



# RULES HANDBOOK



## ***SENIOR COMPETITIONS***

***(1<sup>st</sup> Grade, Men's Greater Northern Cup, 2<sup>nd</sup> Grade, Women's 1<sup>st</sup> Grade, Men's Social League, Women's Social League)***

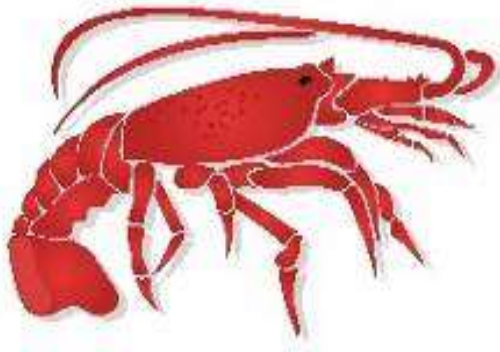
## ***2024-25***

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<b>Riverside Cricket Club</b> Windsor Park Sports Complex, West Tamar Road, Riverside	6327 1077
<b>South Launceston Cricket Club</b> NTCA No. 2, off Racecourse Crescent, Launceston	No phone
<b>Westbury Shamrocks Cricket Club</b> Westbury Recreation Ground, Franklin Street, Westbury	6393 1452

## CRICKET NORTH WEST GROUNDS ADDRESS, EMAIL AND PHONE NUMBERS

<b>Burnie Yeoman Cricket Club – <a href="mailto:burniehurricanescc@gmail.com">burniehurricanescc@gmail.com</a></b> West Park Oval, Bass Highway, Burnie	No phone
<b>Devonport Cricket Club - <a href="mailto:info@devonportorionscc.org.au">info@devonportorionscc.org.au</a></b> Devonport Oval, North Fenton Street, Devonport	6424 2218
<b>Latrobe Cricket Club – <a href="mailto:latrobecc@gmail.com">latrobecc@gmail.com</a></b> Latrobe Recreation Ground, Gilbert Street, Latrobe	6426 1783
<b>Sheffield Cricket Club – <a href="mailto:sheffieldcc@hotmail.com">sheffieldcc@hotmail.com</a></b> Sheffield Recreation Ground, Spring Street, Sheffield	6491 1771
<b>Ulverstone District Cricket Club – <a href="mailto:ulverstonecricketclub50@gmail.com">ulverstonecricketclub50@gmail.com</a></b> UCI Oval, River Road, Ulverstone	6425 4880
<b>Wynyard &amp; Districts Cricket Club – <a href="mailto:wynyardtigerscc@gmail.com">wynyardtigerscc@gmail.com</a></b> Wynyard Recreation Ground, Austin Street, Wynyard	

## CLUB INFORMATION



## CRICKET NORTH WEST CLUB CONTACTS

### BURNIE YEOMAN CRICKET CLUB (trading as Burnie Hurricanes)

**Home Ground:** West Park Oval  
**Mailing Address:** PO Box 1001, Burnie 7320  
**Email:** [burniehurricanescc@gmail.com](mailto:burniehurricanescc@gmail.com)



### DEVONPORT CRICKET CLUB

**Home Ground:** Devonport Oval  
**Mailing Address:** PO Box 155, Devonport 7310  
**Website:** [www.devonportorionscc.org.au](http://www.devonportorionscc.org.au)



### LATROBE CRICKET CLUB

**Home Ground:** Latrobe Recreation Ground  
**Mailing Address:** PO Box 96, Latrobe 7307  
**Website:** [www.latrobecricketclub.com.au](http://www.latrobecricketclub.com.au)



### SHEFFIELD CRICKET CLUB

**Home Ground:** Sheffield Recreation Ground  
**Mailing Address:** C/- 192 Parker Street, Devonport 7310  
**Website:** <https://www.facebook.com/sheffieldcricketclub>



### ULVERSTONE DISTRICT CRICKET CLUB

**Home Ground:** UCI Oval (River Park)  
**Mailing Address:** PO Box 195, Ulverstone 7315  
**Website:** [www.udcc.com.au](http://www.udcc.com.au)



### WYNYARD & DISTRICTS CRICKET CLUB

**Home Ground:** Wynyard Showground  
**Mailing Address:** PO Box 300, Wynyard 7325  
**Website:** <http://wynyardtigerscc.tas.cricket.com.au>





# **RULES & BY-LAWS GENERAL 2024-25**



<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 [PlayCricket](#) link (or complete a hard copy club registration form), which constitutes their agreement to meet their financial commitments to their club and to follow club and Cricket North West rules. Clubs are to retain any hard copy forms to be used in the event of a dispute or a transfer application.
- (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 (1<sup>st</sup> Grade, 2<sup>nd</sup> 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 1<sup>st</sup> 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 no later than 8.30 pm on the Thursday prior to the match. The Advocate will print selected teams in Friday's paper from the lists in PlayHQ.

## 5. Match Results and Player Scores

- (a) Match results and player scores must be entered in the PlayHQ management system by 10.00 pm on the Monday following each roster match. If this deadline is not met the offending team will incur a penalty of 0.5 points in the first instance, with this increasing by 0.5 points for every offence thereafter.
- (b) Match results and player scores for finals matches, or all matches in the Under-13's, must be entered in the PlayHQ management system by 10.00 pm on the Monday following each match. If this deadline is not met the offending team will incur a fine of \$50 in the first instance, with this increasing by \$50 for every offence thereafter.

## 6. Captains Reports (Men's 1<sup>st</sup> and 2<sup>nd</sup> Grade & Female 1<sup>st</sup> Grade)

- (a) Reports on umpires and grounds shall be completed by Men's 1<sup>st</sup> and 2<sup>nd</sup> Grade, and Female 1<sup>st</sup> Grade Captains after every match and entered in the online OfficialsHQ Admin system no later than 10.00 pm on the Tuesday following a fixture. Continued failure to do so will result in a maximum fine of \$50 per match.

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](mailto:jmarshall@crickettas.com.au))

**7. Provision of Live Scores (mandatory for 1<sup>st</sup> Grade, preferred for 2<sup>nd</sup> 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 1<sup>st</sup> Grade matches. It is the responsibility of the host club to ensure they have a functioning internet connection and are broadcasting scores to PlayHQ and the CNW website at least once in every 30 minutes of playing time.

**8. 1<sup>st</sup> Grade Scorers**

- (a) All 1<sup>st</sup> 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. The away team is to score using a manual scorebook or may score offline using the PlayHQ Live Score app.
- (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 12<sup>th</sup> 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**

- (a) For all Cricket North West 1<sup>st</sup> Grade matches, the home team shall be responsible for sending score cards to the media immediately after each day's play. For T20 and Two-Day games (e.g. CNW club v CNW club), the media shall obtain scorecards from PlayHQ, provided the scores have been synced from the home team scorer's laptop.
- (b) For 2<sup>nd</sup> Grade and Female Competition matches the home team shall be responsible for submitting scorecards to the media immediately after each day's play, by ensuring the scores have been synced from the PlayHQ Live Scoring app to PlayHQ and the CNW website (requires an internet connection).

## **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 1<sup>st</sup> Grade team has a bye in the Men's Greater Northern Cup, a maximum of two (2) players from the previous round's 1<sup>st</sup> Grade team shall be permitted to be dropped back to play in 2<sup>nd</sup> Grade.
- (f) In those weeks in which a club's 1<sup>st</sup> Grade team plays a One-Day match on Saturday and the club's 2<sup>nd</sup> Grade team plays a T20 match on Sunday, a maximum of two (2) players from Saturday's 1<sup>st</sup> Grade team shall be permitted to be dropped back to play in 2<sup>nd</sup> Grade on Sunday.
- (g) A player who has represented the Greater Northern Raiders CTPL 1<sup>st</sup> Grade team in the current season shall not be permitted to play in the CNW 2<sup>nd</sup> 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. Player 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 1<sup>st</sup> 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 1<sup>st</sup> 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 play in a Semi-Final or Grand Final match if they have played at least 75% (rounded up) of their matches in a higher grade during the season in progress 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

### 14.2 Twenty/20 Grand Finals (1<sup>st</sup> Grade, 2<sup>nd</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> Grade T20 Grand Final provided they are registered with their CNW club in the current season and participate in at least one 1<sup>st</sup> 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 2<sup>nd</sup> 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**

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

### **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 1<sup>st</sup> Grade, 2<sup>nd</sup> 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) 1<sup>st</sup> 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): 1<sup>st</sup> Innings – Regulation only

2<sup>nd</sup> 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): 1<sup>st</sup> Innings – One of Regulation, Regulation Reject, Club Match or Senator

2<sup>nd</sup> 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

**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 amount of 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 cubs 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 13<sup>th</sup> 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 31<sup>st</sup> 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. 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 34<sup>th</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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 OfficialsHQ system for review by the NWTUSA 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

##### 1<sup>st</sup> 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 96<sup>th</sup> over of the innings (84 overs in 2<sup>nd</sup> Grade).

One point to the bowling team on the fall of the 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> wickets.

Bowling points continue for the entire innings.

##### 2<sup>nd</sup> Innings

Batting – 1 point for every 40 runs scored.

No batting bonus points will be awarded for runs scored after the 60<sup>th</sup> over of the innings.

Bowling – One point awarded at the fall of each of the 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> and 10<sup>th</sup> 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 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>. and 9<sup>th</sup> 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:** 1<sup>st</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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 1<sup>st</sup> 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 31<sup>st</sup> of January in each season. The 2<sup>nd</sup> 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 1<sup>st</sup> Grade competition. 1<sup>st</sup> Grade competition also includes any Greater Northern Cup roster match which the player may participate in. In 2<sup>nd</sup> 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 1<sup>st</sup> Grade, 2<sup>nd</sup> 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. Referees**

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



# CODE OF BEHAVIOUR

This Code of Behaviour replaces Laws of Cricket Law 42 and is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.



<http://www.cricketnorthwest.com.au>

## **48. CRICKET NORTH WEST TRIBUNAL**

### **48.1 The Tribunal**

- (a) There shall be a Tribunal for the purpose of dealing with reports against players, officials or Clubs.
- (b) The Board shall appoint a Tribunal panel consisting of a chairman, a deputy chairman, and one other panel members, of whom one shall constitute the Tribunal for the purpose of a hearing.
- (c) The chairman shall organise the business of the Tribunal and shall nominate the members who shall constitute the Tribunal for each hearing or each session of hearings, ensuring, as far as practicable, that at least the chairman or deputy chairman is a member at every hearing.
- (d) Where neither the chairman nor the deputy chairman is included in a particular one-member Tribunal, the members constituting the Tribunal on that occasion shall appoint a chairman from among themselves.
- (e) A chairman has a deliberate vote only.
- (f) There shall be no appeals process with the decision of the Tribunal final.

### **48.2 Powers and Functions**

- (a) The Tribunal has jurisdiction to deal with all reports brought under the Laws of Cricket or these Rules and By-Laws and such other matters as the Board may from time to time refer to the Tribunal.
- (b) Reports may be brought by -
  - (i) An umpire or umpires;
  - (ii) The Board; or
  - (iii) Any other person authorised in writing by the Board.
- (c) Where a person or a body pleads guilty to, or is found guilty of an offence, the Tribunal may impose a penalty of suspension, disqualification, or any other penalty, which is authorised by these Rules and By-Laws.
- (d) The Tribunal may of its own motion charge a witness (whether the witness is a party to the proceedings or not) with giving unsatisfactory evidence and, after giving the person so charged an opportunity to be heard, proceed to a finding of guilty or not guilty and impose a penalty, if it thinks fit, in the same manner as with other reports.
- (e) Appeals:
  - (i) A State player may appeal a decision as per the current CA Playing Conditions Handbook with reference to a player's suspension in Interstate competitions.
  - (ii) Any Player - A person aggrieved by a decision of the CNW Board may lodge an appeal to the CNW Tribunal, the decision of which shall be final and binding.
  - (iii) Any such appeal shall be in writing and shall be lodged with the CT Community Competitions Administrator within 48 hours of the original decision being made.

### **48.3 Procedure**

- (a) On hearing a report, the Tribunal -
  - (i) Shall make a full and thorough investigation without regard to legal forms and solemnities;
  - (ii) May admit evidence, including video evidence, that is considered relevant notwithstanding that such evidence might not be admissible in a court of law; and
  - (iii) Shall observe the principles of natural justice.
- (b) It is the intention of this By-Law that, as far as practicable, proceedings should not be aborted because of technicalities. Accordingly, the failure of an umpire, the Board, or other person presenting a report to comply with a condition or procedure in the Laws of Cricket or in these Rules and By-Laws shall not prevent the hearing and disposal of the report if the chairman of the Tribunal rules, in his/her opinion, no substantial miscarriage of justice will occur as a result of that failure.
- (c) A party to proceedings, whether it is the person making the report or the person reported, is entitled to present his own case including calling and examining witnesses and summing up.

Parties may have an advocate present who may assist them but can't be involved directly with the case; however, they can make a submission to the tribunal on their behalf before the tribunal considers its penalty.

- (d) Subject to these provisions, the Tribunal may regulate its own procedure.
- (e) Where a player is reported, his captain, or the captain's nominated deputy, shall also attend the hearing as a consequence of the Laws of Cricket 1.4 and 41.1.
- (f) Any and all communications in relation to Tribunal matters shall be between the CT Community Competitions Administrator and Club Presidents and/or Secretaries.

#### **48.4 Attendance at Hearings**

- (a) Hearings will be conducted at the Association's offices at a time and day advised by the CT Community Competitions Administrator as soon as possible following the match from which the report arises.
- (b) The Board may notify such people as they think appropriate, either orally or in writing that they are required to attend as witnesses.
- (c) Attendance by player(s) reported is compulsory. Author of report does not need to attend unless specifically requested to attend by Tribunal Chairman. Failure to attend at the specified time may be reported by the Tribunal for failing to attend a hearing, and may be dealt with accordingly.
- (d) A penalty for non-attendance is in addition to any other penalty arising from a hearing.

#### **48.5 Public Comment**

It is an offence for an umpire, a player or a Club official; -

- (i) To comment publicly on a report prior to its determination by the Tribunal; or
- (ii) To publicly criticise a decision of the Tribunal.

For the purposes of determining penalties, the aforementioned offences shall be considered to be a minimum Level 2 breach.

#### **48.6 Automatic Penalties**

- (a) In a case specifically provided for by these Rules and By-laws the body concerned may impose an Automatic Penalty.
- (b) The penalty shall be specific to the particular offence, as outlined in By-Law 48.8.
- (c) A person or a Club aggrieved by the imposition of any automatic penalty may appeal to the Tribunal by notice in writing, specifying the grounds of the appeal, and accompanied by a \$250 bond payment. In such a case the Tribunal shall hear the matter from the beginning as if it were a new report.
- (d) The \$250 bond payment will only be returned if the CNW Tribunal delivers a not guilty verdict, irrespective of whether any suspension has been imposed.

## CODE OF BEHAVIOUR

### **Preamble**

Cricket is a game that owes much of its unique appeal to the fact that it is to be played not only within its Laws, but also within the spirit of the game. Any action seen to be abusing this spirit causes injury to the game itself.

Embracing the spirit of the game means participating, either as a player or as an official, fairly and exhibiting respect for other players and officials and the game's traditional values such as graciousness in defeat and humility in victory.

Cricket has a distinct place in Australian society and history. As an element in Australia's national identity, cricket plays a significant role. This status brings with it particular responsibilities for players and officials to conform to high standards of fair play and personal behaviour on and off the field.

This Code of Behaviour replaces Laws of Cricket Law 42 and is intended to protect and enshrine such important qualities and standards so that all may continue to enjoy the game of cricket now and in the future.

This Code applies to conduct on the field of play (in respect of any Match) and off the field of play.

### **48.7 Standard of Conduct**

- (a) The Association expects from players and officials the highest standard of conduct, consistent with the Laws, the traditions, and the spirit of the game of cricket.
- (b) Accordingly, it is not a defence to a report, nor may it be offered in mitigation, that -
  - (a) Crude or offensive language used is considered acceptable at some levels of society; or
  - (b) A particular form of on-field behaviour is considered acceptable in other places where cricket is played.
- (c) Laws of Cricket 1.4 and 41.1, both state that the captains are responsible for ensuring that play is conducted within the spirit of the game as well as within the Laws.

### **48.8 Offences**

#### **Section 1: Rules for Behaviour - Offences**

Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct, and may be extended to cover any event that brings the game into disrepute. In such cases, the level of the offence shall be determined by the report writer, notwithstanding Section 2 Point 1.

**(1) Level 1 Offences**

The Offences set out at 1.1 to 1.6 below are Level 1 Offences. Guidelines for penalties imposed by the Tribunal are set out in Section 2 of this Code. Players, and where applicable, officials must not:

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings during a match	<ul style="list-style-type: none"><li>• Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.</li></ul>
1.2	Show dissent at an umpire's decision during a match	<ul style="list-style-type: none"><li>• Includes showing dissent at an umpire's decision by way of showing inappropriate or excessive disappointment, an obvious delay in resuming play or leaving the wicket, shaking the head, pointing or looking at the inside edge when given out lbw, pointing to the pad or rubbing the shoulder when caught behind, signalling for a third umpire review, snatching the cap from the umpire, a bowler or fielder arguing or entering into an unduly prolonged discussion with the umpire about the umpire's decision.</li><li>• It shall not be a defence to any charge brought under this article to show that the umpire might have, or in fact did, get any decision wrong.</li><li>• This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.</li></ul>
1.3	Use language or a gesture that is obscene, offensive or insulting during a match	<ul style="list-style-type: none"><li>• This includes audible or repetitious swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.</li><li>• This offence is not intended to penalise trivial behaviour. When assessing the seriousness of the breach, the umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to (a) be regarded as obscene; (b) give offence; or (c) insult another person.</li></ul>
1.4	Excessive appealing during a match	<ul style="list-style-type: none"><li>• Excessive shall include; (a) repeated appealing of the same decision/appeal; (b) repeated appealing of different decisions/appeals when the bowler/fielder knows the batter is not out with the intention of placing the umpire under pressure; or (c) celebrating or assuming a dismissal before the decision has been given. It is not intended to prevent loud or enthusiastic appealing.</li></ul>
1.5	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman	<ul style="list-style-type: none"><li>• Anything pertaining to a 'send off'.</li></ul>
1.6	Failure by a Team to ensure that the condition of a ball is not changed in breach of Law 42.3	<ul style="list-style-type: none"><li>• Where no individual player is reported for breach of Rule 2.7, each member of the relevant fielding team (including the 12<sup>th</sup> man) shall be considered to be in breach of this rule if the condition of the ball being used by that team has been changed in breach of Law 42.3. The presence or absence of involvement of each team member in changing the condition of the ball shall be irrelevant to a finding of guilt for this Rule.</li></ul>



**(2) Level 2 Offences**

The Offences set out at 2.1 to 2.9 below are Level 2 Offences. A guideline of penalties which may be imposed for a Level 2 Offence are set out in Section 2 of this Code. Players and, where applicable, officials must not:

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
<b>2.1</b>	Show serious dissent at an umpire's decision during a match	<ul style="list-style-type: none"><li>• Dissent (including examples given in 1.2 above) will be classified as serious where the conduct contains an element of anger or abuse that is directed at the umpire or the umpire's decision or where there is excessive delay in resuming play or leaving the wicket.</li><li>• This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.</li></ul>
<b>2.2</b>	Engage in inappropriate and deliberate physical contact with other players, player support staff or officials	<ul style="list-style-type: none"><li>• Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official either during the course of play of a Match or during the periods before or after play at the relevant venue.</li></ul>
<b>2.3</b>	Charge or advance towards the umpire in an aggressive manner when appealing during a match	<ul style="list-style-type: none"><li>• Self-explanatory.</li></ul>
<b>2.4</b>	Deliberately and maliciously distract or obstruct another player or official on the field of play	<ul style="list-style-type: none"><li>• Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.</li></ul>
<b>2.5</b>	Throw the ball (or any other item of cricket equipment, such as a water bottle) at or near a player or official in an inappropriate and/or dangerous manner during a match	<ul style="list-style-type: none"><li>• This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.</li></ul>
<b>2.6</b>	Use language that is obscene, offensive or of a generally insulting nature to another player, official or spectator.	<ul style="list-style-type: none"><li>• This is language or gestures which are directed at another person or persons. In exercising his judgement as to whether the behaviour has fallen below an acceptable standard, the umpire seeking to lay a charge shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:<ul style="list-style-type: none"><li>• be regarded as obscene; or</li><li>• give offence; or</li><li>• insult another person.</li></ul></li></ul>

		<ul style="list-style-type: none"> <li>This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.</li> </ul>
2.7	Change the condition of the ball in breach of Law 42.3	<ul style="list-style-type: none"> <li>Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration and saliva.</li> </ul>
2.8	Without limiting Rule 8, attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.	<ul style="list-style-type: none"> <li>Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.</li> </ul>
2.9	Public or media comment that is detrimental to the interests of cricket, irrespective of when or where such comment is made.	<ul style="list-style-type: none"> <li>Publicly denigrate or criticise a Player, Club Official, Match Official, or a team against which they have played, whether or not in relation to incidents which occurred in a Match;</li> <li>Denigrate or criticise CNW, Cricket Tasmania, any team competing in CNW rosters or any of CNW's commercial partners;</li> <li>Comment on the likely outcome of the hearing of a report or an appeal;</li> <li>Criticise the outcome of the hearing of a report or an appeal under this Code of Behaviour; or</li> <li>Criticise any evidence, submission or other comment made by any person at the hearing of a report or any appeal under this Code of Behaviour.</li> </ul> <p>When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.</p>
<b>Note:</b>		<ul style="list-style-type: none"> <li>Any repeat of the same Level 2 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 3 Offence.</li> </ul>

### (3) Level 3 Offences

The Offences set out at 3.1 to 3.3 below are Level 3 Offences. A guideline of the range of penalties which may be imposed for a Level 3 Offence are set out in Section 2 of this Code. Players and, where applicable, officials must not:

No.	Rule	Guidelines
3.1	Intimidate or attempt to intimidate an umpire or referee whether by language or conduct	<ul style="list-style-type: none"> <li>Includes appealing in an aggressive or threatening manner.</li> </ul>
3.2	Threaten to assault another player, Team official or spectator	<ul style="list-style-type: none"> <li>Self-explanatory.</li> </ul>
3.3	Use language or gestures that offend, insult, humiliate,	<ul style="list-style-type: none"> <li>Self-explanatory.</li> </ul>

	intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin	
<b>Note:</b>		<ul style="list-style-type: none"> <li>Any repeat of the same Level 3 Offence within 12 months of such offence will for the purposes of penalty only be regarded as a Level 4 Offence.</li> </ul>

**(4) Level 4 Offences**

The Offences set out at 4.1 to 4.4 below are Level 4 Offences. A guideline of the range of penalties which may be imposed for a Level 4 Offence are set out in Section 2 of this Code. Players and, where applicable, officials must not:

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
4.1	Threaten to assault an umpire or referee	<ul style="list-style-type: none"> <li>Self-explanatory.</li> </ul>
4.2	Physically assault another player, umpire, referee, official or spectator	<ul style="list-style-type: none"> <li>Self-explanatory.</li> </ul>
4.3	Engage in any act of violence on the field of play	<ul style="list-style-type: none"> <li>Self-explanatory.</li> </ul>
4.4	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, national or ethnic origin	<ul style="list-style-type: none"> <li>Self-explanatory.</li> </ul>

**(5) Laws of Cricket and Spirit of the Game**

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
5	Players must obey the <i>Laws of Cricket</i> and play within the spirit of the game. The captain and Team coach must use their best efforts to ensure that their Team and individual members of the Team complies with this rule.	<ul style="list-style-type: none"> <li>This is meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 – 4 (inclusive) of the Code.</li> <li>Conduct which will be prohibited under the clause includes using an illegal bat, cheating during play, time wasting and any conduct which is considered "unfair play" under Law 42 of the Laws of Cricket.</li> <li>This Rule is not intended to punish unintentional breaches of the Laws of Cricket.</li> <li>Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.</li> <li>Nothing in this Rule or the Code alters the onus on the captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.</li> </ul>

**(6) Unbecoming Behaviour**

<b>No.</b>	<b>Rule</b>	<b>Guidelines</b>
<b>6</b>	Without limiting any other rule, players and officials must not at any time in a cricket related situation engage in behaviour unbecoming to a player or official that could bring them or the game of cricket into disrepute or be harmful to the interests of cricket	<ul style="list-style-type: none"> <li>• It is intended to include (but not be limited to) serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour and sexual misconduct.</li> <li>• This Rule applies in the following circumstances only:               <ul style="list-style-type: none"> <li>(a) attendance at an official cricket function</li> <li>(b) conduct during play of a CNW match</li> <li>(c) while engaged as a member of a CNW representative team</li> </ul> </li> </ul>

**(7) Section 2: Penalties**

The CNW Competitions Committee of the CNW Board in the first instance, or the CNW Tribunal shall have the right to upgrade or downgrade the Level of the offence reported to them should they feel such an action appropriate. The following are guidelines to the level of penalties to be imposed for a first offence. The CNW Competitions Committee of the CNW Board in the first instance, or the CNW Tribunal shall have the discretion, however, to impose such penalty as it considers appropriate. This may include imposition of a fine, or suspension of whole or part of any penalty upon conditions as the Tribunal thinks fit. Subsequent offences may result in a greater penalty than that set out in the guidelines.

<b>Level of Offence</b>	<b>Penalty</b>
Level 1	Minimum ban of 1 multi-day Match and/or 1 one-day Match. In the event that a player has refused to accept an automatic penalty as per By-Law 48.6 and is subsequently found guilty as charged, a higher penalty than originally offered may be considered by the Tribunal.
Level 2	Minimum ban of 1 multi-day Match and/or 2 one-day Matches.
Level 3	Minimum ban of between 2 multi-day Matches and/or 4 one-day Matches up to 4 multi-day Matches and/or 8 one-day Matches.
Level 4	Minimum ban of between 5 multi-day Matches and/or 10 one-day Matches up to a life ban.
Level 5	At the discretion of the Tribunal.
Level 6	At the discretion of the Tribunal.

The following rules of interpretation apply to any penalty imposed under this Rule:

- (a) A “multi-day Match” means a Match of more than one days’ scheduled duration and a “one-day Match” means a Match of one days’ scheduled duration (whether a 50-over match, Twenty20 match or some other limited overs match of no more than one day’s scheduled duration).
- (b) The CNW Competitions Committee or Tribunal must specify the type of Match or Matches in which the ban is to be served.

