUSA Umpires Advisor and Community Cricket Officer.

43. Allocation of Points

After each match, points shall be allocated as follows, unless otherwise indicated in the rules for a particular grade:

(a) (i) Two-Day Matches

Win outright and first innings lead	16
Win outright and first innings tie	12
Win outright and behind on first innings	10
Win on first innings and no further result	8
Tie outright, both teams	8
Loss outright after first innings lead	6
Tie on first innings and no further result	4
Draw	4
Tie on first innings with outright loss	4

(ii) Bonus Points for Two-Day Matches

1st Innings

One point to the batting team upon reaching 125 runs, plus one further point for every 25 runs scored thereafter.
Two points to the batting team upon batting for 80 overs.
No batting bonus points will be awarded for runs scored after the 96th over of the innings (84 overs in 2nd Grade).
One point to the bowling team on the fall of the 1st, 3rd, 5th, 7th and 9th wickets.
Bowling points continue for the entire innings.

2nd Innings

Batting – 1 point for every 40 runs scored.
No batting bonus points will be awarded for runs scored after the 60th over of the innings.
Bowling – One point awarded at the fall of each of the 2nd, 4th, 6th, 8th and 10th wickets.
Bowling points continue for the entire innings.

(b) (i) One-Day Matches

Win	8
Tie	4
No Result	4
Loss	0

(ii) Bonus Points for One-Day Matches

Any team that achieves victory with a run rate 1.25 times that of the opposition shall be awarded 1 bonus point.

Any team that achieves victory with a run rate 2.00 times that of the opposition shall be awarded 2 bonus points.

(a) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.

(b) Where a side is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

(c) Twenty/20

Win	4
Tie (only if 'Super Over not possible)	2
No Result	2
Loss	0

(d) **Notes:**

(i) Where, in a Two-Day roster match, no play is possible for all rostered matches on Day 1 due to adverse weather condition, the match will be played as a One-Day fixture (following the applicable rules) on Day 2, with match and bonus points to be awarded as though the fixture remained a Two-Day match.

One-Day Matches

Win	8
Tie	4
No Result	4
Loss	0

(ii) Where, one or two matches proceed as a Two-Day match, the matches(es) shall be played as a One-Day fixture, with match and bonus points to be award as following.

One-Day Matches

Win	8
Tie	4
No Result	4
Loss	0

Batting – 1 point for every 25 runs scored.
Bowling - One point on the fall of the 1st, 3rd, 5th, 7th, and 9th wickets

(iii) Where a CNW Two-Day match has commenced but due to interruptions in excess of a total of 15 minutes caused by adverse conditions a result cannot be obtained, each team shall receive four points. Where due to adverse conditions, a Two-Day game does not commence, and other games in the same round are played, the teams prevented from playing shall receive the average points awarded to the teams that did play.

(iv) If no play is possible on both days for all Two-Day matches in a given round, each team shall be awarded four points.

(v) Where a team forfeits, bonus points shall be awarded in accordance with Rule 30 if applicable.

(v) A tie in CNW competition can only occur in the following three circumstances;
(1) If at the completion of the maximum overs each teams score is equal.
(2) When the team batting first has been dismissed or has or has declared and the team batting second is dismissed at the same score.

(3) If both teams are tied after all innings are completed.

44. Ladders: Finals Qualifications for all Grades

(a) The ladder shall rank all teams from highest to lowest according to match points (and bonus points if applicable) scored to date.

(b) Matches in the T20, One-Day and Two-Day formats shall count towards the competition ladder. **Note:** 1st Grade and Under-18 Twenty/20 matches will count towards separate Twenty/20 ladders.

(c) Teams that are equal on match points will be separated by percentage (unless otherwise specified in individual grade or format rules) and will be calculated thus;

(i) Divide the total number of runs scored by a team by the total number of wickets lost by that team.

(ii) Divide the total number of runs scored against a team by the total number of wickets taken by that team.

(iii) Divide the former (i) by the latter (ii)

(iv) The team having the highest percentage shall be considered to have the better performance.

(d) For the purpose of computing percentages, a batsman retired hurt is deemed to be not out, and a team declaring its innings closed is deemed to have lost only the number of wickets that have fallen.