**(8) Reporting by Umpires- Yellow Card or Reports**

- (a) A Yellow Card is given when a player commits a Level 1 offence which umpire(s) believe does not warrant a report. If a player is noted on **Two** Yellow Card reports within a 24 month period, it shall constitute an offence and the player shall incur an automatic one match suspension.
- (b) A report is given when a player commits an offence which umpire(s) regards as serious.
- (c) When an umpire believes a Code of Behaviour offence has occurred, the umpire will, at the earliest opportunity, inform the relevant captain (batsman may deputise for captain) that there is a Code of Behaviour issue that will be addressed at the next interval or at the end of the day’s play. Prior to meeting, umpire(s) will refer to Offence guidelines (48.8) and decide whether or not offence warrants a warning (Yellow Card) or a Report. At meeting, umpire(s) will then inform players captain of the warning (Yellow Card) or Report. The umpire will note the issuance of Yellow Card or Report in the relevant section of the Umpires Match report.. Reports must be

received at the CNW office no later than the close of business on the second week day following the completion of the match

- (d) The reported player may be offered the option of pleading guilty after CNW have consulted with the reporting umpire/s. Should the player elect to do so, the following procedure will apply. The player shall automatically receive the minimum penalty for that offence and shall not be required to attend a tribunal.
- (e) Whenever a player elects to plead guilty and accept the automatic penalty, in accordance with By-Law 48.8 (c) above, if the incident occurred in a CNW Two-Day, One-Day or Greater Northern Cup match, and the next match the player will participate in is a CNW Twenty20 match, the penalty shall apply to the next CNW Two-Day, One-Day or Greater Northern Cup match, not the CNW Twenty20 match (except for the Female Competition, where the penalty shall be applied to the next match). If the incident occurred in any other match the suspension shall apply to the next match regardless of the format.

The above also applies to automatic suspensions incurred in accordance with By-Law 48.6.

If the next match the player is to be involved in is a representative match the penalty shall apply to that match regardless of the format.

- (f) Reports by parties other than an Umpire [refer to By-Law 48.2 [b (ii) and (iii)]] shall be in writing to the CT Community Competitions Administrator (or his nominee) outlining the offence or offences and shall be received by the CNW office no later than the close of business on the second working day following the completion of the match.

**(9) General Provisions as to Penalty**

- (a) In the event that a fine is imposed on a player it shall be paid to the Association within seven days. If it is not paid within that time the player is not eligible to play until the payment is made

**CRICKET**  
**North West**



# **FIRST GRADE TWO-DAY PLAYING CONDITIONS**

**2024-25**

[www.cricketnorthwest.com.au](http://www.cricketnorthwest.com.au)

## **Cricket North West - 1<sup>ST</sup> Grade Two-Day Playing Conditions**

### **49. Conditions of Play – CNW Two Day Matches**

All matches are played in accordance with the Laws of Cricket (2022 Code) as recognised by Cricket Australia and as adopted by Cricket Tasmania except amended as below.

### **50. Hours of Play**

<b>1<sup>st</sup> Grade Two-Day Matches</b>	<b>Start</b>	<b>Lunch</b>	<b>Tea</b>	<b>Stumps</b>	<b>Minimum Overs</b>
Two-Day Matches	10.30 am	12.30 - 1.00 pm	3.00 – 3.30 pm	5.30 pm	96

### **51. Composition of Teams**

- (a) A 1<sup>st</sup> Grade team shall consist of a maximum of 11 players.

### **52. Substitutes and Replacement Players – Representative Duties**

- (a) Substitutes must be allowed to field for players taking part in International, Interstate, Intrastate and Greater Northern Raiders CTPL matches provided such players have been named in their pennant team, and the opposing Captain and Umpires notified.
- (b) A player required for duties with an Australian, Tasmanian, Association or Greater Northern Raiders CTPL team and who, as a result of that requirement, is unavailable on either day of a pennant match may be replaced by a player of a similar type provided that the approval of the Regional Authority has been obtained prior to the commencement of the said pennant match. A replacement shall be allowed irrespective of whether the replaced player has batted or bowled in the said match. In the event that the replaced player has not completed his innings or over as the case may be the replacement player shall take that players place at the crease. The principle of this rule shall apply to all grades. The playing of an authorised player shall be at the discretion of his club.
- (c) A player selected in an Australian, Tasmanian, Association or Greater Northern Raiders CTPL team, and currently playing in a pennant match, may be replaced in this pennant match by a player of similar type approved by the Regional Authority whether or not such a player has batted or bowled in the current round of matches. A replacement player shall take the place of the replaced player at the crease (batting or bowling), if the replaced player has not completed his innings or over as the case may be at the time when he is replaced. The principle of this rule shall apply to all grades.
- (d) Should a replaced player return before the completion of the match, he may take the place of the replacement player. The above provisions relating to batting and bowling shall apply.
- (e) If a player returning from Australian, Tasmanian, Association or Greater Northern Raiders CTPL team duties is unable to take his place in his club team, then the replacement player must remain in the team.

### **53. Substitutes and Replacement Players – Unavailability**

- (a) Teams in 1<sup>st</sup> Grade shall be allowed to name a maximum of two (2) substitute players per game to cover for another player's unavailability on either day of a Two-Day match.
- (b) Both the opposing captain and officiating umpires must be notified of the substitution/s prior to the toss of the coin and the name of the substitute/s and the player/s they are substituting for shall be written on the official team sheet.
- (c) The substitute player/s, if required to act as a substitute for any named player, must play for a full day.

- (d) Any player named as a substitute to play on either day cannot be replaced by any other player. However, a substitute fielder is allowed to take the place of a named substitute.

This rule is separate from players who are on Representative Duties as detailed in rule 52.

#### 54. Follow-On Rule

The side which bats first and leads by:

- (a) 100 runs or more in one whole day match, a two whole day match, or a two afternoon match, or bats first and leads by 150 runs or more in a three-day match shall have the option of requiring the other side to follow-on.

#### 55. Declaration of Innings

- (a) The provisions of MCC Law 11.3.2 & 11.3.3 shall apply. In addition, if playing time is lost due to a late declaration or forfeiture at the end of an interruption or interval then the minimum overs for the day should be reduced by 1 over for each complete 3.75 mins of playing time lost.
- (b) In a Two-Day match, the team batting first, having not been dismissed, but having received the minimum overs specified in rule 50, shall have the option to declare the innings prior to the commencement of play on day two. In order to obtain a result, they shall be required to bowl the equivalent number of overs to that bowled on day one unless a prior result has been achieved. **Play may continue for up to 30 minutes after scheduled/rescheduled stumps on day two to achieve this.** Following the bowling of the equivalent number of overs, the innings shall be deemed to have been completed. Both sides are entitled to a second innings following such a declaration

#### 56. Minimum Overs

- (a) The minimum number of overs to be bowled before the time scheduled for stumps is shown in the Table – Rule 50 (hours of play and overs). The same minimum over requirement shall also apply from the start of the second day of play. Should there be a change in innings during the course of a day's play; the minimum amount of overs to be bowled shall be 93. Should there be two changes in innings during the course of a day's play; the minimum amount of overs to be bowled shall be 90.
- (b) (i) Should the minimum number of overs not be bowled by the time specified for the completion of the day's play, the match shall continue until the requirement is reached. However, play shall not continue for more than 30 minutes beyond the scheduled cessation time (permitted overtime) and any overs remaining will not be made up on any subsequent day. The over in progress at that time shall be completed except if a wicket falls or a batter retires or if the players have occasion to leave the field during the last minimum over or beyond within 2 minutes of the original scheduled or re-scheduled cessation time or thereafter. So, on a day where there are no interruptions to scheduled play, permitted overtime shall not continue beyond 6.00 pm.
- (ii) The provision laid out here for permitted overtime does not apply if there is any delay or interruption to that day's play. In this circumstance, to complete the minimum overs, play can continue for up to one hour after the scheduled close. That is, until, but no later than the over in progress at 6:30 pm. (see clauses d – j below)
- (c) Penalties for slow over rates will apply to any innings of four hours or more on any one day. Table 1 of these Playing Conditions sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting four hours or more. Failure to bowl the minimum number of overs shall result in a penalty of 1 bonus point being deducted for each over not commenced within the time allocated. The umpires may, however, remove or reduce the penalty if they believe that the failure to bowl the specified number of overs was the result of circumstances beyond the control of the bowling team.

Innings of less than four hours' duration are not subject to penalties for slow over rates. However, Laws 41.9 and 41.10 of the Laws of Cricket pertaining to time wasting in all circumstances shall be enforced by the umpires.



The umpires shall both write the details of the adjustment of the penalty in their match report in PlayHQ.

- (d) If there is less than half an hour (30 minutes) delay from the start of either day's play then there will be no change to the minimum amount of overs to be bowled, as play will continue till after 5.30pm, and up to 6.00pm, to make up for lost time. As per 56 (b) (ii), up to an additional 30 minutes may be used to complete the minimum overs (making stumps no later than 6.30 pm).
- (e) Should there be more than half an hour (30 minutes) delay from the start of either day's play, umpires will calculate the time left until 6.00 pm (minus scheduled breaks) and then calculate the minimum overs to be bowled from the agreed start of play at the rate of 16 overs per hour.
- (f) If there is less than half an hour (30 minutes) of playing time lost, other than a change of innings or scheduled break, then there will be no change to the minimum amount of overs to be bowled, as play will continue until after 5.30pm, and up to 6.00pm, to make up for lost time. As per 56 (b) (ii), up to an additional 30 minutes may be used to complete the minimum overs (making stumps no later than 6.30 pm).
- (g) If more than half an hour (30 minutes) of playing time is lost after the commencement of play, then the minimum overs will be reduced by one over for each 3.75 minutes (or part thereof) lost, based on a minimum over rate of 16 overs per hour, as per Table 2. In the event that minimum overs have already been bowled and scheduled time remains; a minimum of one over for each 3.75 minutes (or part thereof) must be bowled.
- (h) Play must not go beyond 6.00pm, apart from completion of over or exemptions in Rule 56 (i)
- (i) The only exceptions to Rule 56 (h) above are:
  - (i) To ensure that the minimum overs are bowled arising from play being rescheduled due to delays or interruptions, as per Rule 56 (b) (ii). In this instance, play may continue until, but no later than 6.30 pm.
  - (ii) In a situation where an outright result is possible on Day 1 of a Two-Day match. If, in the opinion of the umpires, such a result is possible, and conditions are fit for play as per the Laws of Cricket (2.7 & 2.8), then play may continue beyond 6.00 pm until a result is achieved or conditions are no longer fit for play.
- (j) The minimum number of overs to be bowled in an innings of duration greater than 240 minutes is set out in Table 1 (Page 51). This is based on one over being bowled for every 3.75 minutes of playing time (a minimum over rate of 16 overs per hour). As a result, Law 12.6 of the Laws of Cricket does not apply.

#### **Final Hour of Play**

- (k) A minimum of 16 overs must be bowled in the final hour of play on Day 2; unless – (1) an outright result is achieved, (2) both captains agree to an early termination within 30 minutes of stumps, or (3) time is lost for a change of innings or unscheduled break in play (one over per 3.75 minutes lost). **Note as per 58 (c) play may continue after completion of 16 overs to complete equivalent overs.**
- (l) A drinks break shall be taken at the completion of the 80<sup>th</sup> over or within 5 mins. of the scheduled time for the last hour to commence, whichever is the latter. The timing of the final hour shall commence on resumption of play following the drinks interval.

#### **Commencement of Final Hour of Play**

- (m) The final hour shall commence when (1) the 80<sup>th</sup> over of the day (less any reductions for change of innings or unscheduled breaks) has been bowled, or (2) one hour of scheduled or revised playing time remains; whichever occurs latest.

#### **Examples (assuming no unscheduled breaks or extra playing time):**

- (n) **Team maintaining Minimum Over-Rate:** A fielding team, having maintained the minimum over-rate, bowls the 80<sup>th</sup> over of the day by 4.30 pm. Drinks will be taken and the final hour will commence, and the team must bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:34 pm. Play will cease at 5:34 pm or after 16 overs, whichever is the latter.

- (o) **Team ahead of Minimum Over-Rate:** A fielding team, having been ahead of the minimum over-rate, bowls the 86<sup>th</sup> over of the day by 4:26 pm. Drinks will be taken and the final hour will commence, provided it has reached 4:30 pm by the end of the break. This team is still required to bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:30 pm. Play will cease at 5:30 pm or after 16 overs, whichever is the latter.
- (p) **Team behind the Minimum Over-Rate:** A fielding team, having been behind the minimum over-rate, bowls 75 overs by 4.30 pm. In this instance, play will continue until such time as the 80<sup>th</sup> over has been bowled. Drinks will then be taken and the final hour will commence, and this team is still required to bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:47 pm. Play will cease at 5:47 pm or after 16 overs, whichever is the latter.
- (q) **Day's play interrupted for more than 30 minutes:** In the circumstance where play is rescheduled to finish at 6:00 pm on the final day due to delay or interruption, the final hour shall be scheduled to commence at 5:00 pm. Minimum overs still applies before the commencement of the final hour. E.g. a team has to bowl a minimum of 72 overs for the day after interruption. Therefore, they need to bowl a minimum of 56 overs (72 – 16 overs) before the commencement of the final hour. They finish their 56 overs at 5:08 pm. Drinks is taken and play resumes at 5:12 pm. Play will cease at 6:12 pm or 16 overs, whichever is the latter (apart from exceptions K (1), (2) and (3) above).

## 57. Maximum Overs

A team batting first is allowed to bat up to a maximum of 104 overs but is not permitted to bat into the second day of a Two-Day match in 1<sup>st</sup> Grade roster or semi-final match if no time was lost on Day 1. There is no maximum for any other innings of a match.

## 58. Team Batting Second

The team batting second will begin its first innings after one of three possible situations:

- (a) It will start its innings on the first day of play, after having dismissed the opposition. In this case it is entitled to receive the remaining minimum overs on the first day and the minimum amount of overs on the second day.
- (b) It will start its innings at the commencement of play on the second day of play, after dismissing Team Batting First at stumps on day 1. In this case, unless it has already reached the target score beforehand, it will be entitled to receive at least the equivalent number of overs as the team batting first. The match will continue to the scheduled close of play if a result has not been achieved before then.

The team with the higher score, regardless of wickets lost at the close of play, shall be determined as the winner of the match, provided that the team batting second has received its entitled number of overs (subject to a minimum of 96 overs).

Should the team batting second not be dismissed, nor pass the score of the team batting first, the match shall be declared a draw unless the team batting second has received the same amount of overs received by the team batting first, subject to a minimum of 96 overs.

Therefore, in matches where both teams do not have the opportunity to bat for 96 overs (due to reductions), the match shall be declared a draw unless a result is otherwise achieved; i.e. the team batting second is bowled out for less than the team batting first, or the team batting second passes the team batting first's score.

- (c) It will start its innings at the commencement of play on the second day of play, after Team batting First declared innings closed at stumps on day 1 **as per 55(b)**. In this case, unless it has already reached the target score beforehand, it will be entitled to receive at least the equivalent number of overs as the team batting first. **Play may continue for up to 30 minutes after scheduled/rescheduled stumps on day two to achieve this.** Otherwise, the result of the match shall be a draw.

In all cases where the match has ended in a draw on first innings, teams will receive four points each, in addition to batting and bowling points earned in the match.

**59. Outright Results**

Once a result (other than a draw) has been achieved on first innings, both teams are entitled to go for an outright victory and/or batting & bowling points as long as time permits. There are no restrictions on overs at this point of the match.

**60. Cancellation of First Day's Play**

If, on the first day of a Two-Day roster match play is either cancelled in advance or cannot commence before the time scheduled for the resumption of play following the tea break, the match shall be played on the second day as a One Day fixture as per CNW One Day Playing Conditions.

**61. Making Up for Time Lost**

- (a) As well as playing until 6.00pm on the first day, if more than 90 minutes of play is lost on the first day, play may start at 10.00am on the second day and finish at 6.00pm.
- (b) If the first session cannot begin before 12.00pm, lunch shall be taken, and play shall start at 12.30pm with the tea interval taken at 3.00pm and play continuing to 6.00pm.

**Preventing Loss of Time**

- (c) An interval shall be taken immediately at the end of an innings should there be less than 30 minutes of time left before the interval.
- (d) Similarly if play has been delayed or suspended, an interval shall be taken once it is within half an hour of that interval's scheduled start.
- (e) If nine wickets have fallen at the scheduled start of an interval, that interval shall be delayed until the wicket falls or half an hour has elapsed.

**62. Early Termination of Match**

With the agreement of both captains that no result or no further result than that already achieved can be obtained in any match, play may be terminated within 30 minutes of the scheduled completion of the time of the match.

**63. No Balls, Fair and Unfair Play**

**63.1 Ball Bouncing Over Head Height of Striker**

Law 21.10 shall be replaced by Rule 63.2.

**63.2 Bowling of Dangerous and Unfair Short Pitched Deliveries**

- (a) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (c) Should a third such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

**63.3 Dangerous and Unfair Full Pitched Balls**

The following shall apply in place of Laws 41.7.1 and 41.7.2:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No Ball.
- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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.

- (b) In the event of a bowler bowling a high full pitched ball as defined above in (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 side and the batters at wicket of what has occurred.
- (c) Should there be any 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

#### **64. Arrangements for 1<sup>st</sup> Grade Semi-Finals**

- (a) All CNW 1st and 2nd Grade Semi-Finals and 2nd Grade Grand Final shall be played as per CNW Two-Day Playing conditions, with the following additions:
- (b) If no result (1<sup>st</sup> innings or outright) is obtained, the team that finished in a higher ladder position at the end of the roster competition shall be declared the winner.
- (c) Clubs on whose grounds finals are played are responsible for the appointment of a Match Manager and the CT Community Competitions Administrator must be notified of the appointment three days prior to the game. Match managers shall be responsible for the satisfactory preparation and covering of wickets, and arranging for stumps, a roller, markers and sawdust being available for use during the game.
- (d) Match Managers shall arrange for lunch and afternoon teas, drinks etc. Players are responsible for paying for their own lunch. Afternoon teas will be paid for by CNW at a rate fixed by CNW each season.
- (e) Balls must be supplied by competing clubs, unless otherwise advised, and must be at least the standard as used in roster matches, i.e. Kookaburra Regulation Balls.
- (f) A Captain can concede the match, but not before 1.00 pm on the second day.

#### **65. Arrangements for 1<sup>st</sup> Grade Three-Day Grand Finals**

- (a) For Grand Finals of three days' duration, the hours of play shall be 10.30am to 5.30pm on all three days.
- (b) On all days, a minimum of 96 overs must be bowled, and extra time can be used if necessary to achieve the minimum. If on any day, time lost previously due to allowable circumstances is to be made up, then one over for each 3.75 minutes of additional time will be added to the minimum number of overs to be bowled on that day.
- (c) Up to two and a half hours of time lost due to inclement weather may be made up by play continuing up to 30 minutes past the scheduled stumps time all three days and starting 30 minutes before the scheduled start time on Day Two and Three.
- (d) **Maximum Overs**
  - (i) The side batting first may bat for a maximum of 140 overs.
  - (ii) If play is delayed at the start or after the game has commenced the side batting first may still bat for the maximum of 140 overs.

(e) **Side Batting Second**

- (i) If the side batting first is dismissed or has declared their innings closed before the maximum 140 overs, then the team batting second is eligible to bat for all remaining time.
  - (ii) If the side batting first has batted for the full 140 overs and has had to compulsorily declare its innings closed, then the side batting second can only bat for a maximum of 140 overs.
- (f) The team scoring the greater number of runs on the 1<sup>st</sup> completed innings, irrespective of wickets lost, shall be declared the winner, providing no outright result is reached.
- (g) For the second innings, declarations are at the discretion of the captain of the batting side, i.e. there shall be no time or over limits on the innings duration.
- (h) The team winning on the 1<sup>st</sup> innings shall be premier, should there be no outright result.
- (i) In the event of a tie over the four innings the team that finished in the highest place on the ladder shall be premiers.
- (j) A Captain can concede the match but not before the close of play on the second day
- (k) Cricket North West shall provide Kookaburra Regulation balls for use in the 1<sup>st</sup> Grade Grand Final.
- (l) Clubs on whose grounds finals are played shall be responsible for the appointment of a Match Manager, and the appointee notified to CNW three days prior to the match. Match Managers shall be responsible for the satisfactory preparation and covering of wickets, and arranging for stumps, a roller, markers and sawdust being available for use during the game.
- (m) Match Managers shall arrange for lunch and afternoon teas etc. Players are responsible for paying for their own lunch. Afternoon teas will be paid for by CNW at a rate fixed by CNW each season.

**TABLE 1 – MINIMUM OVER RATES**

When an innings of four hours (240 minutes) or more is concluded, the following table determines the number of overs required to have been bowled to avoid penalties as per CNW Rule 56 (c). An over commenced shall be considered whole for the purpose of calculation. No penalties are to be applied to an innings of less than four hours (240 minutes) excepting the umpires' decision to apply Law 41.9 and 41.10 of The Laws of Cricket as required.

<b>Minutes</b>	<b>Overs</b>	<b>Minutes</b>	<b>Overs</b>	<b>Minutes</b>	<b>Overs</b>
240	64	341	91	443	118
244	65	345	92	446	119
248	66	349	93	450	120
251	67	353	94	454	121
255	68	356	95	458	122
259	69	360	96	461	123
263	70	364	97	465	124
266	71	368	98	469	125
270	72	371	99	473	126
274	73	375	100	476	127
278	74	379	101	480	128
281	75	383	102	484	129
285	76	386	103	488	130
289	77	390	104	491	131
293	78	394	105	495	132
296	79	398	106	499	133
300	80	401	107	503	134
304	81	405	108	506	135
308	82	409	109	510	136
311	83	413	110	514	137
315	84	416	111	517	138
319	85	420	112	521	139
323	86	424	113	525	140
326	87	428	114	529	141
330	88	431	115	532	142
334	89	435	116	536	143
337	90	439	117	540	144

**TABLE 2 – LOSS OF PLAY IN TWO DAY MATCHES**

Reduce the minimum by one (1) over for each 3.75 minutes (3 minutes and 45 seconds) or part thereof lost.

Refer to CNW Rule 61 for provision to make up lost time before reducing overs, after which, an example would be: 36 minutes lost, reduce minimum for the day by 10 overs.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3.75	1	131.25	35	258.75	69
7.5	2	135	36	262.5	70
11.25	3	138.75	37	266.25	71
15	4	142.5	38	270	72
18.75	5	146.25	39	273.75	73
22.5	6	150	40	277.5	74
26.25	7	153.75	41	281.25	75
30	8	157.5	42	285	76
33.75	9	161.25	43	288.75	77
37.5	10	165	44	292.5	78
41.25	11	168.75	45	296.25	79
45	12	172.5	46	300	80
48.75	13	176.25	47	303.75	81
52.5	14	180	48	307.5	82
56.25	15	183.75	49	311.25	83
60	16	187.5	50	315	84
63.75	17	191.25	51	318.75	85
67.5	18	195	52	322.5	86
71.25	19	198.75	53	326.25	87
75	20	202.5	54	330	88
78.75	21	206.25	55	333.75	89
82.5	22	210	56	337.5	90
86.25	23	213.75	57	341.25	91
90	24	217.5	58	345	92
93.75	25	221.25	59	348.75	93
97.5	26	225	60	352.5	94
101.25	27	228.75	61	356.25	95
105	28	232.5	62	360	96
108.75	29	236.25	63	363.75	97
112.5	30	240	64	367.5	98
116.25	31	243.75	65	371.25	99
120	32	247.5	66	375	100
123.75	33	251.25	67		
127.50	34	255	68		

**CRICKET**  
**North West**



**SECOND GRADE  
TWO-DAY ROSTER  
PLAYING CONDITIONS**

**2024-25**

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## **Cricket North West – 2<sup>nd</sup> Grade Two-Day Roster Matches Playing Conditions**

### **66. Conditions of Play – CNW 2<sup>nd</sup> Grade Two Day Roster Matches**

All matches are played in accordance with the Laws of Cricket (2022 Code) as recognised by Cricket Australia and as adopted by Cricket Tasmania except amended as below.

### **67. Hours of Play**

<b>2<sup>nd</sup> Grade Two-Day Roster Matches</b>	<b>Start</b>	<b>Lunch</b>	<b>Tea</b>	<b>Stumps</b>	<b>Minimum Overs</b>
Two-Day Matches	10.30 am	12.15 - 12.40 pm	2.25 – 2.45 pm	4.30 pm	84

### **68. Session Timings and Drinks Breaks**

- (a) Session 1 shall be for a period of 1 hour 45 minutes, from 10.30 am to 12.15 pm (target minimum 28 overs).
- (b) A twenty-five-minute lunch break shall be taken from 12.15 pm to 12.40 pm.
- (c) Session 2 shall be for a period of 1 hour 45 minutes, from 12.40 pm to 2.25 pm (target minimum 28 overs).
- (d) A 20-minute afternoon interval shall be taken from 2.25 – 2.45 pm.
- (e) Session 3 shall be for a period of one hour and 45 minutes, from 2.45 pm to 4.30 pm (target minimum 28 overs).
- (f) One drinks break will be provided for in each session, taken after 1 hour of play.
- (g) In cases of extreme heat, or where a session is extended due to loss of time, drinks breaks can be taken after every 45 minutes of playing time.

### **69. Composition of Teams**

- (a) A 2<sup>nd</sup> Grade team shall consist of a maximum of twelve players, with no requirement to designate a non-batter. In the case of a team nominating eleven players on their team sheet, per the Laws of Cricket a 12<sup>th</sup> Man can be used to take the place of an injured or absent fielder with the consent of the umpires.

### **70. Substitutes and Replacement Players – Representative Duties**

- (a) Substitutes must be allowed to field for players taking part in International, Interstate, Intrastate and Greater Northern Raiders CTPL matches provided such players have been named in their pennant team, and the opposing Captain and Umpires notified.
- (b) A player required for duties with an Australian, Tasmanian, Association or Greater Northern Raiders CTPL team and who, as a result of that requirement, is unavailable on either day of a pennant match may be replaced by a player of a similar type provided that the approval of the Regional Authority has been obtained prior to the commencement of the said pennant match. A replacement shall be allowed irrespective of whether the replaced player has batted or bowled in the said match. In the event that the replaced player has not completed his innings or over as the case may be the replacement player shall take that players place at the crease. The principle of this rule shall apply to all grades. The playing of an authorised player shall be at the discretion of his club.

- (c) A player selected in an Australian, Tasmanian, Association or Greater Northern Raiders CTPL team, and currently playing in a pennant match, may be replaced in this pennant match by a player of similar type approved by the Regional Authority whether or not such a player has batted or bowled in the current round of matches. A replacement player shall take the place of the replaced player at the crease (batting or bowling), if the replaced player has not completed his innings or over as the case may be at the time when he is replaced. The principle of this rule shall apply to all grades.
- (d) Should a replaced player return before the completion of the match, he may take the place of the replacement player. The above provisions relating to batting and bowling shall apply.
- (e) If a player returning from Australian, Tasmanian, Association or Greater Northern Raiders CTPL duties is unable to take his place in his club team, then the replacement player must remain in the team.

#### **71. Substitutes and Replacement Players – Unavailability**

- (a) Teams in 2<sup>nd</sup> Grade shall be allowed to name a maximum of five (5) substitute players per game to cover for player's unavailability on either day of a Two-Day match.
- (b) Both the opposing captain and officiating umpires must be notified of the substitution/s prior to the toss of the coin and the name of the substitute/s and the player/s they are substituting for shall be written on the official team sheet.
- (c) The substitute player/s, if required to act as a substitute for any named player, must play for a full day.
- (d) Any player named as a substitute to play on either day cannot be replaced by any other player. However, a substitute fielder is allowed to take the place of a named substitute.

This rule is separate from players who are on Representative Duties as detailed in rule 70.

#### **72. Follow-On Rule**

The side which bats first and leads by:

- (a) 100 runs or more in one whole day match, a two whole day match, or a two afternoon match, shall have the option or requiring the other side to follow-on.

#### **73. Declaration of Innings**

- (a) The provisions of MCC Law 11.3.2 & 11.3.3 shall apply. In addition, if playing time is lost due to a late declaration or forfeiture at the end of an interruption or interval then the minimum overs for the day should be reduced by 1 over for each complete 3.75 mins of playing time lost.
- (b) In a Two-Day match, the team batting first, having not been dismissed, but having received the minimum overs specified in rule 50, shall have the option to declare the innings prior to the commencement of play on day two. In order to obtain a result, they shall be required to bowl the equivalent number of overs to that bowled on day one unless a prior result has been achieved.  
**Play may continue for up to 30 minutes after scheduled stumps on day two to achieve this.** Following the bowling of the equivalent number of overs, the innings shall be deemed to have been completed. Both sides are entitled to a second innings following such a declaration

#### **74. Minimum Overs**

- (a) The minimum number of overs to be bowled before the time scheduled for stumps is shown in the Table – Rule 67 (hours of play and overs). The same minimum over requirement shall also apply from the start of the second day of play. Should there be a change in innings during the course of a day's play; the minimum amount of overs to be bowled shall be 81. Should there be two changes in innings during the course of a day's play; the minimum amount of overs to be bowled shall be 78.

- (b) (i) Should the minimum number of overs not be bowled by the time specified for the completion of the day's play, the match shall continue until the requirement is reached. However, play shall not continue for more than 30 minutes beyond the scheduled cessation time (permitted overtime) and any overs remaining will not be made up on any subsequent day. The over in progress at that time shall be completed except if a wicket falls or a batter retires or if the players have occasion to leave the field during the last minimum over or beyond within 2 minutes of the original scheduled or re-scheduled cessation time or thereafter. So, on a day where there are no interruptions to scheduled play, permitted overtime shall not continue beyond 5.15 pm.

(ii) The provision laid out here for permitted overtime does not apply if there is any delay or interruption to that day's play. In this circumstance, to complete the minimum overs, play can continue for up to one hour after the scheduled close. That is, until, but no later than the over in progress at 5:45 pm. (see clauses d – j below)

- (c) Penalties for slow over rates will apply to any innings of four hours or more on any one day. Table 1 of these Playing Conditions sets out the minimum number of overs required to be bowled at the conclusion of an innings lasting four hours or more. Failure to bowl the minimum number of overs shall result in a penalty of 1 bonus point being deducted for each over not commenced within the time allocated. The umpires may, however, remove or reduce the penalty if they believe that the failure to bowl the specified number of overs was the result of circumstances beyond the control of the bowling team.

Innings of less than four hours' duration are not subject to penalties for slow over rates. However, Laws 41.9 and 41.10 of the Laws of Cricket pertaining to time wasting in all circumstances shall be enforced by the umpires.

The umpires shall both write the details of the adjustment of the penalty in their match report in PlayHQ.

- (d) If there is less than half an hour (30 minutes) delay from the start of either day's play then there will be no change to the minimum amount of overs to be bowled, as play will continue until after 4.45pm, and up to 5.15pm, to make up for lost time. As per 74 (b) (ii), up to an additional 30 minutes may be used to complete the minimum overs (making stumps no later than 6.00 pm).
- (e) Should there be more than half an hour (30 minutes) delay from the start of either day's play, umpires will calculate the time left until 5.15 pm (minus scheduled breaks) and then calculate the minimum overs to be bowled from the agreed start of play at the rate of 16 overs per hour.
- (f) If there is less than half an hour (30 minutes) of playing time lost, other than a change of innings or scheduled break, then there will be no change to the minimum amount of overs to be bowled, as play will continue until after 4.45pm, and up to 5.15pm, to make up for lost time. As per 74 (b) (ii), up to an additional 30 minutes may be used to complete the minimum overs (making stumps no later than 6.00 pm).
- (g) If more than half an hour (30 minutes) of playing time is lost after the commencement of play, then the minimum overs will be reduced by one over for each 3.75 minutes (or part thereof) lost, based on a minimum over rate of 16 overs per hour, as per Table 2. In the event that minimum overs have already been bowled and scheduled time remains; a minimum of one over for each 3.75 minutes (or part thereof) must be bowled.
- (h) Play must not go beyond 5.15pm, apart from completion of over or exemptions in Rule 74 (i)
- (i) The only exceptions to Rule 74 (h) above are:
- (i) To ensure that the minimum overs are bowled arising from play being rescheduled due to delays or interruptions, as per Rule 74 (b) (ii). In this instance, play may continue until, but no later than 6.00 pm.
- (ii) In a situation where an outright result is possible on Day 1 of a Two-Day match. If, in the opinion of the umpires, such a result is possible, and conditions are fit for play as per the Laws of Cricket (2.7 & 2.8), then play may continue beyond 6.00 pm until a result is achieved or conditions are no longer fit for play.

- (j) The minimum number of overs to be bowled in an innings of duration greater than 240 minutes is

set out in Table 1 (Page 59). This is based on one over being bowled for every 3.75 minutes of playing time (a minimum over rate of 16 overs per hour). As a result, Law 12.6 of the Laws of Cricket does not apply.

### **Final Hour of Play**

- (k) A minimum of 16 overs must be bowled in the final hour of play on Day 2; unless – (1) an outright result is achieved, (2) both captains agree to an early termination within 30 minutes of stumps, or (3) time is lost for a change of innings or unscheduled break in play (one over per 3.75 minutes lost). **Note as per 58 (3) play may continue after completion of 16 overs to complete equivalent overs.**
- (l) A drinks break shall be taken at the completion of the 76<sup>th</sup> over or within 5 mins. of the scheduled time for the last hour to commence, whichever is the latter. The timing of the final hour shall commence on resumption of play following the drinks interval.

### **Commencement of Final Hour of Play**

- (m) The final hour shall commence when (1) the 68<sup>th</sup> over of the day (less any reductions for change of innings or unscheduled breaks) has been bowled, or (2) one hour of scheduled or revised playing time remains; whichever occurs latest.

### **Examples (assuming no unscheduled breaks or extra playing time):**

- (n) **Team maintaining Minimum Over-Rate:** A fielding team, having maintained the minimum over-rate, bowls the 68<sup>th</sup> over of the day by 4.00 pm. Drinks will be taken and the final hour will commence, and the team must bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 3:44 pm. Play will cease at 4:44 pm or after 16 overs, whichever is the latter.
- (o) **Team ahead of Minimum Over-Rate:** A fielding team, having been ahead of the minimum over-rate, bowls the 68<sup>th</sup> over of the day by 3:41 pm. Drinks will be taken and the final hour will commence, provided it has reached 3:45 pm by the end of the break. This team is still required to bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:00 pm. Play will cease at 4:45 pm or after 16 overs, whichever is the latter.
- (p) **Team behind the Minimum Over-Rate:** A fielding team, having been behind the minimum over-rate, bowls 63 overs by 3.45 pm. In this instance, play will continue until such time as the 68<sup>th</sup> over has been bowled. Drinks will then be taken and the final hour will commence, and this team is still required to bowl a minimum of 16 overs (apart from exceptions K (1), (2) and (3) above) prior to the close of play. E.g. Play resumes after drinks at 4:02 pm. Play will cease at 5:02 pm or after 16 overs, whichever is the latter.

## **75. Maximum Overs**

A team batting first is allowed to bat up to a maximum of 92 overs but is not permitted to bat into the second day of a Two-Day roster match in 2<sup>nd</sup> Grade if no time is lost on Day 1. There is no maximum for any other innings of a match.

## **76. Team Batting Second**

The team batting second will begin its first innings after one of three possible situations:

- (a) It will start its innings on the first day of play, after having dismissed the opposition. In this case it is entitled to receive the remaining minimum overs on the first day and the minimum amount of overs on the second day.
- (b) It will start its innings at the commencement of play on the second day of play, after dismissing Team Batting First at stumps on day 1. In this case, unless it has already reached the target score beforehand, it will be entitled to receive at least the equivalent number of overs as the team batting first. The match will continue to the scheduled close of play if a result has not been achieved before then.

The team with the higher score, regardless of wickets lost at the close of play, shall be determined as the winner of the match, provided that the team batting second has received its entitled number of overs (subject to a minimum of 84 overs).

Should the team batting second not be dismissed, nor pass the score of the team batting first, the match shall be declared a draw unless the team batting second has received the same amount of overs received by the team batting first, subject to a minimum of 84 overs.

Therefore, in matches where both teams do not have the opportunity to bat for 84 overs (due to reductions), the match shall be declared a draw unless a result is otherwise achieved; i.e. the team batting second is bowled out for less than the team batting first, or the team batting second passes the team batting first's score.

- (c) It will start its innings at the commencement of play on the second day of play, after Team batting First declared innings closed at stumps on day 1 **as per 55(b)**. In this case, unless it has already reached the target score beforehand, it will be entitled to receive at least the equivalent number of overs as the team batting first. **Play may continue for up to 30 minutes after scheduled stumps on day two to achieve this.** Otherwise, the result of the match shall be a draw.

In all cases where the match has ended in a draw on first innings, teams will receive four points each, in addition to batting and bowling points earned in the match.

#### **77. Outright Results**

Once a result (other than a draw) has been achieved on first innings, both teams are entitled to go for an outright victory and/or batting & bowling points as long as time permits. There are no restrictions on overs at this point of the match.

#### **78. Cancellation of First Day's Play**

If, on the first day of a Two-Day roster match play is either cancelled in advance or cannot commence before the time scheduled for the resumption of play following the tea break, the match shall be played on the second day as a One Day fixture as per CNW One-Day Playing Conditions.

#### **79. Making Up for Time Lost**

- (a) As well as playing until 5.15pm on the first day, if more than 90 minutes of play is lost on the first day, play may start at 10.00am on the second day and finish at 5.15pm.
- (b) If the first session cannot begin before 12.15pm, the lunch interval shall be taken, and play shall start at 12.45pm, with the tea interval taken at 2.45 pm and play continuing through to 5.15pm.

#### **Preventing Loss of Time**

- (c) An interval shall be taken immediately at the end of an innings should there be less than 30 minutes of time left before the interval.
- (d) Similarly if play has been delayed or suspended, an interval shall be taken once it is within half an hour of that interval's scheduled start.
- (e) If nine wickets have fallen at the scheduled start of an interval, that interval shall be delayed until the wicket falls or half an hour has elapsed.

#### **80. Early Termination of Match**

With the agreement of both captains that no result or no further result than that already achieved can be obtained in any match, play may be terminated within 30 minutes of the scheduled completion of the time of the match.

#### **81. No Balls, Fair and Unfair Play**

##### **81.1 Ball Bouncing Over Head Height of Striker**

Law 21.10 shall be replaced by Rule 81.2.

##### **81.2 Bowling of Dangerous and Unfair Short Pitched Deliveries**

- (a) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a

delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.

- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (e) Should a third such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (f) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

### **81.3 Dangerous and Unfair Full Pitched Balls**

The following shall apply in place of Laws 41.7.1 and 41.7.2:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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 popping 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 high full pitched ball as defined above in (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 side and the batters at wicket of what has occurred.
- (d) Should there be any 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (e) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

### **82. Arrangements for 2<sup>nd</sup> Grade Semi-Finals and Grand Finals**

- (a) 2<sup>nd</sup> Grade Finals to be played under same rules as 1<sup>st</sup> Grade Two-Day games. Refer to rules 49 – 64.

**TABLE 1 – MINIMUM OVER RATES**

When an innings of four hours (240 minutes) or more is concluded, the following table determines the number of overs required to have been bowled to avoid penalties as per CNW Rule 74 (c). An over commenced shall be considered whole for the purpose of calculation. No penalties are to be applied to an innings of less than four hours (240 minutes) excepting the umpires' decision to apply Law 41.9 and 41.10 of The Laws of Cricket as required.

<b>Minutes</b>	<b>Overs</b>	<b>Minutes</b>	<b>Overs</b>	<b>Minutes</b>	<b>Overs</b>
240	64	341	91	443	118
244	65	345	92	446	119
248	66	349	93	450	120
251	67	353	94	454	121
255	68	356	95	458	122
259	69	360	96	461	123
263	70	364	97	465	124
266	71	368	98	469	125
270	72	371	99	473	126
274	73	375	100	476	127
278	74	379	101	480	128
281	75	383	102	484	129
285	76	386	103	488	130
289	77	390	104	491	131
293	78	394	105	495	132
296	79	398	106	499	133
300	80	401	107	503	134
304	81	405	108	506	135
308	82	409	109	510	136
311	83	413	110	514	137
315	84	416	111	517	138
319	85	420	112	521	139
323	86	424	113	525	140
326	87	428	114	529	141
330	88	431	115	532	142
334	89	435	116	536	143
337	90	439	117	540	144

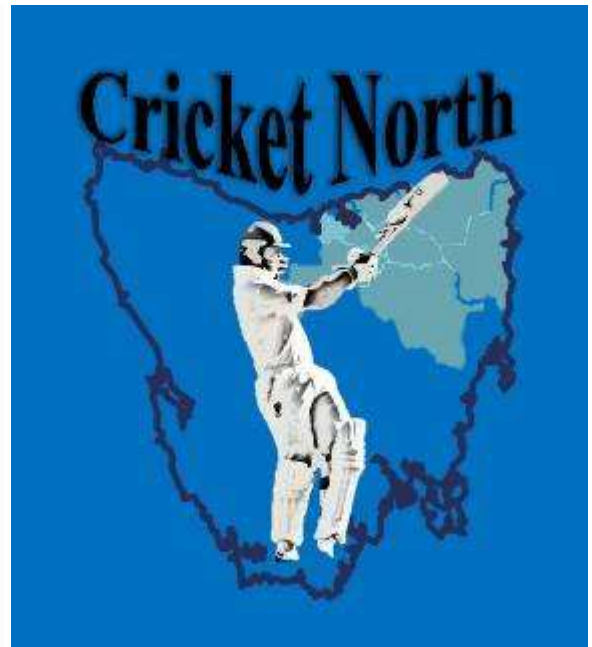
**TABLE 2 – LOSS OF PLAY IN TWO DAY MATCHES**

Reduce the minimum by one (1) over for each 3.75 minutes (3 minutes and 45 seconds) or part thereof lost.

Refer to CNW Rule 79 for provision to make up lost time before reducing overs, after which, an example would be: 36 minutes lost, reduce minimum for the day by 10 overs.

<b>Minutes Lost</b>	<b>Overs Lost</b>	<b>Minutes Lost</b>	<b>Overs Lost</b>	<b>Minutes Lost</b>	<b>Overs Lost</b>
3.75	1	131.25	35	258.75	69
7.5	2	135	36	262.5	70
11.25	3	138.75	37	266.25	71
15	4	142.5	38	270	72
18.75	5	146.25	39	273.75	73
22.5	6	150	40	277.5	74
26.25	7	153.75	41	281.25	75
30	8	157.5	42	285	76
33.75	9	161.25	43	288.75	77
37.5	10	165	44	292.5	78
41.25	11	168.75	45	296.25	79
45	12	172.5	46	300	80
48.75	13	176.25	47	303.75	81
52.5	14	180	48	307.5	82
56.25	15	183.75	49	311.25	83
60	16	187.5	50	315	84
63.75	17	191.25	51	318.75	85
67.5	18	195	52	322.5	86
71.25	19	198.75	53	326.25	87
75	20	202.5	54	330	88
78.75	21	206.25	55	333.75	89
82.5	22	210	56	337.5	90
86.25	23	213.75	57	341.25	91
90	24	217.5	58	345	92
93.75	25	221.25	59	348.75	93
97.5	26	225	60	352.5	94
101.25	27	228.75	61	356.25	95
105	28	232.5	62	360	96
108.75	29	236.25	63	363.75	97
112.5	30	240	64	367.5	98
116.25	31	243.75	65	371.25	99
120	32	247.5	66	375	100
123.75	33	251.25	67		
127.50	34	255	68		





# **MEN'S GREATER NORTHERN CUP\***

## **RULES**

### **2024-25**

[www.crickethnorthwest.com.au](http://www.crickethnorthwest.com.au)  
[ntca.tas.cricketh.com.au](http://ntca.tas.cricketh.com.au)

\* These rules govern all CNW 1<sup>st</sup> Grade One-Day matches.

# GENERAL COMPETITION RULES

## 83. Team Selections, Score Cards, Captains Reports and Results to the Media

- (a) Team selections for all Greater Northern Cup matches shall be entered in the PlayHQ Management System no later than 8.30 pm on the Thursday prior to the commencement of each game in every given roster match. If this deadline is not met the offending team will incur a penalty of 0.5 points in the first instance, with this increasing by 0.5 points for every offence thereafter. If this deadline is not met for finals matches the offending team will incur a \$50 monetary penalty, with this increasing by \$50 for every offence thereafter.
- (b) Game results and player scores must be entered onto PlayHQ by 5.00 pm on the Monday following each roster match. If this deadline is not met the offending team will incur a penalty of 0.5 points in the first instance, with this increasing by 0.5 points for every offence thereafter. If this deadline is not met for finals matches the offending team will incur a \$50 fine, with this increasing by \$50 for every offence thereafter.
- (c) **Cricket North West Clubs Only:** Reports on umpires and grounds shall be compiled by 1<sup>st</sup> Grade captains at the conclusion of every match and entered into the online OfficialsHQ system no later than 10.00 pm on the Monday following a fixture. Failure to do so will result in a maximum fine of \$50 per match.
- (d) Team selections shall be accessed via PlayHQ by The Advocate (CNW clubs) and The Examiner (CN).
- (e) All matches shall be scored electronically using either Total Cricket Scorer on the club scorer's laptop or the PlayHQ Live Score app.
- (f) For intra-association games (e.g. CNW club v CNW club or CN v CN club) and cross-association games (e.g. CNW v CN club) the media shall obtain scorecards via PlayHQ if teams have live scored correctly.

If teams are not live scoring, the home team shall be responsible for sending score cards to the media immediately after each day's play. They are to be exported to a PDF file using the installed PDF printer and emailed to Fairfax Media (sport@examiner.com.au) for printing in the Sunday Examiner by 7:30pm (and Monday's edition of The Advocate).

## 84. Fielder's Absence & Substitutes

Law 24 shall be applied in full, with the

- (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.

## 85. 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) Contact CT Community Competitions Administrator Joshua Marshall (0407 576 184) by 7.30 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 8.00 am on the day of the match to advise the match will be abandoned or will not start until later. Contact numbers for club officials are located in this handbook.
- (d) For matches on CNW Grounds contact CNW Umpires Advisor Peter King (0499 423 822) so he can notify the local umpires in question. For matches on CN Grounds contact CN Umpires Advisor Ron Reinhard (0411 257 070) so he can notify the local umpires in question.
- (e) Enter the match result as "Match Abandoned" in PlayHQ if the match has been abandoned.

# GREATER NORTHERN CUP PLAYING CONDITIONS

The Greater Northern Competition matches are played under the Laws of Cricket (2022 Code) and shall apply except where varied below.

## 86. Duration of Matches and Composition of Team

- (a) Greater Northern Competition matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 25 overs per team shall constitute a match, including the Semi-Finals and the Grand Final.
- (b) A team shall consist of eleven players with no substitutes. As per the Laws of Cricket a 12<sup>th</sup> Man can be used to take the place of an injured or absent fielder with the consent of the umpires.

## 87. Hours of Play and Intervals

Men's Greater Northern Cup	Start	Lunch	Stumps	Maximum Overs
Day Matches	10.30 am	1.45 - 2.15 pm	5.30 pm	50
Day-Night Matches	2.30 pm	5.45 – 6.15 pm	9.30 pm	50

**Please note:** In the event of the team batting first being dismissed before the scheduled lunch break, the lunch break will be taken immediately.

## 88. Semi Finals and Grand Final

Times and venues are to be determined by CNW & CN. Subject to ground and facility conditions and availability, preference is given to scheduling the Semi-Final matches at the home grounds of the two highest ranked Semi-Finalists, and the Grand Final at the home ground of the highest-placed Semi-Final winner.

## 89. Venues

If it is necessary for CNW or CN to transfer a match, the hours of play applying to the new venue shall be determined by the relevant body.

## 90. Interval between Innings

The innings of the team batting second shall commence when the team batting first has completed its innings and a 30-minute interval has been taken for lunch.

Where play is delayed or interrupted the length of the interval shall be as follows:

<i>Time Lost</i>	<i>Interval</i>
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

**Note:** Refer also to the provisions of Rules 92 (Extra Time) and 95 (Delayed or Interrupted Matches).

## 91. Intervals for Drinks

Two drinks breaks per session shall be permitted; at the conclusion of the 17<sup>th</sup> and 34<sup>th</sup> overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

## 92. Extra Time

Provision has been made for up to 30 minutes of extra official playing time for Greater Northern Cup matches, effectively rescheduling the finishing time to no later than 6.00pm. Therefore, no reduction in overs shall occur until more than 30 minutes of playing time has been lost.

### 93. Appointment of Umpires

Each cross-association roster game shall be overseen by one umpire from each region where practical. Umpires for Semi-Finals and Grand Finals shall be determined once the competing teams are finalised, with the NWTUSA and NTCUSA to nominate their highest-rated umpires to officiate in all finals.

### 94. Length of Innings

#### 94.1 Uninterrupted Matches

(a) Each team shall bat for 50 (six ball) overs unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

The interval shall not be extended and the second session shall commence at the scheduled time.

(c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

(d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

(e) Penalties for slow over rates are:

(1) 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.

(i) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(ii) Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) **field restrictions will revert to Phase 1, i.e. maximum of 2 players out.**

(iii) (2) shall not apply where: (a) A side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(iv) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of: (a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and  
(b) any time allowances as and when they arise

(2) If the team fielding second fails to bowl the required number of overs by the scheduled time of cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

(i) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(ii) Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) **field restrictions will revert to Phase 1, i.e. maximum of 2 players out.**

- (iii) (2) shall not apply where: (a) A side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or
- (b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.
- (iv) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of: (a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and
- (b) any time allowances as and when they arise

- (iii) For the purpose of determining penalties, the following allowances shall be taken into account:
  - (i) Actual time taken for treatment of an injured player on the field;
  - (ii) Actual time taken for a player leaving the field in the event of serious injury;
  - (iii) Actual time taken to dry a wet ball;
  - (iv) Actual time taken to find or replace a ball;
  - (v) 5 minutes for each drinks break in excess of two per innings in extreme heat;
  - (vi) Actual time lost due to all other circumstances beyond the control of the fielding side.
- (iv) There shall be no allowances given for:
  - (i) Wickets falling;
  - (ii) Drinks intervals;
  - (iii) Sightscreen changes (if applicable).

## **95. Delayed or Interrupted Matches**

### **95.1 General**

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum 25 overs have to be bowled to both sides to constitute a match, providing they are not dismissed earlier, or the team batting second passes the score of the team batting first.

The calculation of the number of overs to be bowled shall be based on an average rate of 3.9 minutes or part thereof per over in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) Fractions are to be ignored in all calculations re number of overs.

### **95.2 Delay or Interruption to the Innings of the Team Batting First**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of Rule 95.1(a).
- (b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per 94.1(b) and,
- (c) Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) **field restrictions will revert to Phase 1, i.e. maximum of 2 players out.**

**95.3 Delay or Interruption to the Innings of the Team Batting Second**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in 95.1(a), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per 94.1(b) and,
- (c) Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) **field restrictions will revert to Phase 1, i.e. maximum of 2 players out.**

**LOSS OF PLAY IN GREATER NORTHERN COMPETITION MATCHES**

**Note:** Refer to By-Laws 90 and 92 for provision to make up lost time PRIOR TO reducing overs.

**TIME LOST PRIOR TO PLAY COMMENCING**

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 7.8 minutes lost.

For matches scheduled to start at 10:30am, play must be able to start by 2:35pm, otherwise match is abandoned

For matches scheduled to start at 2:30pm, play must be able to start by 6:35pm, otherwise match is abandoned.

**TABLE 1 – TIME LOST DURING INNINGS OF THE TEAM BATTING FIRST**

For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 7.8 minutes lost

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
7.8	1	78	10	148.2	19
15.6	2	85.8	11	156	20
23.4	3	93.6	12	163.8	21
31.2	4	101.4	13	171.6	22
39	5	109.2	14	179.4	23
46.8	6	117	15	187.2	24
54.6	7	124.8	16	195	25
62.4	8	132.6	17		
70.2	9	140.4	18		

**TABLE 2 – TIME LOST DURING INNINGS OF THE TEAM BATTING SECOND**

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.9 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3.9	1	39	10	74.1	19
7.8	2	42.9	11	78	20
11.7	3	46.8	12	81.9	21
15.6	4	50.7	13	85.8	22
19.5	5	54.6	14	89.7	23
23.4	6	58.5	15	93.6	24
27.3	7	62.4	16	97.5	25
31.2	8	66.3	17		
35.1	9	70.2	18		

**GREATER NORTHERN CUP  
ONE DAY LIMITED OVER MATCHES  
BOWLING RESTRICTIONS IN A REDUCED OVER GAME**

**BOWLING**

5 X 10  
4 X 10 & 1 X 9  
3 X 10 & 2 X 9  
2 X 10 & 3 X 9  
1 X 10 & 4 X 9  
5 X 9  
4 X 9 & 1 X 8  
3 X 9 & 2 X 8  
2 X 9 & 3 X 8  
1 X 9 & 4 X 8  
5 X 8  
4 X 8 & 1 X 7  
3 X 8 & 2 X 7  
2 X 8 & 3 X 7  
1 X 8 & 4 X 7  
5 X 7  
4 X 7 & 1 X 6  
3 X 7 & 2 X 6  
2 X 7 & 3 X 6  
1 X 7 & 4 X 6  
5 X 6  
4 X 6 & 1 X 5  
3 X 6 & 2 X 5  
2 X 6 & 3 X 5  
1 X 6 & 4 X 5  
5 X 5

**OVERS**

50  
49  
48  
47  
46  
45  
44  
43  
42  
41  
40  
39  
38  
37  
36  
35  
34  
33  
32  
31  
30  
29  
28  
27  
26  
25

Notwithstanding the above, underage bowling restrictions must be enforced.

**96. Restrictions on the Placement of Fieldsmen**

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in 96 (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which

they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

- (c) The following fielding restrictions shall apply:
- (i) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres).
  - (ii) The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - (iii) During the first block of 10 Fielding Restriction Overs (as set out below in 96 (f)), no more than two (2) fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive. This is to be known as Phase 1.
  - (iv) During the next 30 FRO's no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive. This is to be known as Phase 2.
  - (v) During the remaining 10 FRO's no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive. This is to be known as Phase 3.
- (d) In circumstances where the number of overs to be faced by the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with Table 4 below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.
- (e) If play is interrupted during an innings and the arrangements specified by Table 4 apply, the FRO's take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:
- Example 1:** *A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the Phase 2 fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. Phase 3 begins after 26 overs have been bowled.*
- Example 2:** *A 40-over innings in interrupted after 18.5 overs and reduced to 25 overs. The new FRO's are 5+15+5. When play resumes, Phase 2 fielding restrictions continue for another 1.1 overs, before the Phase 3 restrictions apply for the final 5 overs of innings.*
- (f) At the commencement of Phase 2 and Phase 3 in each innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (g) The scoreboard shall indicate the current FRO Phase in progress (if possible).
- (h) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.