(e) If a match that has commenced is later abandoned with no result, the team score will be included in percentage calculations and individual scores included in all statistics.

45. Cricket North West Finals - Team Qualifications and Grounds for Semi and Grand Finals

(a) The teams to play in the CNW finals series in each grade shall be those occupying the top four (unless otherwise specified in individual grade or format rules) positions on the ladder at the end of the roster series. Matches in all formats across the season are counted to determine these ladder positions.

(b) Semi Final venues shall be determined by the CNW Board, with the teams occupying 1st and 2nd on the ladder able to nominate their home ground or another venue approved by the CNW Facilities Committee. The CNW Board reserves the right to allocate Semi-Final matches to what it deems as the best available venue(s).

(c) Semi Finals matches will be played as follows in all grades with a top four finals series:

(i) First v Fourth and Second v Third

(ii) The two winners of the matches in each grade are to play off in the Grand Finals. Should there be no result, including a draw or tie; the team finishing highest on the ladder at the end of the roster matches will be declared the winner of the matches concerned.

(d) Grand Final venues shall be determined by the CNW Board, with the Semi-Final victors being the Grand Final participants in each grade (unless otherwise specified in individual grade or format rules).

(i) For Twenty/20 and One-Day Grand Finals preference shall be given to playing the match at the home ground of the highest placed Grand Finalist; however, the CNW Board shall reserve the right to allocate Grand Final matches to what it deems as the best available venue (taking into account competition and commercial considerations).

(ii) The host venues for the 1st Grade Grand Final shall be determined by the CNW Board, based on ground inspections conducted by the CNW Facilities Committee, to be finalised and announced no later than the 31st of January in each season. The 2nd Grade Grand Final will be hosted by one of the competing teams, with preference given to the team finishing higher on the ladder (subject to ground availability and pitch/ground conditions).

46. Players Averages

(a) The names of the players in each grade securing the best batting and bowling averages in club matches during the season may be enrolled on the Merit Boards of the Association, provided that a batsman shall have played eight innings for a minimum of three hundred runs in aggregate and a bowler shall have bowled at least six hundred balls and taken twenty wickets in 1st Grade competition. 1st Grade competition also includes any Greater Northern Cup roster match which the player may participate in. In 2nd Grade the requirements shall be eight innings and two hundred runs for a batsman and four hundred and eighty balls and fifteen wickets for a bowler. In U/17's, U/15's and Female Competition rosters the requirements are specified in the individual grade rules.

(b) That, in cases where a batsman retires owing to illness, injury or some other unavoidable cause, he shall be considered 'Not Out' for the purpose of averages, but otherwise as a completed innings to be considered 'Out'. The CNW Board shall determine such 'unavoidable' cases.

(c) In 1st Grade, 2nd Grade and the Under-16's, Twenty/20 matches do not count towards the batting and bowling averages. A separate T20 Player of the Year Award shall be presented to recognise achievements in this format of the game.

47. Concussion Procedure

47.1 In the event a head trauma occurs, or the umpires suspect that a player may be concussed, a replacement player is allowed for the remainder of the match.

47.2 The replacement player shall be a similar type of player (best endeavours) who may immediately participate in the match as a complete replacement player for the Concussed Player.

47.3 The Concussion Substitute is permitted to bat, bowl, keep wicket or field as though they were a member of the starting 11.

47.4 The team captain or a club official shall seek the prior approval of the umpires, who shall not unreasonably refuse a request. The umpires need only be reasonably satisfied that a head trauma occurred during the match. The umpires shall then inform the captain of the opposing team.

47.5 This procedure's objective is to permit the replacement of a player who is suspected of suffering from head trauma or concussion. The opposing team shall not be unfairly disadvantaged by a team's choice of replacement player. A team shall take reasonable steps to replace a concussed player with a similar type of player, with the decision on the appropriateness of the Concussion Substitute being determined by the umpires.

47.6 Further information and guidance are included in "Cricket Australia: Community Cricket Concussion and Head Trauma Guidelines (20.11.2023)". See Appendix K.