**TABLE 3 – SIMPLE GUIDE TO THE NEW FRO PHASES**

PHASE	SELECTED BY	DURATION	CATCHERS	FIELDERS ALLOWED OUTSIDE 30-YARD CIRCLE
1	Compulsory	10 Overs (Overs 1-10 inclusive)	None	2
2	Compulsory	30 Overs (Overs 11-40 inclusive)	None	4
3	Compulsory	10 overs (Overs 41-50 inclusive)	None	5

- (i) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

**TABLE 4 – FIELDING RESTRICTION OVERS CALCULATIONS (THREE PHASES)**

NO. OVERS IN INNINGS	FRO's PHASE 1	FRO's PHASE 2	FRO'S PHASE 3
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

## **97. Number of Overs per Bowler**

- (a) No bowler shall bowl more than 10 (six ball) overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- (c) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (e) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his allotted amount of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, note the appropriate penalty is to be applied and that the replacement bowler is to count the completion of the over as a whole over in regard to his own allocation.
- (f) The scoreboard if possible will show the total number of overs bowled and the number of overs bowled by each bowler.
- (g) The bowling restrictions for Underage players apply for these matches as outlined in By-Law 109.

## **98. No Balls, Fair and Unfair Play**

### **98.1 Ball Bouncing Over Head Height of Striker**

Law 21.10 shall be replaced by Rule 98.3 below.

### **98.2 Free Hit After a No Ball**

- (a) The delivery following a No Ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide.
- (c) Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery or if the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.  
For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances MCC Law 21.1 shall apply.
- (d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

### **98.3 Bowling of Dangerous and Unfair Short Pitched Deliveries**

- (a) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

- (c) Should a third such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

#### **98.4 Dangerous and Unfair Full Pitched Balls**

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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 popping 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 high full pitched ball as defined above in (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 side and the batters at wicket of what has occurred.
- (d) Should there be any 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (e) The bowler who has been taken off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

#### **99. Wide Bowling – Judging a Wide**

Law of Cricket 22.1 shall be replaced by the following;

- (a) The batters off and leg side are determined by their stance when the ball first becomes live for that delivery.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions below:
  - (1) the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position
  - (2) after pitching the ball passes above or would have passed above head height of the striker standing upright at the popping crease.
- (c) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.
- (d) A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- (e) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he/she has brought the ball within reach.
- (f) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
  - (1) the ball passes between the striker and the stumps.
  - (2) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

(3) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep, switch hit or any type of reverse stroke. In this scenario, the definition of a Legside Wide shall be the ball, without any contact with the striker's bat or person, passing outside of the Wide marking 43.18cm in from the return crease. Interpretation of a Wide to a ball passing the batter on the offside of the stumps, in this scenario, remains unchanged.

#### **100. The Ball**

- (a) Kookaburra Regulation White 4-piece 156g balls as approved by the CNW & CN will be used in all matches.
- (b) Each fielding team shall have one new ball for its innings.
- (c) In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.
- (d) Either bowler or batsman may raise the matter with the Umpires and the Umpires' decision as to replacement or otherwise will be final.
- (e) Also Umpires shall inspect the ball at the second drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

#### **101. Result**

**101.1** A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, subject to the provisions of Rules 94 and 95, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches, in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared no result.

#### **101.2 Tie**

In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Rules 94 and 95 the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

#### **101.3 Delayed or Interrupted Matches**

If, having received 25 overs, the team batting second has not had the opportunity to complete the agreed number of overs subject to the provisions of Rules 94 and 95, and has neither been dismissed, nor passed its opponent's score, the result shall be decided using the Duckworth/Lewis/Stern system as outlined below in 101.4.

#### **101.4 Calculation of Target Score**

Where possible, the Duckworth/Lewis/Stern system will be used to calculate the revised target score if there is a loss of overs in either team's innings, as per the DLS protocol. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version, with the home team to provide a hard copy of the par score table to both captains (if possible).

##### **Application of the Duckworth/Lewis/Stern Formula**

- (a) If the match is being scored on the club's scorer laptop, the Duckworth/Lewis/Stern calculator featured in the latest version of the Total Cricket Scorer software shall be used to calculate the

target score. This method of calculation takes precedence over any other way of calculating the target score.

- (b) If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used
- (c) The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, highlighted in 121.4 (a) and (b) above, is not available. It is to be applied as follows:  
The Calculation of Target Score formula (see below) will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

## **102. Points**

### **102.1 Greater Northern Matches**

Win	8
Tie, No Result, Washout	4
Loss	0

### **102.2 Bonus Points (Roster Matches)**

- (a) Any team that achieves victory with a run rate 1.25 times that of the opposition = **1 bonus point.**
- (b) Any team that achieves victory with a run rate 2.00 times that of the opposition = **2 bonus points.**
- (c) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- (d) Any team bowling second that bowls out or restricts the opposition to 80% of their score or less = 1 bonus point.
- (e) Any team bowling second that bowls out or restricts the opposition to 50% of their score or less = 2 bonus points
- (f) Where a side is all out, the number of overs to be used is the maximum number of overs that it was otherwise eligible to face.

### **102.3 Points to Count towards Association 1<sup>st</sup> Grade Ladders**

Points earned in all Greater Northern Cup matches shall also be applicable to the respective CNW and CN 1<sup>st</sup> Grade ladders. Each Association shall be free to assign different points schemes for their own 1<sup>st</sup> Grade ladders.

## **103. Determining Ladder Positions**

- (a) In the event of one or more teams finishing on equal points, the right to play in the final match or series will be decided by the most wins in the preliminary matches or, when teams have both equal wins and equal points, the team with the higher net run rate in the preliminary matches. If still equal, the team which was the winner from the preliminary match (played between them) will be placed in the higher position. In a match declared no result, run rate is not applicable.
- (b) 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 per over scored against that team throughout the competition, that is, calculation of net run rate = team run rate per over less opponent run rate per over.

- (c) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (d) In matches where play is delayed or interrupted, and the match becomes less than a 50 over per team match, the Team Run Rates will be calculated as follows:
  - (i) The Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in Rule 95.3.
  - (ii) The Team Run Rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in Rule 95.3 to be bowled to the team batting second.

## **104. Greater Northern Competition Finals**

### **104.1 Semi-Finals**

- (a) The top four teams at the end of the roster series will playoff in the Semi-Finals. Semi-Finals shall be as follows:
  - (i) 1<sup>st</sup> v 4<sup>th</sup> & 2<sup>nd</sup> v 3<sup>rd</sup>, where each of higher-placed teams shall have home ground advantage (subject to ground conditions and availability).
  - (ii) Should Semi-Finals be washed out, if a Semi-Final reserve date has been scheduled the matches shall be replayed. In the event matches to be played on the original and reserve dates are declared washed out or are a no-result then the two highest ranked teams shall progress to the Grand Final.

### **104.2 Grand Final**

- (a) The Grand Final of the Greater Northern Cup shall be hosted by the highest ranked qualifier from the Semi-Finals, subject to ground conditions, facilities and availability.
- (b) If there is a tie in the Grand Final, the teams the highest ranked qualifier from the Semi-Finals will be declared the winner

### **104.3 Player Qualification for Finals**

- (a) All players must have played a minimum of four (4) days with their club in the current season (excluding T20 matches) to participate in any Greater Northern Cup finals match.
- (b) Greater Northern Raiders CTPL players are exempt from 12.3 (a) above, provided they have registered with their "home" CNW or CN club and are residing and training in the Greater North.

## **105. Clothing, Equipment & Footwear**

In all matches, the competing teams will wear approved coloured clothing and equipment only. The use of non-spiked footwear by players is not permitted.

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

## **106. Players' Conduct**

All players shall be bound by the terms of CT and/or CNW and CN Codes of Conduct, in place of Law 42. The code of conduct will be made available in each association's full Rules Handbook.

### **Player Cautions & Reports**

The process for cautioning (yellow card) or reporting a player is as follows:

- (a) The umpire choosing to caution or report a player shall follow the processes outlined in their respective association's Rules Handbook. Each association shall handle the reporting and yellow card processes of players from their respective member clubs.

## **107. Underage Fielding Restrictions**

### **107.1 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.

## **108. Compulsory Helmets**

### **108.1 Batsmen**

- (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.

### **108.2 Wicket-Keepers**

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

### **108.3 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.

### **108.4 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.

## **109. 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 Greater Northern Cup 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 31<sup>st</sup> 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:
  - (v) For under 19, a maximum spell of six (6) consecutive overs, and are permitted to bowl a full 10 overs in a One-Day match.
  - (vi) For under 17, a maximum spell of six (6) consecutive overs, and are permitted to bowl a full 10 overs in a One-Day match.
  - (vii) For under 15, a maximum spell of five (5) consecutive overs, and are permitted to bowl a full 10 overs in a One-Day match.
  - (viii) For under 13, a maximum spell of four (4) consecutive overs, and are only permitted to bowl a maximum of 8 overs in a One-Day match.

- (g) The break between spells must be the same number of overs from the same end as the completed spell. 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 34<sup>th</sup> 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) 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.
- (l) 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.
- (m) In the event that a player currently bowling an over in progress has breached rules 109 (f-l) 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.

The penalties are as follows:

**Roster Matches**

**1 point** for the 1<sup>st</sup> over that is over the limit for the relevant bowler and his limitations.

**2 points** for every subsequent infringement during the match

**Finals Matches**

**25 runs** for the 1<sup>st</sup> over that is over the limit for the relevant bowler and his limitations.

**50 runs** for every subsequent infringement during the match.





**SECOND GRADE  
ONE-DAY PLAYING CONDITIONS  
2024-25**

**[www.cricketnorthwest.com.au](http://www.cricketnorthwest.com.au)**

## **CNW 2<sup>nd</sup> Grade One-Day Playing Conditions**

Cricket North West Second Grade One-Day matches are played under the Laws of Cricket (2022 Code) and shall apply except where varied below.

### **110. Duration of Matches and Composition of Team**

- (a) CNW 2<sup>nd</sup> Grade One-Day matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 six-ball overs. A minimum of 25 overs per team shall constitute a match.
- (b) A team shall consist of a maximum of twelve players with no substitutes. In the case of a team nominating eleven players on their team sheet, per the Laws of Cricket a 12<sup>th</sup> Man can be used to take the place of an injured or absent fielder with the consent of the umpires.

### **111. Hours of Play and Intervals**

#### **111.1 Hours of Play**

<b>2<sup>nd</sup> Grade One-Day Matches</b>	<b>Start</b>	<b>Lunch</b>	<b>Stumps</b>	<b>Maximum Overs</b>
<b>All matches</b>	<b>10.30 am</b>	<b>1.30 -2.00 pm</b>	<b>5.00 pm</b>	<b>45</b>

**Please note:** In the event of the team batting first being dismissed before the scheduled lunch break, the lunch break will be taken immediately.

#### **111.2 Interval between Innings**

The innings of the team batting second shall commence when the team batting first has completed its innings and a 30-minute interval has been taken for lunch.

Where play is delayed or interrupted the length of the interval shall be as follows:

<b><i>Time Lost</i></b>	<b><i>Interval</i></b>
Up to 60 minutes	30 minutes
Between 60 and 120 minutes	20 minutes
More than 120 minutes	10 minutes

#### **111.3 Intervals for Drinks**

Two drinks breaks per session shall be permitted; at the conclusion of the 17<sup>th</sup> and 34<sup>th</sup> overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

#### **112. Extra Time**

**There shall be, no extra time allowed.**

## 113. Length of Innings

### 113.1 Uninterrupted Matches

- (a) Each team shall bat for 45 (six ball) overs unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

The interval shall not be extended and the second session shall commence at the scheduled time.

- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved
- (e) Penalties for slow over rates are:

- (3) 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.

(i) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(ii) Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

- (iii) (2) shall not apply where: (a) A side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or (b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(iv) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of: (a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and (b) any time allowances as and when they arise

- (4) If the team fielding second fails to bowl the required number of overs by the scheduled time of cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

(i) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(ii) Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

(iii) (2) shall not apply where: (a) A side's innings is reduced to less than 25 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(iv) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of: (a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and

(b) any time allowances as and when they arise

- (3) For the purpose of determining penalties, the below allowances shall be taken into account:
  - (i) Actual time taken for treatment of an injured player on the field;
  - (ii) Actual time taken for a player leaving the field in the event of serious injury;
  - (iii) Actual time taken to dry a wet ball;
  - (iv) Actual time taken to find or replace a ball;
  - (vi) 5 minutes for each drinks break in excess of two per innings in extreme heat;
  - (vii) Actual time lost due to all other circumstances beyond the control of the fielding side.
- (4) There shall be no allowances given for:
  - (i) Wickets falling;
  - (ii) Drinks intervals;
  - (iii) Sightscreen changes (if applicable).

## **114. Delayed or Interrupted Matches**

### **114.1 General**

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum 25 overs must be bowled to both sides to constitute a match, providing they are not dismissed earlier, or the team batting second passes the score of the team batting first.

The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes or part thereof per over in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) Fractions are to be ignored in all calculations re number of overs.

### **114.2 Delay or Interruption to the Innings of the Team Batting First**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of 114.1 (a).
- (b) If the required number of overs by the rescheduled time for cessation of the first session have not been bowled, play shall continue as per 113.1 (b) and,
- (c) Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

### **114.3 Delay or Interruption to the Innings of the Team Batting Second**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in 114.1 (a), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, play shall continue as per 113.1 (b) and,
- (c) Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

## LOSS OF PLAY IN CNW 2<sup>ND</sup> GRADE ONE-DAY MATCHES

**Note:** Refer to Rule 111.2 and 112 for provision to make up lost time PRIOR TO reducing overs.

### TIME LOST PRIOR TO PLAY COMMENCING

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART **8 minutes** lost. For matches scheduled to start at 10:00am, play must be able to start by 2:35pm, otherwise match is abandoned.

**TABLE 1 – TIME LOST DURING INNINGS OF THE TEAM BATTING FIRST**

For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART **8 minutes** lost

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	80	10	152	19
16	2	88	11	160	20
24	3	96	12	168	21
32	4	104	13	176	22
40	5	112	14	184	23
48	6	120	15	192	24
56	7	128	16	200	25
64	8	136	17		
72	9	144	18		

**TABLE 2 – TIME LOST DURING INNINGS OF THE TEAM BATTING SECOND**

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART **4 minutes** lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	10	76	19
8	2	44	11	80	20
12	3	48	12	84	21
16	4	52	13	88	22
20	5	56	14	92	23
24	6	60	15	96	24
28	7	64	16	100	25
32	8	68	17		
36	9	72	18		

**CNW SECOND GRADE  
ONE DAY LIMITED OVER MATCHES  
BOWLING RESTRICTIONS IN A REDUCED OVER GAME**

<b>BOWLING</b>	<b>OVERS</b>
5 X 9	45
4 X 9 & 1 X 8	44
3 X 9 & 2 X 8	43
2 X 9 & 3 X 8	42
1 X 9 & 4 X 8	41
5 X 8	40
4 X 8 & 1 X 7	39
3 X 8 & 2 X 7	38
2 X 8 & 3 X 7	37
1 X 8 & 4 X 7	36
5 X 7	35
4 X 7 & 1 X 6	34
3 X 7 & 2 X 6	33
2 X 7 & 3 X 6	32
1 X 7 & 4 X 6	31
5 X 6	30
4 X 6 & 1 X 5	29
3 X 6 & 2 X 5	28
2 X 6 & 3 X 5	27
1 X 6 & 4 X 5	26
5 X 5	25

Notwithstanding the above, underage bowling restrictions must be enforced.

**115. Restrictions on the Placement of Fieldsmen**

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in 96 (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.
- (c) The following fielding restrictions shall apply:
  - (i) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres).
  - (ii) The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - (iii) During the first block of 10 Fielding Restriction Overs (as set out below in 96 (f)), no more than two (2) fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. In an innings of **45 overs**, these are overs 1 to 10 inclusive. This is to be known as Phase 1.

(iv) During the next 30 FRO's no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 11 to 40 inclusive. This is to be known as Phase 2.

(v) During the remaining 5 FRO's no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 41 to 45 inclusive. This is to be known as Phase 3.

- (d) In circumstances where the number of overs to be faced by the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with Table 4 below. For the sake of clarity, it should be noted that the table shall apply to both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.
- (e) If play is interrupted during an innings and the arrangements specified by Table 4 apply, the FRO's take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. See examples below:

**Example 1:** A 45-over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+21+6. Therefore, the Phase 2 fielding restrictions take immediate effect when play resumes and last for a further 19.3 overs. Phase 3 begins after 28 overs have been bowled.

**Example 2:** A 40-over innings is interrupted after 18.5 overs and reduced to 25 overs. The new FRO's are 5+17+3. When play resumes, Phase 2 fielding restrictions continue for another 3.1 overs, before the Phase 3 restrictions apply for the final 3 overs of innings.

- (f) At the commencement of Phase 2 and Phase 3 in each innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (g) The scoreboard shall indicate the current FRO Phase in progress (if possible).
- (h) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

**TABLE 3 – SIMPLE GUIDE TO THE NEW FRO PHASES**

PHASE	SELECTED BY	DURATION	CATCHERS	FIELDERS ALLOWED OUTSIDE 30-YARD CIRCLE
1	Compulsory	10 Overs (Overs 1-10 inclusive)	None	2
2	Compulsory	30 Overs (Overs 11-40 inclusive)	None	4
3	Compulsory	5 overs (Overs 41-45 inclusive)	None	5

- (i) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

**TABLE 4 – FIELDING RESTRICTION OVERS CALCULATIONS (THREE PHASES)**

<b>NO. OVERS IN INNINGS</b>	<b>FRO's PHASE 1</b>	<b>FRO's PHASE 2</b>	<b>FRO'S PHASE 3</b>
25	5	17	3
26	6	17	3
27	6	18	3
28	6	19	3
29	6	19	4
30	7	20	3
31	7	21	3
32	7	21	4
33	7	22	4
34	7	23	4
35	8	23	4
36	8	24	4
37	8	25	4
38	8	26	4
39	9	26	4
40	9	27	4
41	9	27	5
42	9	28	5
43	9	29	5
44	10	29	5
45	10	30	5

**116. Bowling Restrictions**

**116.1 Number of Overs per Bowler**

- (a) **No bowler shall bowl more than 9 (six ball) overs in an innings.**
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- (c) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (e) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his allotted amount of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, note the appropriate penalty is to be applied and that the replacement bowler is to count the completion of the over as a whole over in regard to his own allocation.
- (f) The scoreboard if possible will show the total number of overs bowled and the number of overs bowled by each bowler.



## 116.2 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 2<sup>nd</sup> Grade One-Day matches.
- (c) These regulations are to apply to players for the entire season, even if they turn 15, 17 or 19 in that season. The player's age shall be taken as at the 31<sup>st</sup> 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 are permitted to bowl a full 9 overs in a One-Day match.
  - (ii) For under 17, a maximum spell of six (6) consecutive overs, and are permitted to bowl a full 9 overs in a One-Day match.
  - (iii) For under 15, a maximum spell of five (5) consecutive overs, and are permitted to bowl a full 9 overs in a One-Day match.
  - (iv) For under 13, a maximum spell of four (4) consecutive overs, and are only permitted to bowl a maximum of 8 overs in a One-Day match.

The break between spells must be the same number of overs from the same end as the completed spell. 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 34<sup>th</sup> 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 4 minutes per over.
- (k) 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.
- (l) 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.
- (m) In the event that a player currently bowling an over in progress has breached rules 116.2 (f-l) 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.

The penalties are as follows:

**Roster Matches: 1 point** for the 1<sup>st</sup> over that is over the limit for the relevant bowler and his limitations and **2 points** for every subsequent infringement during the match

## **117. No Balls**

### **117.1 Ball Bouncing Over Head Height of Striker**

Law 21.10 shall be replaced by Rule 118.1.

### **117.2 No Ball – Games Played on Synthetic Pitches**

- (a) Any ball that when bowled, pitches off the surface of artificial pitches shall be called a No Ball. In this instance the following delivery shall not be a free hit.

### **117.3 Free Hit After a No Ball**

- (a) The delivery following a No Ball {except as outlined in 117.2 (a) above} shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide.
- (c) Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery or if the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances MCC Law 21.1 shall apply.

- (d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

## **118. Unfair Play**

### **118.1 Bowling of Dangerous and Unfair Short Pitched Deliveries**

- (a) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (c) Should a third such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

### **118.2 Dangerous and Unfair Full Pitched Balls**

The following shall apply in place of Laws 41.7.1 and 41.7.2:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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 popping 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 high full pitched ball as defined above in (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 side and the batters at wicket of what has occurred.

- (d) Should there be any 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (e) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

#### **119. Wide Bowling – Judging a Wide**

Law of Cricket 22.1 shall be replaced by the following;

- (a) The batters off and leg side are determined by their stance when the ball first becomes live for that delivery.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions below:
  - (1) the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position
  - (2) after pitching the ball passes above or would have passed above head height of the striker standing upright at the popping crease.
- (c) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.
- (d) A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- (e) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he/she has brought the ball within reach.
- (f) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
  - (1) the ball passes between the striker and the stumps.
  - (2) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
  - (3) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep, switch hit or any type of reverse stroke. In this scenario, the definition of a Legside Wide shall be the ball, without any contact with the striker's bat or person, passing outside of the Wide marking 43.18cm in from the return crease. Interpretation of a Wide to a ball passing the batter on the offside of the stumps, in this scenario, remains unchanged.

#### **120. The Ball**

- (a) New Kookaburra-brand White 4-piece 156g balls as approved by CNW will be used in all matches. For your information, the approved balls are Kookaburra Regulation, Regulation Reject, Club Match or Senator.
- (b) Each fielding team shall have one new ball for its innings.
- (c) In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.
- (d) Either bowler or batsman may raise the matter with the Umpires and the Umpires' decision as to replacement or otherwise will be final.

- (e) Also Umpires shall inspect the ball at the second drinks interval and if in their opinion the ball has become significantly discoloured and unfit for play, the ball may be replaced with a ball that has had a similar amount of wear and improved colour.

## **121. Result**

- 121.1** A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, subject to the provisions of Rules 113 and 114, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches, in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared no result.

## **121.2 Tie**

In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Rules 113 and 114 the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

## **121.3 Determining a Result - Delayed or Interrupted Matches**

If, having received 25 overs, the team batting second has not had the opportunity to complete the agreed number of overs subject to the provisions of Rules 113 and 114, and has neither been dismissed, nor passed its opponent's score, the result shall be decided using the Calculation of Target Score arrangements as outlined below in 121.4.

## **121.4 Calculation of Target Score**

Where possible, the Duckworth/Lewis/Stern system will be used to calculate the revised target score if there is a loss of overs in either team's innings, as per the DLS protocol. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version with the home team to provide a hard copy of the par score table to both captains (if possible).

### **Application of the Duckworth/Lewis/Stern Formula**

- (a) If the match is being scored on the club's scorer laptop, the Duckworth/Lewis/Stern calculator featured in the latest version of the Total Cricket Scorer software shall be used to calculate the target score. This method of calculation takes precedence over any other way of calculating the target score.
- (b) If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used
- (c) The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, highlighted in 121.4 (a) and (b) above, is not available. It is to be applied as follows:  
The Calculation of Target Score formula (see below) will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

**TABLE 3 - 2<sup>ND</sup> GRADE ONE DAY GAMES – CALCULATION OF TARGET SCORE**

The calculation is based on the difference in the number of overs faced.

<b>DIFFERENCE</b> Subtract overs to be faced by team batting second from overs faced by team batting first.	<b>CALCULATION</b> Multiply team batting first's final total by the appropriate number below, based on the difference in overs faced.
1 OVER	0.995
2 OVERS	0.99
3 OVERS	0.985
4 OVERS	0.98
5 OVERS	0.975
6 OVERS	0.97
7 OVERS	0.96
8 OVERS	0.95
9 OVERS	0.94
10 OVERS	0.93
11 OVERS	0.92
12 OVERS	0.905
13 OVERS	0.89
14 OVERS	0.875
15 OVERS	0.86
16 OVERS	0.845
17 OVERS	0.83
18 OVERS	0.815
19 OVERS	0.80
20 OVERS	0.78
21 OVERS	0.76
22 OVERS	0.74
23 OVERS	0.72
24 OVERS	0.70
25 OVERS	0.675

**Note:** Round the target score up, to the next whole number. This will be the number of runs required to win the match.

### WORKED EXAMPLE

#### 2<sup>nd</sup> Grade One Day Games – Calculation of Target Score

**Example:**

1. Team A bats first and reaches 6-152 off 41 overs.
2. Due to another rain interruption, Team B will receive 34 overs.
3. Calculate the difference, which will be  $41 - 34 = 7$ .
4. Go down to 7 OVERS in Table 4, then go across to find the number you must multiply by to determine the target score, in this case 0.96.
5. Multiply Team A's final score by the calculation number, which is  $152 \times 0.96 = 145.92$ .
6. Round up the target score up to the nearest whole number = 146.
7. Team B's target score is 146.

### **Bonus Points (Roster Matches)**

- (a) Any team that achieves victory with a run rate 1.25 times that of the opposition = **1 bonus point**.
- (b) Any team that achieves victory with a run rate 2.00 times that of the opposition = **2 bonus points**.
- (c) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- (d) Where a side is all out, the number of overs to be used is the maximum number of overs that it was otherwise eligible to face.

### **Second Grade Competition One-Day Grand Final Grand Final**

- (a) The top two teams at the end of the One-Day matches roster series will playoff in the CNW Second Grade One-Day Cup Grand Final.  

The Grand Final of the Second Grade One-Day Cup shall be hosted by the highest ranked qualified, subject to ground conditions, facilities and availability.
- (b) Should the Grand Final be washed out, if a reserve date has been scheduled the match shall be replayed. In the event match to be played on the original and reserve dates are declared washed out or are a no-result then the highest ranked qualifying team will be declared the premier

### **Player Qualification for Finals**

- (a) All players must have played a minimum of four (4) days with their club in the current season (excluding T20 matches) in 2<sup>nd</sup> Grade or below to participate in the CNW Second Grade One-Day Cup Grand Final



# **FIRST GRADE TWENTY/20 PLAYING CONDITIONS 2024-25**

[www.cricketnorthwest.com.au](http://www.cricketnorthwest.com.au)

# CNW Twenty/20 Rules

CNW Twenty/20 matches are conducted under the Laws of Cricket (2022 Code) with the following amendments:

## 122. Playing Conditions

The Laws of Cricket (2022 Code) and the CNW First Grade One-Day Rules shall apply except as varied below.

- (a) No substitute or replacement players are allowed.
- (b) Please note that Cricket Tasmania rules apply to Hurricanes Community Cup Twenty/20 finals, and will be supplied separately.

## 123. Teams – Twenty/20 Matches

- (a) A 1<sup>st</sup> Grade team shall consist of eleven players with no substitutes.
- (b) Players arriving late to the game due to work commitments shall be permitted to bat or bowl immediately upon their arrival at the ground. This does not apply to players leaving the field during the match, where the normal Laws of Cricket apply (apart from 2<sup>nd</sup> Grade games featuring 12 players, in which players can go on and off the field without penalty).

## 124. Player Eligibility – Twenty/20 Club Days & Gala Days

For Twenty/20 Club Days that consist of Under-16, 2<sup>nd</sup> Grade and 1<sup>st</sup> Grade matches being played on the same day, at the same venue, the following is permitted:

- (a) Players eligible to participate in the Under-17 competition shall be allowed to play in two of the three scheduled matches on that day, so long as one of those matches is with their Under-17 team.
- (b) Therefore, a player may participate in the Under-16 and 2<sup>nd</sup> Grade matches, or the Under-17 and 1<sup>st</sup> Grade matches.
- (c) A player cannot participate in both 1<sup>st</sup> and 2<sup>nd</sup> Grade matches on the same day at the same venue.

For 1<sup>st</sup> Grade T20 Gala Days played on the same weekend, the following is permitted:

- (d) Players may participate in a maximum of two matches on the weekend.
- (e) Therefore, a player may play both matches in 1<sup>st</sup> or 2<sup>nd</sup> Grade, or one match in each grade.

## 125. Duration of Match & Time Saving Measures

- (a) Matches will consist of one innings per side, each innings being limited to 20 overs.
- (b) A minimum of 10 overs per team shall constitute a match.

## 126. Hours of Play and Intervals

### TWO-MATCH GALA DAYS

#### GAME 1

*Session 1* 11.00am - 12.15pm

*Interval* 12.15pm - 12.25pm

*Session 2* 12.25pm - 1.40pm

#### GAME 2

*Session 1* 2.00pm – 3.15pm

*Interval* 3.15pm – 3.25pm

*Session 2* 3.25pm – 4.40pm



### THREE-MATCH GALA DAYS

#### GAME 1

<i>Session 1</i>	10.00am - 11.15am
<i>Interval</i>	11.15am - 11.25am
<i>Session 2</i>	11.25am - 12.40pm

#### GAME 2

<i>Session 1</i>	1.00pm – 2.15pm
<i>Interval</i>	2.15pm – 2.25pm
<i>Session 2</i>	2.25pm – 3.40pm

#### GAME 3

<i>Session 1</i>	4.00pm – 5.15pm
<i>Interval</i>	5.15pm – 5.25pm
<i>Session 2</i>	5.25pm – 6.40pm

### OTHER MATCH TIMES

#### Twilight Matches

<i>Session 1</i>	5.50pm - 7.05pm
<i>Interval</i>	7.05pm - 7.15pm
<i>Session 2</i>	7.15pm - 8.30pm

#### Evening Matches

<i>Session 1</i>	6.00pm – 7.15pm
<i>Interval</i>	7.15pm – 7.25pm
<i>Session 2</i>	7.25pm – 8.40pm

#### Night Matches

<i>Session 1</i>	7.00 pm – 8.15 pm
<i>Interval</i>	8.15 pm – 8.25 pm
<i>Session 2</i>	8.25 pm – 9.40pm

#### Morning Matches

<i>Session 1</i>	10.00am – 11.15am
<i>Interval</i>	11.15am – 11.25am
<i>Session 2</i>	11.25am – 12.40pm

Clubs can apply to CNW to alter the playing times of T20 matches with the consent of the other team and Community Competitions Officer.

#### 127. Extra Time

##### 127.1 Roster Games and Semi-Finals

No extra time shall be permitted to make up for any time lost.

##### 127.2 Grand Finals

Thirty (30) minutes of extra time shall be permitted for T20 Grand Finals, in the interests of providing an opportunity for a result to be achieved.

In the case of interruptions, the match umpires shall only reduce overs once more than 30 minutes of playing time has been lost.

This allowance for extra time shall take precedence over any allowance for a Super Over (if there are concerns about available light). Where ground, weather and light conditions are favourable, allowances for extra time and a Super Over can be accommodated.

#### 128. Intervals for Drinks

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

#### 129. Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

### **130. Length of Innings**

#### **130.1 In an uninterrupted match** (i.e. the match is neither delayed nor interrupted):

- (a) Each team shall bat for 20 overs unless all out earlier or a result is achieved.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled, the second innings shall commence at the scheduled time, and By-Law 139 shall apply.
- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs, or until a result is achieved.
- (d) If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs has been bowled or a result has been achieved and By-Law 139 shall apply.

### **131. Delayed or Interrupted Match:**

#### **131.1 Over calculations for any delay or interruptions to the innings of the team batting first.**

- (a) When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of each complete 3.75 minutes per over in the total remaining time available for play.

When calculating the length of remaining playing time available for the match the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half.

- (b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 10 overs per side has to be bowled, subject to an innings not being completed earlier.

A fixed time will be specified for the commencement of the interval and also the close of play for the match by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- (c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed,

#### **131.2 Over calculations for any delay or interruptions to the innings of the team batting second.**

- (a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in

respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- (b) A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- (d) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, play shall continue until the overs have been bowled or a result achieved

### **132. Match Balls & Replacement Balls**

- (a) Kookaburra brand new white balls as approved by CNW will be used in all matches.
- (b) Teams must have available a minimum of two replacement balls which can be used in the event the match ball is lost during play. Any club failing to comply with this rule may be fined \$50.00 per breach at the discretion of the Community Competitions Officer. Umpires are to include such information in their match report.
- (c) In the event the bowling team is unable to comply with By-Law 132 (a), that team shall forfeit the match.

### **133. Restrictions on the Placement of Fieldsmen**

- (a) At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- (b) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals
- (c) During the first four overs of each innings, a maximum of two fielders permitted outside the fielding restriction area
- (d) A block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over: a maximum of 2 fielders permitted outside the fielding restriction area.
- (e) In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of 2 fielders permitted outside the fielding restriction area
  - (1) With respect to Rule 133(d), A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over
  - (2) Once a batter has nominated the floating overs the decision cannot be reversed
  - (3) Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted match) or at the latest over available in an interrupted match
  - (4) The umpire shall signal the commencement of the batting powerplay to the scorers by rotating their arm in a large circle

(f) Fielding Restrictions Overs

(1) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with 133(g) For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match

(2) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

(3) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from the table in 133(g) Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per 133 (d)

(4) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No ball'

(g) Fielding Restriction Over Table

Overs	Floating PP Available after Over	Floating PP Available In Between Overs	# of Fixed PP Overs	# of Floating PP Overs
20	10	11 - 19	4	2
19	9	10 - 18	4	1
18	9	10 - 17	4	1
17	8	9 - 16	4	1
16	8	9 - 15	4	1
15	7	8 - 14	3	1
14	7	8 - 13	3	1
13	6	7 - 12	2	1
12	6	7 - 11	2	1
11	5	6 - 10	2	1
10	5		2	0

**136. Number of Overs per Bowler**

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - E.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

**137. Free Hit After a No Ball**

- (a) The delivery following a No Ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide.

- (c) Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery or if the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances MCC Law 21.1 shall apply.

- (d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

### **138. Law 40 - Timed Out**

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

### **139. Over-Rate Penalties**

(1) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(2) From the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) **field restrictions will revert to Phase 1, i.e. maximum of 2 players out.**

(3) (202) shall not apply where: (a) A side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or (b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:  
(a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent

### **140. The Result**

#### **140.1 Minimum Overs & Target Score**

A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs. The team scoring the highest number of runs shall be declared the winner.

#### **1<sup>st</sup> Grade Twenty/20 Games**

If due to a suspension in play the number of overs in the first and/or second innings is reduced, the Duckworth / Lewis / Stern system will be used to calculate the revised target score. Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version of the calculator. The home team shall provide a hard copy of the par score table to both captains.

#### **Application of the Duckworth/Lewis/Stern Formula**

- (a) If the match is being scored on the club's scorer laptop, the Duckworth/Lewis/Stern calculator shall be used to calculate the target score. This method of calculation takes precedence over any other way of calculating the target score.
- (b) If the match is being scored electronically via the PlayHQ Live Score app on an iPad or tablet or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used.

The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, highlighted in 140.1 (a) and (b) above, is not available. It is to be applied as outlined in 140.2 below.

**CALCULATION OF TARGET SCORE FORMULA**

**140.2 Calculation of Target Score – Where a Duckworth/Lewis/Stern Calculator is Not Available**

Where the number of overs in the innings of the team batting second has to be revised, the run target score shall be calculated as follows:

- (a) From the table of runs scored per overs (see next page) by the team batting first, the scorers shall calculate the total runs scored by the team from the equivalent number of highest scoring overs;  
**Example:** If the team batting second can receive only 15 overs, then add up the 15 highest scoring overs. In this example, the total when the highest scoring overs are added together is 90.
- (b) This is then discounted at the rate of 0.5% per over lost;  
**Example:** The team batting second has lost 5 overs, so they receive a discounted rate of  $5 \times 0.5\% = 2.5\%$ . So, the total of 90 calculated above must be reduced by 2.5%.  
 $100\% - 2.5\% = 97.5$  (or  $97.5/100$ ).  
 $97.5/100 \times 90 = 87.5$ .
- (c) The target score is the discounted total runs (ignore fractions) plus one.
- (d) **Example:** The discounted runs total in (2) was 87.5. We ignore fractions, so this becomes 87. We add one to generate the target score.  
 The target score is  $87 + 1 = 88$ .

**TABLE 1 – CALCULATION OF TARGET SCORE  
TEAM BATTING FIRST- RUNS SCORED PER OVER**

**For use in rain-affected lower grade matches - to be completed by scorers**

Over	Runs Scored
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

### 140.3 “Super Over” – Tied Matches

In all roster and finals matches in which the scores are equal (i.e. either the number of runs scored or as a result of Duckworth Lewis Stern calculation), the result shall be determined through a tie-breaker called the ‘Super Over’. The “Super Over” involves each team facing one 6-Ball over. The following procedure will apply:

(a) Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the match umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

(b) Up to 30 minutes of playing time (taken from the start of the Super Over) is permitted to complete the Super Over, thus allowing for interruptions due to inclement weather. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds 30 minutes, the Super Over shall be abandoned.

Up to 30 minutes’ is available for the Super Over. The main match finishes at 12.30pm. The Super Over is scheduled to start at 12:35 pm with up to 30 minutes’ available. It starts on time but is interrupted at 12.55pm. Play must resume by 1.05 pm.

(c) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the match umpires.

(d) The umpires shall stand at the same end as they stood during the match.

(e) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowlers prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.

(f) Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.

(g) Any ‘penance’ time being served in the main match shall be carried forward to the Super Over.

(h) Each team’s over is played with the same fielding restrictions as apply for the last over in the match.

(i) The team batting second in the match will bat first in the Super Over.

(j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team’s innings shall be used for the Super Over.

(k) Each team shall bat for one over unless all out earlier.

(l) If the match is still tied after the initial “Super Over”

(1) In all roster matches the match will be declared a tie

(2) In any finals match a subsequent “Super Over” will be played until a winner is determined

### 140.4 Super Over Not Possible

(a) In roster matches, if the minimum number of overs have been bowled to constitute a match (10 overs per team) and circumstances make a Super Over impossible, the match shall be declared a Tie.

(b) If circumstances make a Super Over impossible in the Grand Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

#### **141. Net Run Rate**

- (a) 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 per over scored against that team throughout the competition.
- (b) In the event of a team being all out in less than its full quota of over, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of over in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where the result of a match is achieved under Duckworth/Lewis/Stern, for net rate purposes Team 1 will be accredited with Team 2's par score on abandonment, of the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target. In 2<sup>nd</sup> Grade & Under-17 matches using Rule 140.2 to determine a target score, Team 2 will receive the same net run rate as Team 1.

#### **142. CNW Twenty/20 Ladders**

The competition ladder shall rank all teams from highest to lowest according to match points accumulated.

In the event of teams finishing equal on points, the order of the ladder shall be determined by;

- (a) The team with the most number of wins
- (b) The team with the highest net run rate

In a match declared no result, net run rate is not applicable.

##### **142.1 1<sup>st</sup> Grade Twenty/20 Ladder**

Points from 1<sup>st</sup> Grade Twenty/20 matches shall be recorded in a separate T20 ladder, and do not count towards the overall competition ladder.

#### **143. CNW Twenty20 Finals**

##### **143.1 1<sup>st</sup> Grade T20 Finals Day**

###### **Semi-Finals**

The top four placed sides on the 1<sup>st</sup> Grade Twenty/20 ladder shall participate in T20 Finals Gala Day, which will feature both Semi-Finals and the Grand Final at the same venue on the same day.

The venue shall be approved by the Cricket Committee and/or its nominee.

Semi-Final matches will be played as follows:

Game 1 – 1<sup>st</sup> v 4<sup>th</sup> at 10.00 am

Game 2 – 2<sup>nd</sup> v 3<sup>rd</sup> at 1.00 pm

###### **Grand Final**

The two Semi-Final winners shall qualify for the Grand Final, with this to be played on the Thursday evening immediately following the Finals Day at the venue of the highest placed qualifier subject to availability and the decision of the CNW Board.



## **Wet Weather on Finals Day**

The results of any completed Semi-Final matches shall stand, even if the previous or subsequent match is washed out.

Where a Semi-Final match is not completed, the highest-placed qualifier shall proceed to the Grand Final.

If the Semi-Final matches are played but the Grand Final is washed out, then the Grand Final match shall be rescheduled for the Reserve Day. If a Reserve Day has not been scheduled or cannot be played, then the team finishing the roster series on top of the ladder shall be crowned premiers.

If all T20 Finals Day matches are washed out, then the two highest placed qualifiers will participate in the Grand Final, to be played on the Reserve Day. If a Reserve Day has not been scheduled or cannot be played, then the team finishing the roster series on top of the ladder shall be crowned premiers.

### **144. Player Eligibility - Twenty/20 Grand Finals (1<sup>st</sup> Grade, 2<sup>nd</sup> Grade)**

- (d) 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 1<sup>st</sup> Grade) in that grade in the current season.
- (e) The only exceptions to rule 144 (a) above are as follows:
  - (i) Guest players in 1<sup>st</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> Grade T20 Grand Final provided they are registered with their CNW club in the current season and participate in at least one 1<sup>st</sup> Grade T20 match (can be the Semi-Final).
- (f) Clubs may apply to the CT Community Competitions Administrator for a permit to allow a player to participate in a 2<sup>nd</sup> Grade or Under-17 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.

### **145. No Balls, Unfair Play**

#### **145.1 Ball Bouncing Over Head Height of Striker**

Law 21.10 shall be replaced by rule 161.2.

#### **145.2. Bowling of Dangerous and Unfair Short Pitched Deliveries**

- (a) A bowler shall be limited to one short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.
- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (c) Should a second such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

### **145.3 Dangerous and Unfair Full Pitched Balls**

The following shall apply in place of Laws 41.7.1 and 41.7.2:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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 popping 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 high full pitched ball as defined above in (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 side and the batters at wicket of what has occurred.
- (d) Should there be any 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (d) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (e) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

### **146. Wide Bowling – Judging a Wide**

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

- (a) Any ball passing the batsman on the off side more than 75cm wide of the off stump at the popping crease shall be called a wide. Lines shall be drawn from the popping crease to the bowling crease parallel with the return crease measured 43.18cm from the return creases on both sides of the wicket.
- (b) For the leg side, any delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a wide unless the ball passes between the striker and the stumps.
- (c) A penalty of one (1) run for a Wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded. All runs which result from a wide ball which is not a no ball shall be scored as wides.
- (d) A ball passing between leg stump and the striker shall not be called a wide.
- (e) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.



**FEMALE FIRST GRADE COMPETITION  
TWENTY/20 PLAYING CONDITIONS  
2024-25**

[www.cricketnorthwest.com.au](http://www.cricketnorthwest.com.au)

# **CNW Female First Grade Twenty/20 Rules**

**CNW Female First Grade Twenty/20 matches are conducted under the Laws of Cricket (2022 Code) with the following amendments:**

## **147. Playing Conditions**

The Laws of Cricket (2022 Code) and the CNW T20 Rules shall apply except as varied below.

- (a) No substitute or replacement players are allowed.
- (b) Please note that Cricket Tasmania rules apply to Hurricanes Community T20 Cup finals, and will be supplied separately (although every effort has been made to align the CNW rules with the CTPL).

## **148. Teams – Twenty/20 Matches**

- (a) Female T20 teams shall be made up of a maximum of 12 players.
- (b) 11 players shall be permitted to bat, while 12 can bowl.
- (c) A minimum of eight (8) players per team is required to constitute a match. In the event a team has less than the maximum 12 players, the opposition shall still be able to field 11 and bat 11 as per normal.
- (d) Teams are only permitted to have 11 players on the field at once. Rotations with the 12<sup>th</sup> Man are unlimited. Players must seek permission from the umpire(s) when they are rotating, with rotations to be done at the fall of a wicket or conclusion of an over.

## **149. Duration of Match & Time-Saving Measures**

- (a) Matches will consist of one innings per side, each innings being limited to 20 overs.
- (b) A minimum of 10 overs per team shall constitute a match.

## **150. Hours of Play and Intervals**

Unless otherwise advised, all Female T20 matches will be played as Saturday night Twilight matches from 5.00 pm. Matches will be played at venues with turf wickets where possible.

Games times change as per PlayHQ.

## **151. Ground Dimensions**

- (a) The boundaries shall be set to make the playing area as large as possible, provided no boundary exceeds 62 metres. Distance shall be measured from the centre of the pitch to be used.
- (b) Boundary identification must be clearly marked with a solid white line, mown strip or rope, to be a minimum of 3.00 meters (3.28 yards) in from any fence, bike track, or any other object that could present a risk of injury to players. It is recommended that clubs ask council/grounds person to mark line with a different color to regular boundary line so it's easily distinguishable for players in separate grades.
- (d) To assist umpires a raised boundary marker must be placed at 10-metre intervals along boundaries marked with a solid line or mown strip.

## **152. Extra Time**

### **152.1 Roster Games and Semi-Finals**

No extra time shall be permitted to make up for any time lost.

## **152.2 Grand Finals**

Thirty (30) minutes of extra time shall be permitted for T20 Grand Finals, in the interests of providing an opportunity for a result to be achieved.

In the case of interruptions, the match umpires shall only reduce overs once more than 30 minutes of playing time has been lost.

This allowance for extra time shall take precedence over any allowance for a Super Over (if there are concerns about available light). Where ground, weather and light conditions are favourable, allowances for extra time and a Super Over can be accommodated.

## **153. Intervals for Drinks**

No drinks intervals are permitted. 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 shall be taken onto the field without the permission of the umpires.

## **154. Interval between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

## **155. Length of Innings**

### **155.1 In an uninterrupted match** (i.e. the match is neither delayed nor interrupted):

- (a) Each team shall bat for 20 overs unless all out earlier or a result is achieved.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled, the second innings shall commence at the scheduled time, and By-Law 166 shall apply.
- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs, or until a result is achieved.
- (d) If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs has been bowled or a result has been achieved and By-Law 166 shall apply.

## **156. Delayed or Interrupted Match**

### **156.1 Over calculations for any delay or interruptions to the innings of the team batting first.**

- (a) When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of each complete 3.75 minutes per over in the total remaining time available for play.

When calculating the length of remaining playing time available for the match the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half.

- (b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 10 overs per side has to be bowled, subject to an innings not being completed earlier.

A fixed time will be specified for the commencement of the interval and also the close of play for the match by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- (c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and By-Law 166 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of By-Law 166 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

#### **156.2 Over calculations for any delay or interruptions to the innings of the team batting second.**

- (a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- (b) A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- (c) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, play shall continue until the overs have been bowled or a result achieved, and By-Law 166 shall apply. In all reduced overs matches the fielding team will be given one overs leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of By-Law 166 only - they do not influence the recalculated number of overs or the scheduled close of play.

#### **157. Match Balls**

- (a) New white Kookaburra brand, 142-gram, 4-piece leather ball. Approved balls are Regulation, Regulation Reject, Club Match, Senator (or any 4-piece Reject ball).
- (b) Approved balls are to be used in all games, including finals.

**158. Restrictions on the Placement of Fielders**

- (a) At the instant of delivery there shall not be more than five fielders on the leg side.
- (b) For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle (see Appendix D for fielding restriction circle dimensions).
- (c) For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery (see Appendix D for fielding restriction circle dimensions).

**159. Underage Fielding Restrictions**

- (a) No fielders under 18 years of age as at August 31 are allowed to be placed in fielding positions less than 10 metres from the batsmen's middle stump. This danger area applies to a 3/4 circle from leg slip to point. This does not prevent players fielding in slips or acting as wicketkeepers.
- (b) **This restriction is under the umpire's control.**

**160. Compulsory Helmets**

**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.

**Wicket-Keepers**

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

**Fielders Aged 18 Years and Over**

- (d) 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 batter'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.

**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

**161. Team Batting First**

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in Rule 158 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for that innings only.

Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

Total overs in innings	No. of overs for which fielding restrictions in Rule 174 above will apply
10-13	3
14-16	4
17-19	5
20	6

**162. Team Batting Second**

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in Rule 158 for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

**163. Number of Overs per Bowler**

No bowler may bowl more than four (4) overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - E.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

**164. Maximum Balls Per Over**

- (a) (a) In the interests of time, a maximum eight deliveries per over shall be bowled regardless of the number of wides bowled in an over, with the exception of the final two overs of any innings in which six legal deliveries must be bowled – i.e. a maximum of 8 balls in the first 18 overs of the innings (regardless of wides, no balls and free hits) and six legal deliveries in overs 19 and 20.
- (a) However, in the event that the final ball of an over restricted in length (i.e. overs 1 to 18 of the innings) in accordance with Rule 199 (a) is a “free hit” and a wide or no-ball is bowled, the over will continue until the next legal delivery is bowled (thus allowing for the “free hit” to be applied).
- (b) In the event that the final ball of the over is a no-ball or in accordance with Rule 180 (a) is a “free hit” and a wide or no-ball is bowled, the over will continue until the next legal delivery is bowled (thus allowing for the “free hit” to be applied).

**165. Law 40 - Timed Out**

Law 40 will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.



## 166. Over-Rate Penalties

(1) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(2) From the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) **field restrictions will revert to Phase 1, i.e. maximum of 2 players out.**

(3) (202) shall not apply where: (a) A side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or (b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of: (a) The scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent

## 167. No Balls

### 167.1 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by Rule 185.1 below.

### 167.2. Pitching off the Pitch

Law 21.7 shall be replaced by the following:

The umpire shall call and signal No Ball if a ball which they consider to have been delivered, without having previously touched the bat or person of the striker:

- (a) Pitches wholly or partially off the pitch as defined in Law 6.1 before it reaches the line of the striker's wicket.

### 167.3 No Ball – Games Played on Synthetic Pitches

- (a) Further to 167.2 above, any ball that when bowled, pitches off the surface of artificial pitches shall be called a No Ball. In this instance the following delivery shall not be a free hit.

## 168. Free Hit After a No Ball

- (a) The delivery following a No Ball (except as outlined in Rule 167.3) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball **even if** the delivery for the free hit is called a Wide.
- (c) Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or if the No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change her mode of delivery for the free hit delivery. In such circumstances MCC Law 21.1 shall apply.

- (d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

## 169. Unfair Play

### 169.1 Bowling of Dangerous and Unfair Short Pitched Deliveries

- (a) A bowler shall be limited to one short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and

does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the two allowable per over.

- (b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (c) Should a second such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.
- (d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

## **169.2 Dangerous and Unfair Full Pitched Balls**

The following shall apply in place of Laws 41.7.1 and 41.7.2:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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 popping 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 high full pitched ball as defined above in (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 side and the batters at wicket of what has occurred.
- (d) Should there be any 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, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (e) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.
- (f) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

## **170. Wide Bowling – Judging a Wide**

Law of Cricket 22.1 shall be replaced by the following;

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

- (a) Any ball passing the batter on the off side more than 75cm wide of the off stump (i.e. outside the tramlines) at the popping crease shall be called a wide. Lines shall be drawn from the popping crease to the bowling crease parallel to the return crease measured 43.18cm from the return creases on both sides of the wicket.
- (b) Leg side wide markings will be an extension of the "protected area markings" towards the popping crease, ie. The inside edge shall be 12"(30.48cm) from either side of the middle stump. The lines shall extend 2ft (61cm) from the back edge of the bowling crease
- (c) A penalty of one (1) run for the wide shall be scored. The penalty shall stand in addition to any other runs which are scored or awarded. All runs which result from a wide ball which is not a no ball shall be scored as wides.
- (d) A ball passing between leg stump and the striker shall not be called a wide.
- (e) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

## **171. The Result**

### **171.1 Minimum Overs & Target Score**

A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs. The team scoring the highest number of runs shall be declared the winner.

If there is an interruption to the first and/or second innings of the match, the Duckworth/Lewis/Stern system will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version, with the home team to provide a hard copy of the par score table to both captains (if possible).

#### **Application of the Duckworth/Lewis/Stern Formula**

Where possible, the Duckworth/Lewis/Stern system will be used to calculate the revised target score if there is a loss of overs in either team's innings, as per the DLS protocol. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the official ICC version, with the home team to provide a copy of the par score table to both captains (if possible).

#### **Application of the Duckworth/Lewis/Stern Formula**

- (d) If the match is being scored on the club's scorer laptop, the Duckworth/Lewis/Stern calculator featured in the latest version of the Total Cricket Scorer software shall be used to calculate the target score. This method of calculation takes precedence over any other way of calculating the target score.
- (e) If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used
- (f) The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, highlighted in 121.4 (a) and (b) above, is not available. It is to be applied as follows:  
The Calculation of Target Score formula (see below) will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

### **CALCULATION OF TARGET SCORE FORMULA**

#### **171.2 Calculation of Target Score – Female Twenty/20 Matches Only (using scorebooks)**

Where the number of overs in the innings of the team batting second has to be revised, the run target score shall be calculated as follows:

- (a) From the table of runs scored per overs (see next page) by the team batting first, the scorers shall calculate the total runs scored by the team from the equivalent number of highest scoring overs;

**Example:** If the team batting second can receive only 15 overs, then add up the 15 highest scoring overs. In this example, the total when the highest scoring overs are added together is 90.

- (b) This is then discounted at the rate of 0.5% per over lost;

**Example:** The team batting second has lost 5 overs, so they receive a discounted rate of  $5 \times 0.5\% = 2.5\%$ . So, the total of 90 calculated above must be reduced by 2.5%.  
 $100\% - 2.5\% = 97.5$  (or  $97.5/100$ ).

$97.5/100 \times 90 = 87.5.$

(c) The target score is the discounted total runs (ignore fractions) plus one.

**Example:** The discounted runs total in (2) was 87.5. We ignore fractions, so this becomes 87. We add one to generate the target score. The target score is  $87 + 1 = 88.$

**TABLE 1 – CALCULATION OF TARGET SCORE  
TEAM BATTING FIRST- RUNS SCORED PER OVER**

**For use in rain-affected lower grade matches - to be completed by scorers**

Over	Runs Scored
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

### 171.3 “Super Over” – Tied Matches

In all roster and finals matches in which the scores are equal (i.e. either the number of runs scored or as a result of Duckworth Lewis Stern calculation), the result shall be determined through a tie-breaker called the ‘Super Over’. The “Super Over” involves each team facing one 6-Ball over. The following procedure will apply:

(a) Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the match umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

(b) Up to 30 minutes of playing time (taken from the start of the Super Over) is permitted to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.

Up to 30 minutes’ is available for the Super Over. The main match finishes at 12.40pm. The Super Over is scheduled to start at 12:45 pm with 30 minutes’ extra time available. It starts on time but is interrupted at 12.55pm. Play must resume by 1.05 pm.

(c) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the match umpires.

(d) The umpires shall stand at the same end as they stood during the match.

(e) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batter or bowlers prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batters can choose ends based on the bowling strategies.

(f) Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.

(g) Any ‘penance’ time being served in the main match shall be carried forward to the Super Over.

(h) Each team’s over is played with the same fielding restrictions as apply for the last over in the match.

(i) The team batting second in the match will bat first in the Super Over.

(j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team’s innings shall be used for the Super Over.

(k) Each team shall bat for one over unless all out earlier.

(l) If the match is still tied after the initial “Super Over”

(1) In all roster matches the match will be declared a tie

(2) In any finals match a subsequent “Super Over” will be played until a winner is determined

### 171.4 Super Over Not Possible

(a) In roster matches, if the minimum number of overs have been bowled to constitute a match (10 overs per team) and circumstances make a Super Over impossible, the match shall be declared a Tie.

(b) If circumstances make a Super Over impossible in the Grand Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

#### 172. Net Run Rate

- (a) 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 per over scored against that team throughout the competition.
- (b) In the event of a team being all out in less than its full quota of over, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of over in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where the result of a match is achieved under Duckworth/Lewis/Stern, for net rate purposes Team 1 will be accredited with Team 2's par score on abandonment, of the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target. In Female Competition matches using Rule 187.2 to determine a target score, Team 2 will receive the same net run rate as Team 1.

#### 173. Female Competition Ladder

Only points earned in CNW Female T20 matches shall be counted towards the overall competition ladder, with the Female Greater Northern Cup T20 matches **not** counting.

The competition ladder shall rank all teams from highest to lowest according to match points accumulated.

In the event of teams finishing equal on points, the order of the ladder shall be determined by;

- (a) The team with the most number of wins
- (b) The team with the highest net run rate

In a match declared no result, net run rate is not applicable.

#### 174. Player Eligibility for 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 their club for a minimum of 4 days during the season (unless otherwise stated in individual grade rules). Greater Northern Raiders CTPL players are exempt from this By-Law, provided they play a minimum of one match with their "home" CNW team in the current season.

#### 175. Female Twenty/20 Semi Finals

- (a) The Semi Finals shall be played between the top four placed teams at the end of the roster season, as follows:
  - 1 v 4
  - 2 v 3
- (b) The Semi-Final shall be hosted by the highest placed qualifier, subject to ground availability and standard. The CNW Cricket Committee reserves the right to determine the venue, time and day for the Semi Finals to be played.
- (c) If a Semi Final is washed out the highest placed qualifier shall progress to the Grand Final.
- (d) In the event of a tied Semi Final (where a Super Over is played and ends in a tie, or the Super Over cannot be played) the highest placed qualifier shall be declared the winners and will progress to the Grand Final.

**176. Female Twenty20 Grand Final**

- (c) The Grand Final shall be played between the two Semi-Finals winners.
- (b) If the Grand Final is washed out the highest placed qualifier shall be declared premiers.
- (c) In the event of a tied Grand Final (where a Super Over is played and ends in a tie, or the Super Over cannot be played) the highest placed qualifier shall be declared premiers.

**177. Female Hurricanes Community T20 Cup Competition**

The team winning the Female Greater Northern Cup competition shall represent the Greater North in the Hurricanes Community T20 finals, should they be played.

**178. Player Averages**

Qualifications for averages are as follows and include all T20 roster matches:

**Batting:** Runs qualifying standard is set as 50% of the top runs scorer's total, and innings qualifying standard is set as 50% of the highest number of innings played.

**Bowling:** Wickets qualifying standard is set as 50% of the top wicket taker's total, and the overs qualifying standard is set as 50% of the highest number of overs bowled.

\*\* Only CNW roster matches count towards player averages, Greater Northern Cup matches do not count



## **MEN'S SOCIAL LEAGUE**

### **Playing Conditions & By-Laws**

**Season 2024/2025**

[www.cricketnorthwest.com.au](http://www.cricketnorthwest.com.au)



# T20 Playing Conditions

## Cricket North West– Men’s Social League Competition

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### Forfeits

Notice of forfeits 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.

### Player Registration

Players are required to be registered with Cricket North West prior to playing their first game, and clubs must upload all player information to the competition management program, PlayHQ. CNW encourages players to register online via [www.playcricket.com.au](http://www.playcricket.com.au).

Any registered player wishing to move from one CNW club to another requires a “player transfer” to be submitted through PlayHQ.

### Dual Registration

Players may also be permitted dual registration between a CNW and community association club. For example, a player might be registered to play with Sassafras in the MVCA on Saturdays, and with Sheffield to play in the CNW Men’s Social League on Saturday nights.

Dual registration is achieved through completing a “Player Transfer” in PlayHQ. Players moving between CNW clubs require a “Player Transfer”.

### Pre-Match Ground Inspections

Ground Managers and/or Captains are responsible for inspecting the on and off-field facilities prior to each game. They should check that conditions are safe and act to address any potential risks.

The home team is required to complete a Marsh Game Day Checklist prior to the commencement of play on each day. The checklist is available as a mobile app. Search for “Cricket Match Day” in the iTunes or Google Play stores to download this free app.

Clubs should email a copy of each checklist to their Club Secretary and local council. This can be done from within the app.

### Team Selections

Team selections for all grades shall be entered in PlayHQ no later than 8.30 pm on the Thursday prior to the commencement of each game in the roster.

### Match Results and Player Scores

Match results and player scores must be entered in PlayHQ by 10.00 pm on the Monday following each roster match.

### PlayHQ Live Score App

The PlayHQ Live Score ‘App’ is now available on iPad, iPhone & Android Tablets/Phones. The app is designed to help any administrator score matches live and upload scorecards automatically. Friends and supporters can follow matches. It’s **FREE** to download, easy to use for experienced or first-time scorers and it also has a **DEMO MATCH** feature for scorers to practice scoring.

## **T20 Playing Conditions**

### **Cricket North West– Men’s Social League Competition**

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#### **Scoring Procedures**

Clubs are to use the PlayHQ Live Score app for all home matches played on turf. Each team is responsible for providing one scorer for each match. In the rare event that a team cannot supply a scorer, IT IS THE RESPONSIBILITY OF THE BATTING TEAM TO PROVIDE THE REQUIRED NUMBER OF SCORERS. At the conclusion of every over, scorers should confirm the innings score and make any amendments to correct errors at that time. Captains are to check the PlayHQ Live Score app or manual score sheets at the conclusion of each innings and/or breaks in play to ensure that both scorers have the same score before the match shall continue.

Both scorers should confirm with the umpires that the scores are correct before players leave the field at the conclusion of the match.

#### **Wet Weather Cancellations**

Entire rounds will only be called off in the event of extreme weather conditions and ground closures. Matches are not permitted to be played if a local council or club which manages the ground has closed the ground, or in the event both umpires deem playing conditions unsafe during the scheduled match time.

On wet days, home clubs are to contact the CT Community Competitions Administrator, Josh Marshall, by 4.00 pm to determine whether conditions will allow games to proceed. All clubs will be contacted if matches are to be abandoned.

Abandoned matches will not be replayed in this competition.

# T20 Playing Conditions

## Cricket North West– Men’s Social League Competition

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### Summary of 20/20 Rules

<b>Hours of Play</b>	<ul style="list-style-type: none"> <li>• <b>Saturday nights from 6.00 pm (Can start earlier if both teams are ready and previous match is complete)</b></li> </ul>
<b>Eligibility</b>	<ul style="list-style-type: none"> <li>• <b>No age restrictions.</b></li> <li>• Maximum of three (3) players Under-18, also playing junior cricket at the club.</li> <li>• Registered players not selected in the current 2<sup>nd</sup> Grade team are also eligible.</li> </ul>
<b>Protective Equipment</b>	<ul style="list-style-type: none"> <li>• <b>Helmet (including Wicket-Keeper when keeping up to stumps).</b></li> <li>• Pads.</li> <li>• Gloves.</li> <li>• Protector.</li> </ul>
<b>Ball</b>	<ul style="list-style-type: none"> <li>• <b>Kookaburra 4-piece 156g White (Senator recommended)</b></li> </ul>
<b>Boundary</b>	<ul style="list-style-type: none"> <li>• <b>As for CNW 1<sup>st</sup> Grade &amp; 2<sup>nd</sup> Grade games – no boundary to exceed 82.29 metres (90 yards)</b></li> </ul>
<b>Team</b>	<ul style="list-style-type: none"> <li>• <b>Maximum of twelve (12) players. 11 to bat, 11 on the field.</b></li> </ul>
<b>Innings</b>	<ul style="list-style-type: none"> <li>• <b>20 overs per team.</b></li> </ul>
<b>Pitch</b>	<ul style="list-style-type: none"> <li>• The wicket shall be <b>20.1 metres</b> in length (full pitch).</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• <b>Batters are to retire after facing 30 balls.</b></li> <li>• <b>All balls, regardless of wides/no balls will be included in the batter’s ball count.</b></li> <li>• <b>Teams are encouraged to change the batting order around during the roster to ensure equal opportunities are available.</b></li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Maximum of four (4) overs per bowler.</li> <li>• Minimum of five (5) players to bowl.</li> <li>• Teams are encouraged to give all players the chance to bowl, e.g. 10 bowlers x 2 overs each.</li> <li>• <b>Maximum of 8 balls per over</b>, with six legal deliveries required in overs 19 and 20.</li> <li>• Ten (10) overs to be bowled from an end.</li> </ul>
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• <b>Wicket-Keepers must wear a helmet when standing up to stumps.</b></li> <li>• Fielders within seven (7) metres of the batter must wear a helmet, except for the slips, gully and Wicket-Keeper standing back</li> <li>• Maximum of 11 players on the field, with unlimited rotations on and off the field (if playing 12).</li> </ul>
<b>Dismissals</b>	<ul style="list-style-type: none"> <li>• All dismissals.</li> </ul>

# **T20 Playing Conditions**

## **Cricket North West – Men’s Social League Competition**

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### **Description**

This format of cricket is aimed at those who are new to the game, returning after a break, or balancing other commitments. This roster will aim to convert some players to other CNW senior grades, whilst also providing an alternative shorter fixture aimed at social players. Whilst playing for points, all matches are expected to be played in a social and friendly spirit.

### **Time**

Matches will be played on Saturday nights from 6.00 – 8.30 pm.

### **Player Eligibility**

A maximum of three (3) current CNW junior players aged Under-18 are permitted to play in each game. In addition, registered players not selected in the current 2<sup>nd</sup> Grade team are also eligible to play.

There are no other restrictions.

### **Number of Players in a Team**

Teams shall be made up of a maximum of **12** players, with 11 players permitted to bat, and maximum of 11 players to field at any one time. Rotations with the 12<sup>th</sup> Man are unlimited. Players must inform the umpire(s) when they are rotating. A team which cannot field sufficient players shall forfeit the match. The minimum number of players that is required for a match to commence is **8**.

Where a team has less than 11 fielders, players from the preceding 1<sup>st</sup> or 2<sup>nd</sup> Grade match shall be permitted to act as substitutes (but cannot bat or bowl).

### **Match Balls**

New **white** Kookaburra brand 156-gram, 4-piece leather balls are to be used for all T20 matches. Approved balls are Regulation, Regulation Reject, Club Match or Senator. The Senator is recommended as a low-cost option for this competition.

Clubs are to supply their own match ball for each game (except for the Grand Final).

### **Uniforms, Footwear and Equipment**

Coloured uniforms are to be worn. All players in a team should wear a shirt of the same colour and style.

Players can wear trousers or shirts of a similar colour.

Spiked footwear is strongly recommended.

Players are to provide their own equipment, or source from their club.

# T20 Playing Conditions

## Cricket North West – Men’s Social League Competition

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### Match

- The match consists of one 20-over innings per team.
- The pitch shall be **20.1 metres** in length, with matches played on turf and synthetic pitches.
- Maximum length of the boundary shall be 82.29 metres from the centre of the pitch, as for CNW 1<sup>st</sup> and 2<sup>nd</sup> Grade games.
- The match will conclude when any of the following occurs: (a) the team batting second is bowled out; (b) the team batting second passes the opposition’s score; (c) the team batting second faces its full 20 overs (or the equivalent number of overs they bowled, if they exceeded the maximum time for their fielding innings); or (d) a match is abandoned due to wet weather.
- In the event of inclement weather, a minimum of 10 overs per team is required to constitute a game.

### Hours of Play

Game Type	Start Time	Break	End Time	Max. Overs Per Innings
Evening	6:00pm	7:10 – 7:20pm	8:30pm	20 Overs

### Drinks Breaks

- No drinks breaks will be taken, but players can obtain a drink on the boundary or at the fall of a wicket.

### Maximum Time Per Innings

- For a 20-over match, each innings shall last a maximum of 1 hour and 10 minutes (70 minutes). The team bowling first must begin the 20<sup>th</sup> over within the specified time, otherwise they will only be entitled to receive the same number of overs as they bowled within the time limit.
  - **Example** – If the bowling team is only starting the 18<sup>th</sup> over after 70 minutes, then they shall only be entitled to receive 18 overs when they bat.
  - For the team bowling second, all overs will be bowled, but a penalty of six-runs will be applied for every over not commenced within 1 hour and 10 minutes (70 minutes).
  - **Example** – If the bowling team is only starting the 19<sup>th</sup> over after 70 minutes, the opposition will receive 6 penalty runs.
-

# T20 Playing Conditions

## Cricket North West – Men’s Social League Competition

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### Batting

- **Batters are to retire after facing 30 balls.** Retired batters can come back in at the fall of the last wicket, resuming in the order in which they retired.
- All balls, regardless of wides/no balls will be included in the batter’s ball count.
- Teams are encouraged to change the batting order around during the roster to ensure equal opportunities are available.
- All batters are required to wear full protective equipment including helmets compliant with British Standard 7928:2013, protector, pads, gloves etc. (thigh pads optional). **Players aged Under-18 must wear a helmet** compliant with British Standard 7928:2013 **against all bowlers when batting. Players over the age of 18 must wear a helmet compliant with British Standard 7928:2013 when facing medium-pace and fast bowlers (those to whom the wicket-keeper stands back).**

### Bowling

- Maximum of four (4) overs per bowler.
- Minimum of five (5) bowlers to be used.
- **Maximum of eight (8) balls per over** – including wides, no balls and free hits, apart from the final two overs of the innings, in which six legal deliveries must be bowled.
- To assist with the achievement of the desired over rate, the bowling team is to **bowl 10 overs from the same end**, before changing ends and repeating the 10-over cycle.
- Batters change ends at the completion of each over.
- Teams are encouraged to give all players the chance to bowl, e.g. 10 bowlers x 2 overs each.

### Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike.
- **Off side wides:** Any ball passing the batter on the off side more than 75cm wide of the off stump at the popping crease shall be called a Wide. Lines shall be drawn from the popping crease parallel with return crease, measured 43.18 cm from the return creases on both sides of the wicket.
- **Leg side wides:** Any ball passing the batter on the off side more than 75cm wide of the leg stump at the popping crease shall be called a Wide. Lines shall be drawn from the popping crease parallel with return crease, measured 43.18 cm from the return creases on both sides of the wicket.
- **Ball landing off a turf pitch:** Any ball bowled off the turf pitch shall be deemed a No Ball, with one (1) run added to the score.

# T20 Playing Conditions

## Cricket North West – Men’s Social League Competition

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### Illegal Deliveries (To Be Called No-Balls)

- Any full toss that passes the batter above waist height (where the batter is standing upright at the crease).
- Any ball that bounces more than once before reaching the batter.

### Free Hit

- As per the CNW T20 rules, the ball following any No-Ball shall be a “free hit”, with the applicable restrictions put in place. The only exception to this rule is for overs 1-18, where the maximum of eight (8) balls have already been bowled.

### Short Pitched Deliveries

- Bowlers can deliver a maximum of two short-pitched balls per over, classed as any ball above the batter’s shoulder height while standing upright at the crease. Any further short pitched deliveries in the over will be called as No Balls.
- Any short pitched ball above head height shall be called a Wide, unless the ball in question breaches the short-pitched ball limit for the over – in which case it will be called a No-Ball.

### Fielding Restrictions

- Fielders within 7 metres of the batter must wear a helmet compliant with British Standard 7928:2013. This restriction does not apply to the Wicket-Keepers or regulation slip fielders (including gully).
- No more than (5) fielders can be positioned on the leg side.
- Wicket-Keepers **must** wear a helmet compliant with British Standard 7928:2013 when standing up to stumps.
- **For the first six overs of the innings, a maximum of two (2) fielders shall be permitted to be outside the fielding restriction circle at the instant of delivery. A maximum of five (5) fielders shall be permitted to be outside the circle for all remaining overs. In the event of loss of overs, fielding restriction overs will be amended as per CNW 1<sup>st</sup> & 2<sup>nd</sup> Grade T20 rules.**

### Umpires

- Each team is to supply one (1) umpire for each innings of each match. They will spend 10 overs as the bowler’s end umpire and 10 overs as the square leg umpire.

# T20 Playing Conditions

## Cricket North West – Men’s Social League Competition

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### Dismissals

- All modes of dismissal are applicable, as per the Laws of Cricket.
- **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball pitched and hit the batter in line with the wickets, the ball is going to hit the wickets and the ball did not hit the bat prior to hitting the pad.** Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires. All umpires’ decisions are final.

### Match Result

- The result will be determined by the team scoring the most runs. Innings totals will be calculated when the tenth wicket falls, the team batting second passes the opposition’s score or 20 overs have been bowled (whichever occurs first).

### Allocation of Points

Win	4
Bye	4
Tie/Washout	2
Loss	0
Forfeit Loss	0

### Rain Affected Matches

- Each side must be able to face ten (10) overs to constitute a match. Should the total rain delay exceed 1 hours and 10 minutes (70 minutes), the match should be abandoned. Therefore, a match should be abandoned if no play is possible before 7:20 pm.

### Loss of Play Due to Weather

- Reduce each innings by one (1) over for each 7.5 minutes or part thereof lost if the delay occurs in the first innings. Example – 30 minutes lost; reduce each innings by four (4) overs.
- In the event that there is a weather delay during the second innings, reduce the innings by one over for every 3.75 minutes lost (or part thereof). Example – 15 minutes lost; reduce the second innings by four (4) overs.



# T20 Playing Conditions

## Cricket North West – Men’s Social League Competition

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### Bowling Restrictions in a Reduced Over Game

Overs	Bowling	Overs	Bowling
20	5 x 4	14	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	13	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	12	2 x 3 & 3 x 2
17	2 x 4 & 3 x 3	11	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	10	5 x 2
15	5 x 3		

### Revised Target – Team Batting Second

Where possible, the Duckworth/Lewis/Stern system will be used to calculate the revised target score if there is a loss of overs in either team’s innings, as per the DLS protocol. The target score will always be a whole number and one run less will constitute a Tie.

Both team’s scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version, with the home team to provide a hard copy of the par score table to both captains (if possible).

#### Application of the Duckworth/Lewis/Stern Formula

If the match is being scored on the club’s scorer laptop, the Duckworth/Lewis/Stern calculator featured in the latest version of the Total Cricket Scorer software shall be used to calculate the target score. This method of calculation takes precedence over any other way of calculating the target score.

If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used

The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, highlighted in 121.4 (a) and (b) above, is not available. It is to be applied as follows:

The Calculation of Target Score formula (see below) will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie.

Both team’s scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

### Tied Matches (Super Over)

- **In matches finishing as a tie, the result shall be determined through a tie-breaker called the “Super Over”. The “Super Over” involves each team facing one six-ball over. The following procedure will apply:**
  1. Starts 5 minutes after the conclusion of the match.
  2. The Umpires shall stand at the same end as that which they finished the match.
  3. The team batting second in the match will bat first in the Super Over.
  4. The batting team has all 10 wickets available to them for the over, and does not have to nominate their batters in advance.
  5. The fielding team can choose the end they bowl from, and do not have to nominate the bowler until the opening batters enter the field of play.
  6. The same ball (or a ball of similar age if the original ball is out of shape) as used at the end of the team’s innings shall be used for the Super Over.
  7. Teams change over as quickly as possible after the first Super Over.
  8. The team that scores the most runs from its Super Over will be declared the winner.
  9. If still a tie, in roster matches the match is declared a ‘tie’ if in a Grand Final additional Super Overs will be played until a winner is determined.

- If the weather or bad light prevents a Super Over from being played the match will be declared a Tie.

## **T20 Playing Conditions**

### **Cricket North West – Men’s Social League Competition**

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#### **Grand Final**

- The top two placed sides on the ladder at the end of the roster series shall contest the Grand Final.
- The venue shall be the home ground of the team finishing on top of the ladder.
- If the match is washed out or abandoned, the highest placed team shall be declared premiers.

#### **Player Eligibility for Grand Final**

- A player must have played at least one (1) started Men’s Social League roster match with that team in order to be eligible to participate in the Grand Final.

#### **Extra Time for T20 Grand Finals**

- Thirty minutes of extra time shall be permitted for T20 Grand Finals, in the interests of providing an opportunity for a result to be achieved.
- In the case of interruptions, the match umpires shall only reduce overs once more than 30 minutes of playing times has been lost.
- This allowance for extra time shall take precedence over any allowance for a Super Over (if there are concerns about available light). Where ground, weather and light conditions are favourable, allowances for extra time and a Super Over can be accommodated.



# **CNW Female Social League Playing Conditions & By-Laws**

**Season 2024-25**

**<http://www.cricketnorthwest.com.au>**

## Playing Conditions

### Cricket North West – Female Social

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#### Summary of 16/16 Rules

<b>Eligibility</b>	<ul style="list-style-type: none"> <li>• <b>No age restrictions.</b></li> <li>• <b>Up to six (6) Female Competition players can play, so long as they have played no more than 15 matches and have not been selected for representative honours.</b></li> <li>• <b>Girls Under-17 players who have played in the Female Competition are eligible to play.</b></li> </ul>
<b>Protective Equipment</b>	<ul style="list-style-type: none"> <li>• <b>Helmet (including Wicket-Keeper when keeping up to stumps).</b></li> <li>• Pads.</li> <li>• Gloves.</li> <li>• Protector.</li> </ul>
<b>Ball</b>	<ul style="list-style-type: none"> <li>• <b>Red Eye-in Duraball – modified ball supplied by Cricket Tasmania.</b></li> </ul>
<b>Boundary</b>	<ul style="list-style-type: none"> <li>• <b>40 metres maximum. Boundary is measured from the middle of the pitch.</b></li> </ul>
<b>Umpires &amp; Scorers</b>	<ul style="list-style-type: none"> <li>• <b>Clubs to supply one umpire and one scorer per game. The umpire can score at the same time if so desired.</b></li> <li>• <b>Note:</b> Cricket Tasmania will endeavour to provide umpires for the Sunday Gala Day, but this cannot yet be guaranteed.</li> </ul>
<b>Team</b>	<ul style="list-style-type: none"> <li>• <b>Nine (9) players on the ground at any stage. Minimum of five (5) players required for a match.</b></li> </ul>
<b>Innings</b>	<ul style="list-style-type: none"> <li>• <b>16 overs per team – 4 overs to be bowled before changing ends.</b></li> </ul>
<b>Pitch</b>	<ul style="list-style-type: none"> <li>• The pitch shall be <b>18 metres</b> in length (from wicket to wicket). Players who are competent to bowl from a full pitch will be allowed to do so.</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• <b>Batters are to retire after facing 12 balls.</b></li> <li>• <b>All balls, regardless of wides/no balls will be included in the batter's ball count.</b></li> <li>• <b>Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.</b></li> <li>• <b>Teams are encouraged to change the batting order around during the roster to ensure equal opportunities are available as one (1) batter will miss out each match.</b></li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• <b>All players are encouraged to bowl; however, it will not be mandatory.</b></li> <li>• Maximum six (6) balls per over.</li> <li>• <b>Maximum three (3) overs per bowler.</b></li> </ul>
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• <b>If more than 9 players are present at a match, teams should rotate extra players onto the field during the innings.</b></li> <li>• <b>Wicket-Keepers must wear a helmet when standing up to the stumps.</b></li> <li>• <b>No fielders within fifteen (15) metres of the batter or other fielders (except Wicket-Keeper) to encourage singles.</b></li> </ul>
<b>Dismissals</b>	<ul style="list-style-type: none"> <li>• Unlimited dismissals. Each player will face the nominated number of balls (12 balls each).</li> <li>• No LBW dismissals.</li> <li>• <b>For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings.</b></li> </ul>

# Playing Conditions

## Cricket North West - Female Social League

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### **Description**

This format is designed for players who are relatively new to the game and are looking to experience organised club competition. This roster will aim to convert players to the CNW Female 1<sup>st</sup> Grade Competition over time, whilst also providing an alternative shorter fixture aimed at social players. Whilst playing for points, all matches are expected to be played in a social and friendly spirit.

### **Number of Players in a Team**

The optimum team size is **9** players; however, it is understood that teams may contain additional players and these players can be rotated throughout each game.

The minimum number of players that is required for a match to commence is **5**, however, excess players from opposing teams can, by agreement of both clubs, play for the opposition team to ensure a match is played.

### **Match Balls**

Cricket Tasmania will provide each club with one (1) modified ball for each match. The ball being used is a Red Eye-In Duraball, which is rubber coated with PVC. It replicates the bounce of a leather ball but is slightly softer.

### **Hours of Play**

Game	Start Time	Break	End Time	Max. Overs Per Innings
<b>SUNDAY GALA DAY</b>				
1	9:30am	10:20am - 10:25am	11:15am	16 Overs
2	11:30am	12:20pm – 12:25pm	1:15pm	16 Overs
3	1:30pm	2:20pm – 2.25pm	3:15pm	16 Overs
<b>FRIDAY EVENING</b>				
	6.00pm	6.50pm – 6.55pm	7.45pm	16 Overs

# Playing Conditions

## Cricket North West - Female Social League

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### **Match**

- The match consists of one 16-over innings per team. Fielding teams are to bowl their overs within 50 minutes.
- The pitch shall be **18 metres** in length (from wicket to wicket).
- Maximum length of the boundary shall be 40 metres from the centre of the pitch.
- Four overs are to be bowled from one end at a time. Batters are to swap ends at the end of every over.
- The break between innings shall be no more than five (5) minutes.
- Cricket Tasmania will endeavour to provide a match manager for the Sunday Gala Days. The match manager will help set up the grounds and both umpire and score each match. This will be confirmed prior to the day.
- Clubs are expected to wear a team uniform, this will not be mandatory, however the expectation will be for players to have some type of club shirt. Shorts/tights are acceptable.
- Clubs are requested to ensure players are registered on PlayHQ for insurance and scoring purposes. For assistance here please contact Joshua Marshall or James Jennings.

### **Allocation of Points & Match Result**

- Points will be awarded for the Female Social League, based on the following key:

<b>Win</b>	<b>2</b>
<b>Bye</b>	<b>2</b>
<b>Tie/Washout</b>	<b>1</b>
<b>Loss or Forfeit</b>	<b>0</b>

- In addition, for each wicket lost, four (4) runs shall be added to the opposition's total at the end of the innings.
- The result will be determined by the team who scores the most runs.

# Playing Conditions

## Cricket North West - Female Social League

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### **Batting**

- **Batters are to retire after 12 balls**, regardless of how many runs scored and times dismissed.
- All balls, regardless of wides/no balls will be included in the batter's ball count.
- Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.
- All batters are required to wear full protective equipment including helmets with full face protection, pads, gloves etc. (thigh pads optional). **The umpire shall not allow play to commence until both batters are wearing the required protective equipment.**

### **Bowling**

- All players are encouraged to bowl; however, this is not mandatory as we understand players are still developing their bowling skills.
- **Maximum of six (6) balls per over** – regardless of No Balls and Wides (a time saving measure).
- **Four (4) overs to be bowled from one end at a time.** Batters are to swap ends after every over.

### **Wides & No-Balls**

- There are no wides in this competition. All balls landing on the pitch, without contravening the No Ball rules below, shall be a legal delivery.
- No-Balls are two (2) runs plus any runs scored off them. Runs scored from all No Balls off the bat shall be credited to the batter on strike.
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters **can** hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it.
- Short pitched deliveries passing over shoulder height and full tosses passing over the batter's waist height are not allowed and will be deemed a No-Ball.
- Any balls bouncing more than twice before reaching the batter will be deemed a No-Ball.

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## Playing Conditions

### Cricket North West - Female Social League

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#### ***Fielding Restrictions***

- All fielders must be at least fifteen (15) metres from the batter. This restriction does not apply to the Wicket-Keeper or regulation slip fielders (including gully).
- No more than (5) fielders can be positioned on the leg side.
- Wicket-Keepers **must** wear a helmet with full face protection when keeping within ten (10) metres from the batter.

#### **Player Eligibility**

- ***All players are to be registered in PlayHQ.***
- ***There are no age restrictions for this competition.***
- ***Up to six (6) Female Competition players can play per match, so long as they have played no more than 15 matches and have not been selected for representative honours.***
- Girls Under-17 players who have played in the Female Competition are eligible to play.

#### **Umpires & Scoring**

- ***Clubs to supply one umpire and one scorer per game. The umpire can score at the same time if so desired.***
- ***Clubs are encouraged to register all players in PlayHQ and score the matches using the PlayHQ Live Scoring app, which will be set up for the Female 2<sup>nd</sup> Grade competition.***
- Cricket Tasmania will endeavour to provide umpires for the Sunday Gala Day, but this cannot yet be guaranteed.

#### ***Umpire Rulings***

- There are no LBW dismissals in the Female 2<sup>nd</sup> Grade competition.
- All other modes of dismissal are applicable.

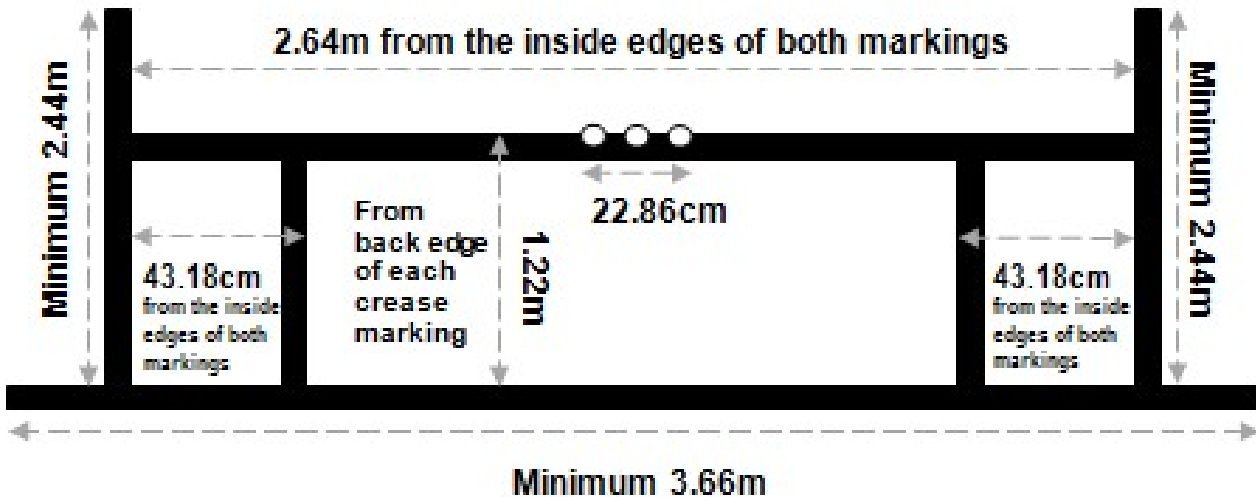
#### **Grand Final**

- The top two teams shall qualify for the Grand Final.
- If the Grand Final is washed out or abandoned the highest placed team shall be declared premiers.

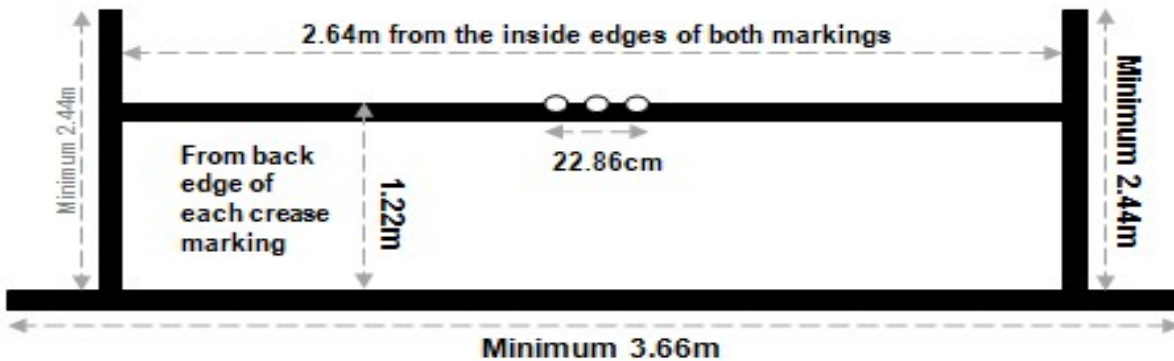


## APPENDIX “A” Crease Markings

### (a) All One Day and Twenty20 Matches



### (b) Two-Day Matches

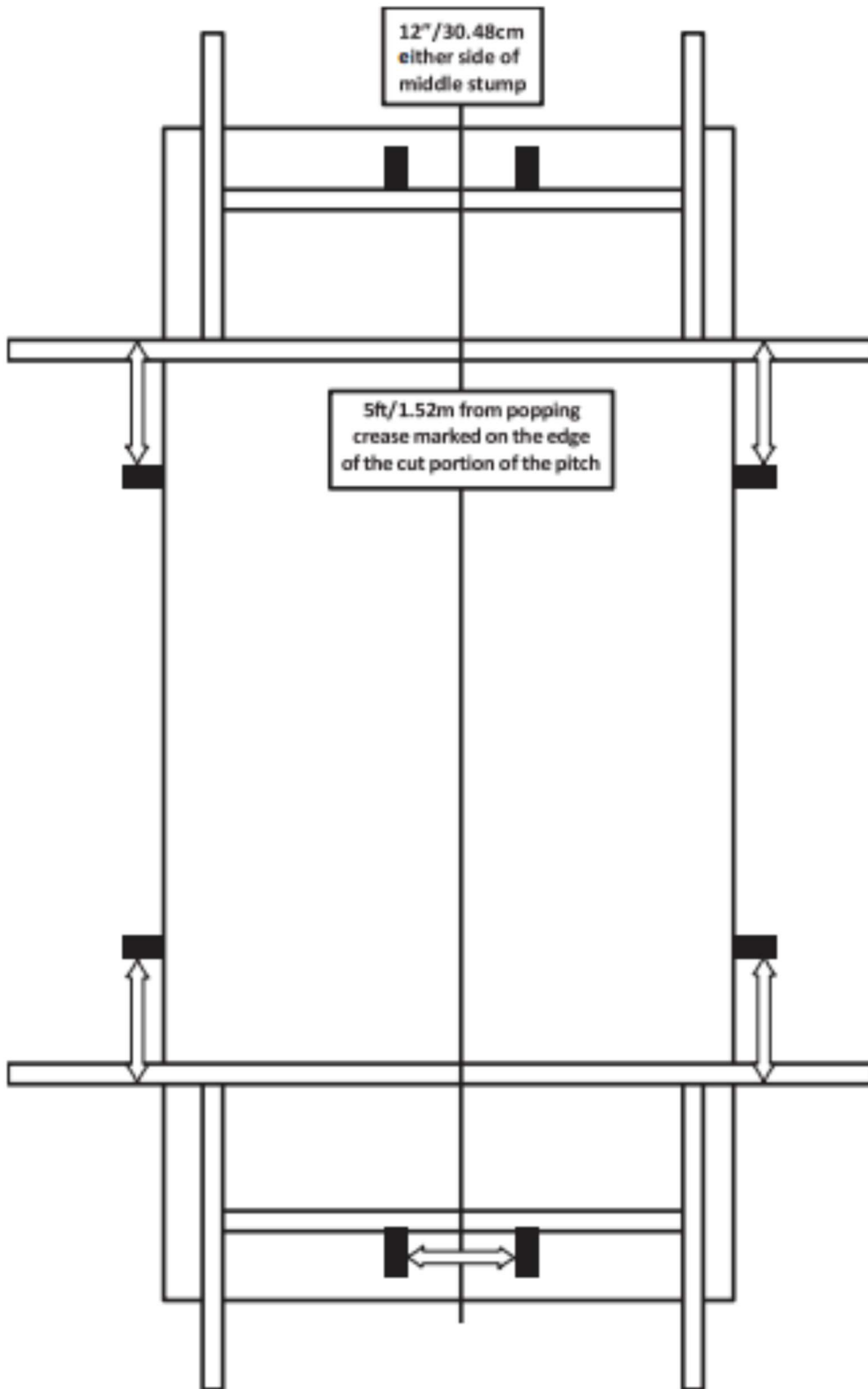


The pitch markings outlined above are in addition to other markings specified in the [Laws of Cricket](#) (see Laws 7, 8 and 9), including the protected area (danger zone) markings.

#### The Danger Zone

This is an imaginary area in the middle of the pitch. It is defined by two small marks (no longer than two inches) at both ends of the pitch one foot either side of middle stump. This shows the width of the danger zone. There are two other markings (again no more than two inches in length) five feet forward of the popping crease on either side of the pitch. These show the length of the danger zone. It is important to mark these in as players are not allowed in this area. The umpires use these small lines to define the danger zone.

## APPENDIX "B" Protected Area Markings

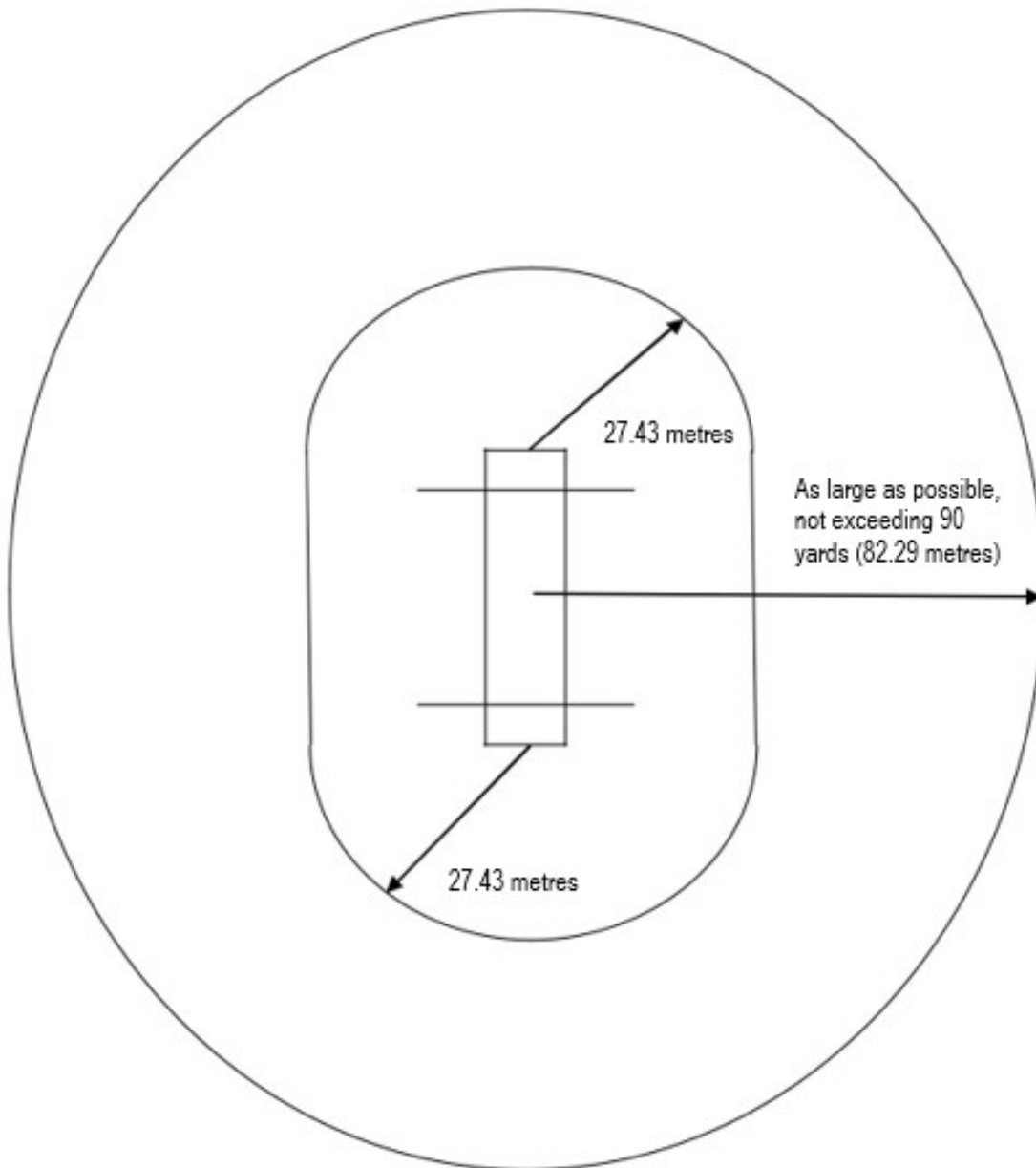


## APPENDIX “C”

### Fielding Restrictions Marking – 1<sup>st</sup> & 2<sup>nd</sup> Grade

The following fielding restrictions shall apply to 1<sup>st</sup> & 2<sup>nd</sup> Grade One-Day and Twenty/20 matches:

(a) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

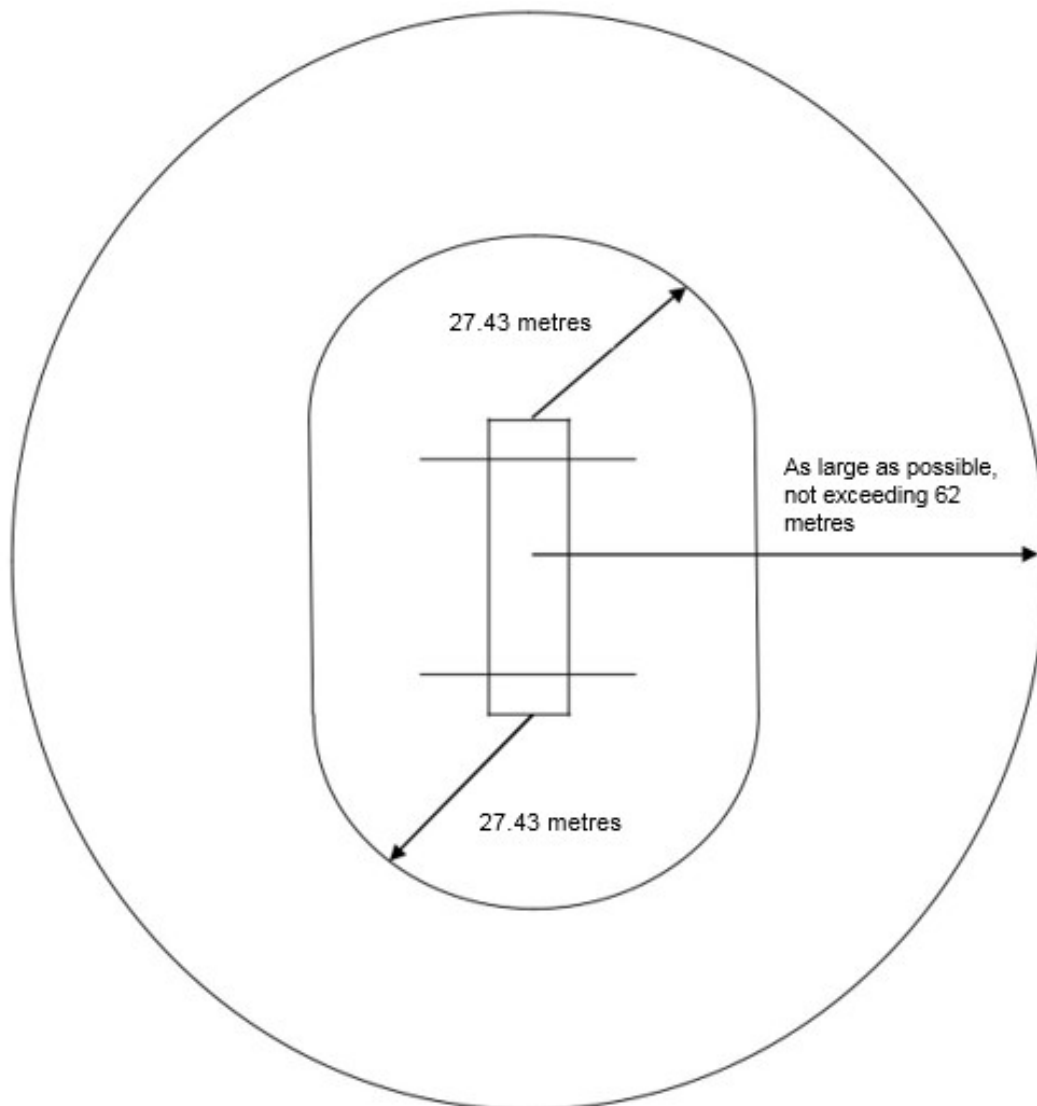


## APPENDIX “D”

### Fielding Restrictions Marking – Female Competition

The following fielding restrictions shall apply to Female One-Day and Twenty/20 matches:

(a) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.



# APPENDIX “E”

## The Spirit of Cricket

Cricket is a game that owes much of its unique appeal by the fact that it is expected to be played not only within the 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.

- 1. There are two Laws, which place the responsibility for the team’s conduct firmly on the Captain.**

### **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.

### **Players Conduct**

In the event of any Player failing to comply with the instructions of an Umpire, criticising decisions by word or action, or showing dissent, or generally behaving in a manner which might bring 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.

- 2. 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 Captains to take action where required.

- 3 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

- 4 The spirit of the Game involves RESPECT for:**

- Your opponents.
- Your own captain and team.
- The role of the Umpires.
- The game’s traditional values.

- 5. It is against the Spirit of the Game:**

- To question an Umpire’s decision by word or gesture
- To direct abusive language towards an opponent or Umpire
- Indulge in cheating or in sharp practice, e.g.
  - (a) Appeal, knowing that the Batsman is not out.
  - (b) Advance towards an Umpire in an aggressive manner when appealing.
  - (c) Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under guise of enthusiasm and motivation of one’s own side.

- 6 Violence**

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

- 7 Players**

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

## **APPENDIX “F”**

### **Guide to Spirit of Cricket Voting by Umpires**

To determine the Spirit of Cricket, umpires vote on three aspects (0 – 4 points) in every match with the results then being averaged out by the total number of games played by the club. The three criteria are Respect for Opponent, Respect for the Role of the Umpire and Respect for the Game: a mark of 6 indicating the match was played in good spirits.

**11-12 points:** Indicates the team epitomised the true Spirit of the Game. Even ahead of own team’s fortunes, players conducted themselves in exemplary manner. Examples include, but are not limited to: calling opposition batsman back on a doubtful decision, fielders advising the umpires that they did not catch the ball, batsman walking without waiting for umpires’ decisions when fielder claims a catch, no sledging, no dissent at umpires’ decisions and in no way did a player’s actions contravene Law 41 of the Laws of Cricket – Fair and Unfair Play.

**8-10 points:** Indicated team played with excellent spirit for entire match. Examples include, but are not limited to: players acknowledged the achievements & performances of the opposing team members, appeals only made when the fielding side genuinely believed the batsman was out, communication with umpires was not demeaning in any way. Team went above and beyond what is required of them regarding covers and assisting the opposition.

**6-7 points:** Indicates that the match was played in good spirit for its entirety. Generally, no disrespect or spite displayed by any players or directed at the umpires. Team did what is expected and required of them as per By-Laws and Playing Conditions. Communication with the umpires was respectable.

**3-5 points:** Uncompromising with no major incidents. Some players were spoken to by the umpires for the use of crude language or sledging of opponents; captains took action to rectify. Team did not offer or provide any assistance to the opposition and showed minor disrespect toward venue. Some mild dissent shown at an umpire’s decision. Captain showed disregard for the over rate and directions of the umpires. Team had player/s yellow carded and showed minimal positive attributes as described above.

**1-2 points:** Team created an antagonistic atmosphere with unacceptable behaviour requiring the umpires to intervene on more than one occasion. Captain unable to control his/her team; no respect shown for the opposing team, umpires or the game’s traditional values. Actions include but are not limited to: advancing the umpire when appealing, appealing when batsman is clearly not out, continual obscenity apparent to spectators and disrespect for club’s persons and volunteers.



## **APPENDIX “G”**

### **Umpires Code of Conduct**

**The Laws of Cricket determine umpires the sole judges of fair and unfair play, and charge them with ensuring play is conducted within the Spirit of the Game.**

Further to the CNW Senior Competitions' Code of Conduct:

- I shall endeavour to officiate in all matches with complete impartiality, respecting and abiding by the Laws and rules which govern them, in the true spirit of sportsmanship.
- I understand that an integral component of my role is that I need to maintain a standard of behaviour and conduct that best serves the interests of the game and its participating players.
- I will respect the rights, dignity and worth of all players, coaches and others present at each match regardless of race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference or identity.
- I will officiate at matches in a positive and constructive manner seeking to maximize the enjoyment of players whilst upholding the Laws and the Spirit of the game.
- I will learn and understand the Laws, rules and by-laws applicable to matches and endeavour to remain abreast of issues and events which have the potential to influence how the game is played.
- I will ensure when at all possible to make decisions with regard to the safety of players, so as not to detract from their enjoyment of the game.
- While acknowledging the important role ascribed to captains in The Laws of Cricket, I will recognize each player as an individual and treat all players equally.
- As an official I will at appropriate times endeavour to be approachable by players, coaches, parents and others involved in a game.
- I will be punctual, properly prepared, motivated and suitably attired at all times.
- I accept the process of reporting inappropriate behaviour as an essential part of upholding the Laws of Cricket.



## APPENDIX “H”

### Coaches Code of Conduct

**Whilst the Laws of Cricket are silent about coaches, it is understood they have considerable responsibilities as well as an important role to play in ensuring the game is played fairly and in accordance with the Laws and Spirit of the Game.**

Further to the CNW Senior Competitions' Code of Conduct:

- As a coach and mentor, I will instruct players to conduct themselves in a manner consistent with the Laws of Cricket, Spirit of the Game and CNW By-Laws and Playing Conditions without exception.
- I will respect the rights, dignity and worth of all individuals within the context of my involvement as a club coach, including refraining from any discriminatory practices on the basis of race, religion, gender, ethnic background, special ability/disability or sexual orientation, preference or identity.
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will be reasonable in the demands I make on time commitments of the players in my care, having due consideration for their health and well-being.
- I will be supportive at all times and refrain from any form of personal abuse or unnecessary physical contact with players in my care.
- I will have due consideration for varying maturity and ability levels of my players when designing practice schedules, practice activities and involvement in competition to ensure maximum participation and enjoyment of all players under my care.
- I will promote and monitor safety always and in recognizing the significance of injury and sickness, I will seek and follow the physician's advice concerning injured and ill players returning to training / playing.
- I will endeavour to keep informed regarding sound principles of coaching and skill development and of factors relating to the welfare of my players.
- I will ensure that developing players are involved in a positive environment where skill learning and development priorities are not overshadowed by a desire to win.
- I reject the use of performance enhancing substances in sport and will abide by the guidelines set forth in Cricket Australia's DRUG POLICY.

## APPENDIX “I”

### Captain’s Code of Conduct

**The Laws of Cricket place a significant responsibility on captains to ensure that play is conducted within the Spirit of the Game as well as within the Laws.**

Further to the CNW Senior Competitions’ Code of Conduct:

- In accepting my appointment as Captain, I hereby commit to perform the role to the best of my ability.
- I understand that as Captain I am responsible for the conduct of my team and that it is my responsibility to ensure that every player maintains a standard of behaviour and conduct consistent with the Spirit of Cricket explained in the Preamble to The Laws of Cricket (2022 Code).
- I recognise that failing to understand my responsibilities provides me with no defence and therefore will endeavour to keep myself informed regarding the Laws of Cricket and any CNW playing conditions which affect matches in which I am involved.
- I will lead by example and urge players to demonstrate respect for our opponents, the umpires, ourselves and the game.
- I will not condone or engage in sledging or any other conduct that constitutes personal abuse.
- I will respect the rights, dignity and worth of all players in my team and as a leader, encourage and support members of the team so that they can enjoy their cricket and play to the best of their ability.
- As a leader, I will conduct myself and make decisions having regard for equity, safety and the enjoyment and dignity of players in the team.
- I will display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- I will provide positive and constructive feedback as required.

## **APPENDIX “J”**

# **Management of Ground, Weather and Light**

The below guidelines are not a change to playing conditions, yet have been provided so that umpires, players and coaches know what to expect in the case of Ground, Weather or Light issues (GWL).

Underpinning the below guidelines is the premise that at all times umpires will look to maximise play. The overriding stipulation however is that the safety of participants is paramount, and if in the umpire’s opinion the conditions are dangerous or unreasonable for the batsmen, fielders or umpires, then play will not continue as per Laws 2.7 & 2.8).

Once the Toss has occurred, the preparation and maintenance of the pitch and outfield is in the umpires’ control. This will however be managed in close consultation with the ground staff where applicable.

- At all times during a match, the umpires will seek to apply a consistent approach to GWL judgement with any interaction with ground staff explained to captains.
- Once the decision has been made to place covers on the pitch, this will be done with a minimum of delay (if required mid-over then it will be done immediately)
- When the covers are on, umpires will diligently monitor the prevailing conditions. It can be expected that an inspection of the conditions will occur at least once every 15 minutes to assess any improvement/deterioration. For briefer interruptions, the umpires may not even leave the field of play.
- Once a break in the weather is identified, every effort should be made to accelerate the resumption of play in conjunction with ground staff when possible.
- When assessing the fitness for play, the umpires should check and be satisfied that:
  - The bowler’s run-ups, specifically at the take-off point and through the crease, provide a reasonable foothold;
  - The outfield is free from any potholes, significant undulations, or excessively wet or damaged areas that would deny the fielders the power of free movement. Note that areas with small puddles or small water logged areas where fielders might slip should not be considered dangerous or unreasonable. It will be expected that fielders can field around these areas and they don’t necessarily have to enter the affected area;
  - The pitch and wicket block will allow the batsmen to play their shots and run between wickets;
  - If it actively drizzling or raining the above three criteria are satisfied at all times and that there will be no significant damage to the pitch with the compounding effect of the rainfall.
- When a restart time is decided upon, umpires will advise both captains as soon as possible to enable team preparations. If conditions are improving but not yet adequate to resume play, umpires will try to provide the captains with an indication of when a resumption of play is likely to further assist participating teams. The assumption is that players will be ready to resume play immediately once the ground is ready.
- The scorers will be notified of the resumption time, and where applicable the revised number of overs as soon as possible.
- When Duckworth/Lewis/Stern is in use, the D/L/S operator will be required to produce new par-score sheets following any reduction in overs, which must be checked with the umpires prior to being circulated to teams and stakeholders.
- The umpires will communicate all information to the captains, who are subsequently responsible for relaying the information to their team.

- The umpires may instruct the ground staff to use any available equipment that they believe will assist in preparing the ground for play. This includes the use of matting which can be applied on the wicket block and outfield in order to improve the suitability for play to continue.

### **Lightning/Thunderstorm**

Should thunderstorms be prevalent on match day the umpires shall apply the 30/30 rule to determine whether play should be suspended and when it is safe to resume. When lightning is sighted, the umpires shall count the seconds between the flash of lightning and the sound of thunder. If the time between lightning and thunder is less than 30 seconds play will be suspended immediately for a minimum of 30 minutes and must not resume until 30 minutes after the last audible thunder.

### **Excessive Heat**

The CT Community Competitions Administrator and/or delegate shall have the discretionary power to cancel all play in all matches in any grade on a particular day when excessively hot weather either in the lead up to or during match is anticipated to significantly impact the health and wellbeing of players competing in a match. For a scheduled Two-Day match, this may be either the first or the second day.

The CT Community Competitions Administrator and/or delegate shall have the discretionary power to vary the start time and/or number of overs to be bowled in a particular match, or all matches in a particular grade. Participating in hot conditions will affect different individuals to different extents and differing ways. Factors which can influence the effect on different individuals include:

- Individuals level of fitness and general health;
- The preparation of the individual has undertaken in the lead-up to the match;
- Whether, or how many times the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating;
- Age of the individual;
- The measures the participant takes to ensure proper re-hydration during and after participating.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individual themselves. To ensure participant safety, clubs should:

- Monitor participants and ensure that individuals at particular risk do not take part in conditions in which they are at undue risk;
- Place no pressure on any participant to refrain from withdrawing from any match, or day of a match, or part of a day, for health reasons;
- Ensure participants have every opportunity under the Laws and By-Laws to re-hydrate during and after participation.

Guidelines for Umpires:

- The By-Laws provide for drinks to be taken more than twice per session in excessive hot weather conditions. The number of drinks breaks in a session may be increased, provided, only that the periods of play between drinks, or between interval and drinks, are no less than 35 minutes.

No player is forced by Cricket Tasmania to participate in any match and Clubs shall place no pressure on any participant if he/she considers withdrawing from any part of a match for health reasons.

### **Smoke**

Cricket Tasmania's policy is for decisions on playing cricket in smoke-affected areas to be made by the appointed umpires (or coaches if no umpires have been appointed) at individual venues, as for other weather events such as rain, lightning or poor light. The Laws of Cricket (2022 code) specify the umpires' role in determining each ground's fitness for play in Law 2.7 & 2.8.

Cricket Tasmania will only seek to cancel or abandon all games for the day in exceptional circumstances such as an active bushfire causing road closures and/or threatening multiple venues, evacuation notices and public health alerts for people to stay indoors.

**Recommendations:**

In order to support decision-making, Cricket Tasmania makes the following recommendations:

1. Players or umpires with pre-existing cardio-respiratory conditions, including asthma, must take additional precautions when outdoors in smoky conditions. Participants with these conditions will often demonstrate symptoms of being affected by smoke earlier than others, and may experience wheezing, chest tightness and difficulty breathing. They should follow their asthma action plan, or their plan for managing flare-ups of other conditions. If they don't have a plan they should see their GP to prepare one.
2. Play should be delayed or suspended where smoke has an impact on player and/or umpire visibility. This includes picking the ball up out of the background, and the entire playing surface being visible.
3. Play should be delayed or suspended when any players and/or umpires are demonstrating physical symptoms of being affected by smoke. This includes itchy or burning eyes, sore throat, runny nose and a cough.
4. Resources such as the [AirRater](#) app and the [EPA's Real Time Air Quality Data](#) can be used to provide a snapshot of the air quality as measured at base stations around the state. These tools measure the concentration of smoke particles in micrograms per cubic metre. Two readings are typically provided, a PM<sup>10</sup> measurement for the concentration of large particles (usually dust, sea salt or gases) and a PM<sup>2.5</sup> measurements for the concentration of small particles (typically smoke).

The higher the PM<sup>2.5</sup> reading the greater the concentration of smoke particles in an area. Cricket Tasmania proposes the following ratings scale to assist in evaluating smoke particle density and the likelihood of it impacting on participant safety:

- i. A PM<sup>2.5</sup> measurements of 25 micrograms per cubic metre or higher will trigger an Air Quality Notification from the EPA. At this level those with cardio-respiratory conditions such as asthma, especially children, should initiate their action plan and consider whether participation in an active game is safe for them.
- ii. A PM<sup>2.5</sup> measurements of more than 100 micrograms per cubic metre would likely make exercising outdoors uncomfortable for even those without a cardio-respiratory condition, and umpires should consider delaying or suspending play until conditions improve, or abandoning play.

Air-quality readings should not take the place of the subjective assessment of conditions by umpires at individual grounds. Readings are taken at selected weather base stations around the state, and depending on the prevailing weather system, conditions could be markedly different at cricket grounds in the area. The data should only be used to support decision-making.

**MORE INFORMATION:**

For more information on air quality, outdoor smoke and health alerts, please consult the resources listed below:

**Department of Health and Human Services:**

[https://www.dhhs.tas.gov.au/publichealth/alerts/air/bushfire\\_smoke](https://www.dhhs.tas.gov.au/publichealth/alerts/air/bushfire_smoke).

<https://www.dhhs.tas.gov.au/publichealth/air>

**EPA Real-Time Air Quality Data**

<http://epa.tas.gov.au/epa/real-time-air-quality-data-for-tasmania>

**AirRater APP – for Android or iOS devices**

<http://airrater.org/>

**TasAlert**

<http://www.alert.tas.gov.au/>

## APPENDIX “K”

# Community Cricket Concussion and Head Trauma Guidelines

Australian Cricket

# Community Cricket Concussion and Head Trauma Guidelines

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Version: 2.0

Date last reviewed: 01.08.2018

Review frequency: Annual

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## 1 EXECUTIVE SUMMARY

1.1 Community Cricket representatives and participants should take a conservative approach to managing concussion.

1.2 Participants in Community Cricket should wear appropriate and well fitted protective gear including helmets.

1.3 Any player or official that has a suspected concussion should:

1.3.1 be immediately removed from the training and playing environment;

1.3.2 not return on the same day without medical clearance;

1.3.3 not drive a motor vehicle or take part in any activity that put themselves or others at risk; and

1.3.4 be assessed by a qualified medical doctor.

1.4 Any player or official with a confirmed concussion should:

1.4.1 not return to play or train on the same day; and

1.4.2 only return to play or train once cleared by a qualified medical doctor.

## 2 INTRODUCTION

2.1 Australian Cricket considers it critical to pursue best practice in prevention and management of concussion and head trauma arising in the course of participating in organised cricket competitions and training sessions, including Community Cricket.

2.2 Cricket Australia (CA) endorses the 2016 Berlin Expert Consensus Statement on the management of Concussion (Berlin Guidelines) and aims for these Guidelines to be consistent with the Berlin Guidelines noting that the rules of cricket do not allow for the complete implementation of the Berlin Guidelines, mainly due to the inability to fully substitute players in some competitions.

## 3 SCOPE

3.1 This Guideline applies to: (i) all male and female players and (ii) all umpires (collectively referred to as Participants):

3.1.1 participating in any organised community (that is, non-elite including Premier Cricket) cricket competitions and matches or training for such competitions or matches (collectively, Community Cricket); and

3.1.2 who receive a blow to the head or neck (either bare or while wearing protective equipment), whether by ball or otherwise.

3.2 Australian Cricket recommends Affiliated Clubs and Associations enforce these Guidelines for Participants taking part in Community Cricket training, matches and competitions.

## 4 RELATED DOCUMENTS

4.1 Club Assist Well Played Resource Guide  
(<http://community.cricket.com.au/clubs/wellplayed>)

## 5 PROTECTIVE EQUIPMENT REQUIREMENTS

5.1 Australian Cricket recommends that all players wear properly fitted BS7928:2013 compliant helmets when batting, fielding with seven meters of the bat (except for offside slips and gully fielders) and when wicket-keeping up to the stumps (regardless of age).

5.2 Australian Cricket recommends that umpires wear properly fitted BS7928:2013 compliant helmets.



5.3 The use of products/attachments properly fitted to helmets that provide additional protection for the vulnerable neck/occipital area of the batsman (Neck Guards) is also recommended.

5.4 Australian Cricket recommends that helmets should be replaced immediately following a significant impact (a blow to the helmet) in accordance with the manufacturer's recommendations.

## 6 HEAD AND NECK TRAUMA MANAGEMENT

6.1 If a Participant receives a blow to the head or neck (whether wearing protective equipment or not), follow the Guidelines below. If there is doctor or other medically trained person available, they should attend to the participant and use the process outlined below and in the Concussion Assessment Flowchart. If there is no doctor or medically trained person available; either a player, coach or administrator from the same team or match official should manage this process:

(a) Ask the Participant how they are feeling as soon as possible after the incident – preferably before play resumes; (b) Assume that the Participant has sustained a concussion if the Participant reports any of the following symptoms as a result of the head or neck impact; a. dizziness; b. headache; c. nausea; d. feeling vague; and/or e. amnesia (ask the Participant a series of easy questions such as the name of the two teams playing the game, the day of the week, the month of the year and the current Australian Prime Minister).

If the Participant is suffering any of these symptoms, the Participant should seek further medical care at a local medical centre, hospital or general practitioner / medical doctor before resuming playing, training or umpiring. (c) If the Participant has any of the following signs and symptoms;

- a. loss of consciousness for any time;
- b. amnesia – inability to remember recent details;
- c. inability to keep balance;
- d. nausea or vomiting not explained by another cause, such as known gastroenteritis; and/or
- e. fitting,

an ambulance should be called by dialling 000. In no circumstance should the Participant resume playing, training or umpiring until an assessment is made by a qualified medical doctor. The Club or Association may request clearance by a qualified medical doctor prior to permitting the Participant to resume playing, training or umpiring.

6.2 If the Participant reports any of the symptoms above, the doctor (or medically trained person), the team (captain, coach, administrator or official) that attended to the participant should direct the Participant stop playing, training or umpiring and the Participant must do so.

6.3 If the Participant is suspected, presumed or has an established concussion, the Club or Association should seek a clearance by a qualified medical person before the Participant be permitted to return to playing, training or umpiring, in line with Section 7 below.

6.4 If the Participant is suspected, presumed or has an established concussion, the Participant should not be performing activities that may put themselves and others at risk such driving a motor vehicle, climbing ladders, riding a bike etc. until medically cleared to do so.

6.5 More serious co-existing diagnoses (e.g. fractured skull, neck injury) should be managed as an emergency priority and once these are excluded then diagnosis of concussion can be considered. In all circumstances, an ambulance should be called.

## 7 RETURN TO PLAY

7.1 If a Participant has been diagnosed with a concussion, the final determination on whether the Participant may return to play, must be made by a qualified medical doctor.



7.2 Participant must not return to play on the same day if the diagnosis of concussion is established.

7.3 The gradual return to play should be followed. An example of a gradual return to play program is outlined in Appendix 1. It should be noted that the activities are examples and a guide to return to play.

7.4 A Participant may be required to sit out the duration of a multi-day match and/or further matches as advised by medical staff.

7.5 It is recommended that any player returning to;

(a) training should be approved and under the guidance of a qualified doctor (b) play after a diagnosis of concussion should provide his/her club with a letter from a qualified medical doctor stating that he/she have recovered from the concussion and medically fit to return to play.

#### 8 JUNIOR PLAYERS

8.1 Managing concussion in junior players requires a more conservative approach. If concussion is suspected or confirmed in a junior player based on the criteria in section 6.1 above, they should be removed from playing and training (cricket or other sports) until cleared to return by a qualified medical doctor.

8.2 Recovery from concussion for adolescents is slower than in adults, so return to school and studying so be guided by medical advice.

#### 9 DOCUMENTATION

Cricket Australia recommends that all cases of concussion or suspected concussion (and all other head traumas) should be documented on an injury report. As a minimum, the injury report should record the date and time of the incident. The venue and how the incident occurred (e.g. batting, fielding) and any of the symptoms reported or signs observed.

APPENDIX 1. EXAMPLE OF GRADUAL RETURN TO PLAY AFTER CONCUSSION

Stage	Recommended Activity
Complete physical & cognitive rest	Relative physical and cognitive rest for a minimum of 24hrs post incident, and until all symptoms & signs have resolved.
Light aerobic exercise	Walking, swimming or stationary cycling maintaining intensity around 70% estimated maximum heart rate  No resistance/strength training
Sport-specific exercise	Running drills e.g. 10 x 50m runs. Walk back to the start between repetitions. Not to exceed 80% estimated maximum heart rate  No cricket or strength/resistance training activities
Non-competitive skills training	Progression to more complex training drills e.g. bowling drills (no batsman), fielding drills, batting drills/throw-downs  Sub-maximal resistance/strength training. No additional conditioning
Full Training	Full participation in cricket and strength and conditioning training at a volume and intensity appropriate to the time lost to injury.  Should include skills that challenge physical and cognitive capabilities.
Return to play	Available for selection if has remained symptom and sign free for 24 hours, and with written clearance from an appropriately qualified trained medical doctor.  If being considered for selection inside the minimum 6-days return, then clearance from a 'medical specialist' experienced in managing neurological conditions or concussion should be gained e.g. neurosurgeon, neurologist or sports & exercise physician

# APPENDIX “L”

## Cricket Tasmania Doubtful Bowling Action Procedure

### 1.0 Introduction

- 1.1 The aim of these procedures is to ensure that all bowlers playing in Cricket Tasmania competitions have actions that comply with Law 21.2 and the ICC Illegal Bowling Action Procedures.
- 1.2 This procedure details the process for dealing with players bowling with a doubtful action.
- 1.3 Nothing contained herein shall override an umpire’s responsibility and discretion to apply Law 21.

### 2.0 Umpires

#### 2.1 Cricket Tasmania

Cricket Tasmania umpires have a duty to ensure the game is played within both the Laws and the Spirit of the game, Umpires must police Law 21.2 “Fair Delivery – The Arm”, read in conjunction with Law 21.3 “Definition of fair delivery – the arm”, by notifying Cricket Tasmania if they observe any bowler in a match situation who, in their opinion, possesses an action that may contravene these Laws.

#### 2.2 Cricket Tasmania has instructed umpires as follows:

##### 2.2.1 There are three categories of delivery:

- a. Fair Delivery;
- b. Illegal Delivery (Blatant Throw); and
- c. Doubtful Delivery

**Illegal Delivery:** *If an umpire believes a bowler has bowled a delivery that is clearly illegal (i.e. deliberately and blatantly thrown), the umpire shall apply Law 21.3 during the match and cite the bowler on the Doubtful Bowling Action Form after the match and include comment in their Match Report.*

**Doubtful Delivery:** *If an umpire believes a bowler has bowled with an action that may be illegal, the umpire should not “call” the bowler, but note the bowler’s name on the Doubtful Bowling Action Form and include comment in their Match Report.*

**Cite:** *If an umpire has called a bowler for an action that is illegal during the match, the umpire should Cite that bowler on the Doubtful Bowling Action Report Form.*



*Note;* If an umpire is suspicious that a bowler has bowled a ball with an action that *may be illegal*, the umpire should *Note* that bowler on the Doubtful Bowling Action Report Form.

*Umpires, in deciding whether to call or report a player under these regulations, should use the naked eye viewing the action live.*

- 2.2.2 At the conclusion of a match where umpires have called an illegal delivery or identified a doubtful delivery, they shall complete the Doubtful Bowling Action Report detailing their concerns about the bowling action of the Player, including whether those concerns relate to the Player's bowling

action generally or whether they relate to one or more specific types of delivery. They shall also make comment in their Match Report. Following receipt of the doubtful bowling action report, CT will follow the below procedure;

### 3.0 Reporting Procedure

If a player is cited or noted by the umpires officiating in a match the following procedure will apply:

#### 3.1 Phase 1 (First Noting)

- 3.1.1 CT will contact the club President, Secretary and/or Coach and provide a copy of the umpires' report. The club is encouraged to investigate the matter and undertake any remedial work the club sees fit to ensure that the player's action is compliant with Law 21. During this time the player is permitted to continue bowling in matches.

#### 3.2 Phase 2 (Second Noting or First Citing)

- 3.2.1 Should a player be noted a second time or cited, CT will contact the club President, Secretary and/or Coach and provide a copy of the umpires' report.
- 3.2.2 CT will arrange for the player to be viewed by a CT Staff member including the taking of footage. This will occur as soon as possible after the player has been noted in an umpire report and preferably in a match.
- 3.2.3 If no match footage has been obtained within 30 days of the receipt of the umpires' report, the player will be required to arrange a time to be viewed and cease bowling until such time that the footage has been analysed as per Analysis procedure detailed below.
- 3.2.4 Should the analysis determine that the players action is illegal, they shall be permitted to continue bowling whilst undergoing remedial action for a period of six (6) weeks or until the end of the current season, whichever occurs sooner. Any umpire report noting or citing the player for a suspect or illegal action during this period will not result in progression to phase 3.
- 3.2.5 CT shall supply copies of footage and summary of analysis. CT Coaching Staff may be available to assist the club in remedial action.

#### 3.3 Phase 3 (Further Noting or Citing)

- 3.3.1 Should a player be noted or cited in the umpire report as per 2.2.2 above after the six-week correctional period as per 3.2, CT will contact the club President, Secretary and/or Coach and provide a copy of the umpires' report.

- 3.3.2 The player will be required to immediately cease bowling in CT competitions and undergo further analysis as per the process detailed below at Blundstone Arena – Bellerive.
- 3.3.3 Should the analysis determine that the players action is illegal, they shall be suspended from bowling for a period of eight (8) weeks or until the end of the current season, whichever occurs sooner. Umpires will be notified of players suspended from bowling.
- 3.3.4 Upon returning from eight (8) week suspension, should a player receive a further noting or citing in an umpires' report having already progressed through Phase 1, 2 & 3 above, 3.3.2 shall apply again. Should the analysis determine that a players' action remains illegal, they shall be suspended from bowling for a period of six (6) months. The six-month suspension will only take into account months in which CT competitions are scheduled. Umpires will be notified of payers suspended from bowling.
- 3.4 Phase 4 (Subsequent Noting or Noting)**
- 3.4.1 If having returned from a 6-month suspension, a player is cited or noted, the player will be required to submit for analysis.
- 3.4.2 Should the results of that reassessment deem the action illegal the player will be required to have the action proven legal through assessment before being allowed to bowl again in CT competitions.
- 3.5 Action by the Umpires**
- 3.5.1 At no stage throughout the above, is an umpire precluded from applying Law 21.3 and calling a bowler at any time provided the umpire is in no doubt that an action delivers an illegal delivery, as defined in 2.2.
- 3.5.2 Umpires will continue to complete reports on doubtful and/or illegal actions throughout the above process.
- 3.6 Action by Cricket Tasmania**
- 3.6.1 At each phase throughout the above process, CT will communicate with the players' club.
- 3.6.2 CT will maintain a register of noted and cited bowlers and as required disclose this information to umpires.
- 3.7 Duration of Reporting Procedure**
- Phase 1, 2 & 3 in the reporting procedure will be active for a period of 24 months. The 24-month period will recommence each time a player progresses through Phase 1, 2 or 3.
- If during Phase 1, 2 or 3 in the reporting procedure a period more than 24 months passes before the player is noted or cited again, they shall recommence the reporting procedure from Phase 2 regardless of whether it is a noting or citing.
- Once a player has progressed to Phase 4, they will not be allowed to bowl until he/she has their action deemed legal regardless of how much time has passed.



## 4.0 Analysis

If a Player is cited or noted in accordance with paragraph 3.2, 3.3 & 3.4 above, they shall be required to submit to an Analysis of their bowling action carried out as follows:

- 4.1 The Analysis shall be carried out by a panel comprising of; of Cricket Tasmania Match Officials department (or their nominee); representative of Cricket Tasmania High Performance Sports Science department. The concerning player's attendance is optional.
- 4.2 The Panel will consider the following:
  - 4.2.1 The video evidence referred to in paragraphs 3.2, 3.3 & 3.4 above.
  - 4.2.2 The Doubtful Bowling Action Report.
  - 4.2.3 The Assessment together with any image based evidence accompanying such assessment.
  - 4.2.4 Any further evidence that the Player and/or his representative wishes to present in the Player's defence. This may include a written report, a verbal submission, any expert evidence and image based evidence.
  - 4.2.5 Any written or video evidence that the Player's club team wishes to be considered on behalf of the Player.
- 4.3 The panel shall decide whether or not the Player has an Illegal Bowling Action, setting out the reasons why the decision has been reached, including a summary of the evidence on which the decision was based.
- 4.4 Within 14 days of the date of the Analysis, the Panel shall provide Cricket Tasmania with a written report (the Assessment). Where the Assessment concludes that the Player employed an Illegal Bowling Action during the Analysis, it should indicate whether the Player employed an Illegal Bowling Action generally or in respect of specific type(s) of delivery only.
- 4.5 Where the Assessment concludes that the Player did not employ an Illegal Bowling Action during the Analysis, it should, where relevant, indicate whether, the Player's bowling action during the Analysis was materially different to his action in the match in respect of which he was reported (whether generally or in respect of the specific type(s) of delivery (if any) identified in the Doubtful Bowling Action Report). The Assessment should also include any notes of concerns or complaints of the Player.

*Note: Cricket Tasmania Doubtful Bowling Action Analysis Protocols contains reference to a level of acceptable elbow extension of 15 degrees. Should the Assessment conclude that the Player's action exhibits a degree of elbow extension higher than the acceptable level; the action of the Player shall be deemed to be an Illegal Bowling Action. It should be noted that for the action to be classified as a legal action, the degree of elbow extension recorded for each and every delivery shall be within the level of acceptable elbow extension.*
- 4.6 In circumstances where the Assessment concludes that the Player employed an Illegal Bowling Action during the Analysis in respect of a specific type of delivery only, the Player will be allowed to continue bowling but subject to the warning (Warning) that should he continue to bowl any of the specific type(s) of delivery for which he has been found to have an Illegal Bowling Action, he will run the risk of being noted a second time. In these circumstances a further report resulting in an Analysis concluding that the Player has employed an Illegal Bowling Action



will result in the immediate suspension of the Player from bowling and such suspension shall be considered.

*Note: This is intended to cover the circumstances where a bowler employs a different technique to deliver a specific type of delivery e.g. propelling the ball out of the back of the hand to produce a "googly" or "doosra". It is not intended to cover the situation where the same basic technique is used to produce a different type of delivery e.g. more effort to produce a bouncer or a "yorker".*

- 4.7 Subject to the provisions of paragraph 4.5 above, throughout the period up to the date of assessment analysis report, the Player shall be permitted to continue bowling. At any time throughout this period the Player is subject to being called on the field by the umpire(s) in accordance with Law 21.2 and the consequences of such Law must apply. During this period a further Doubtful Bowling Action Report will however have no consequence.
- 4.8 The findings of CT analysis or reanalysis will be final. Any player/club disputing the results of analysis at any stage of the process will be required to, at their own cost, undertake further testing at the National Cricket Centre in Brisbane.

## 5.0 Re-assessment of player's action

- 5.1 Subject to the provisions below, a Player who has been suspended from bowling under these regulations, may apply to Cricket Tasmania for a re-assessment of their bowling action, provided that this application is not made earlier than 30 days prior to the suspension being concluded.
- 5.2 Such re-assessment shall be carried out in the same manner as the Analysis detailed earlier, with the addition of the comparison between the re-assessed action and the player's previously analysed action to determine the extent of the improvement to their action.
- 5.3 In the event of such re-assessment concluding that the player has remedied their action and that their action is no longer an Illegal Bowling Action, the Player's suspension shall be lifted and they shall be permitted to resume bowling.
- 5.4 In the event of such re-assessment concluding that the player has not remedied their action the panel will determine an appropriate period before an additional re-assessment can occur. For the avoidance of doubt, the panel will prescribe a period between 30 days minimum and up to 90 days' maximum after the date of the first re-assessment before the Player can to apply to Cricket Tasmania for a second re-assessment of his bowling action.
- 5.5 The Assessment resulting from the re-assessment will stand in the place of the original Assessment.

## 6.0 Analysis of the Bowling Action

### 6.1 Movements

- 6.1.1 Flexion - This movement takes place about a transverse axis and is a description of the movement that occurs when you move your arm forward. It is described as the approximation (moving closer together) of two ventral surfaces of the body e.g. flexing the elbow joint. There are a number of situations where this rule doesn't seem to apply e.g. at the ankle where the terms dorsi and plantar flexion are used to avoid confusion.
- 6.1.2 Extension - This movement is the opposite of flexion; it also takes place about a transverse axis and occurs when you approximate two dorsal surfaces e.g. straightening the elbow.
- 6.1.3 Hyperextension - An abnormal movement beyond the normal limit of extension, such as more than the 180 degrees of extension of the knee or elbow joints.
- 6.1.4 Abduction and Adduction - These movements take place about an antero-posterior axis and occur when the arm is taken sideways away from the body (abduction) and returned from such a position to the side of the body (adduction).

### 6.2 Acceptable Level of Elbow Extension

This should be set at a maximum of 15 degrees "Elbow extension" for all bowlers and types of deliveries. This specifically refers to extension of the forearm relative to the upper arm to the straight position. Elbow hyperextension or adduction is not included in the 15-degree tolerance threshold. It should be noted that in order for the action to be classified as a legal action, the degree of "elbow extension" recorded for each delivery should be within the 15-degree limit.

Figure 1a: Arm Horizontal – NO





Figure 1b: Arm Horizontal – YES



## 7.0 Video Footage

- 7.1 Where possible the video footage of the entire analysis shall be presented on a master tape. (If possible, rear, frontal and lateral views of the action shall be provided.)
- 7.2 If possible the master tape shall be converted to 50Hz / 60Hz (standard television footage is recorded at 25Hz) to enable more accurate evaluation of the player's bowling action.
- 7.3 Descriptive analysis during the footage should compare the actions of the bowler e.g. positioning of feet, angle of run up, position of the torso, velocity of arm, velocity of delivery (95% of match speed etc.). These comparisons should be clearly presented in the report.

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