



ACT PREMIER CRICKET RULEBOOK

2019/20

All Competitions

TABLE OF CONTENTS

1.	Interpretation and implementation of Rules	6
1.1	Glossary	6
1.2	Interpretation	7
1.3	Interpretation and application of Rules	7
1.4	Responsibility of Clubs	7
2.	Code of Conduct.....	8
2.1	Purpose	8
2.2	The Code.....	8
2.3	The Preamble - the Spirit of Cricket	8
2.4	General behaviour	8
2.5	Breach of Code	8
2.6	Powers of Discipline Committee	9
2.7	Penalty Guidelines	10
3.	Breaches of Rules	11
4.	The Competitions	13
4.1	The Premier Competitions	13
4.2	The Women's Competitions	13
4.3	Conditions of play for Competitions	13
4.4	Premier Clubs.....	13
4.5	The Club Championship.....	13
4.6	Competitions to be played in accordance with approved draws	13
4.7	Format of the Two Day Competitions (including Semi-Finals & Finals).....	13
4.8	Format of the One Day & Lynne O'Meara Premiership Cup Competitions (including Semi-Finals & Finals).....	14
4.9	Format of the first division T20 & Glenda Hall Shield Competitions (including Semi-Finals & Finals).....	15
4.10	Format of the second, third and fourth division T20 Competitions (including Semi-Finals & Finals).....	16
4.11	Ground allocation For Semi-Finals & Finals in all Competitions	16
5.	Eligibility requirements in all Competitions (including Semi-Finals & Finals)	18
5.1	General eligibility requirements.....	18
5.2	Special eligibility requirements for Women's Competitions	18
5.3	Eligibility requirements for Semi-Finals & Finals in Premier Competitions	18
5.4	Special eligibility requirements for Semi-Finals & Finals in Premier Competitions for junior players.....	20
5.5	Eligibility requirements for Semi-Finals & Finals in Women's Competitions	20
5.6	Consequences of playing an ineligible person in all Competitions	20
6.	General Rules for all Competitions	22
6.1	Laws of cricket to apply	22
6.2	Grounds, ground conditions and weather	22
6.3	The Players	22
6.4	Attire of Players and approval of uniforms	22
6.5	Umpires	23
6.6	Time keeping.....	23
6.7	Scorers & scoring	23
6.8	The ball.....	24
6.9	The bat	24
6.10	The pitch, creases & pitch markings	24
6.11	The wickets	24
6.12	Ground & pitch preparation	24
6.13	Upkeep & maintenance of turf pitches	25
6.14	Sightscreens.....	25
6.15	Covers	25
6.16	Intervals.....	25
6.17	Start & end of play.....	25
6.18	Innings, follow on, declarations & forfeiture of innings	25

6.19	The result & forfeiture of Matches	25
6.20	The over	25
6.21	Scoring runs & boundaries	25
6.22	Dead ball	25
6.23	No balls	25
6.24	Wides	25
6.25	Byes and Leg byes.....	25
6.26	Fiedler's absence & substitutes	26
6.27	Batter's innings & runners	26
6.28	Practice on the field.....	26
6.29	Wicket-keepers & fielders	26
6.30	Dismissals of batters	26
6.31	Fair & unfair play	26
6.32	Non-pitching deliveries	26
6.33	Players' conduct.....	26
6.34	Lightning.....	26
6.35	Injury prevention for young bowlers	26
7.	Administrative obligations for all Competitions.....	28
7.1	Match day submission of Match scores & results	28
7.2	Uploading Match results.....	28
7.3	Confirming or disputing results.....	28
7.4	Ground Reports.....	28
7.5	Captains Reports on Appointed Umpires.....	28
7.6	Defaulters	28
7.7	Commercial Guidelines	28
8.	Additional Conditions of Play in the Two Day Competitions (including Semi-Finals & Finals) 29	
8.1	Additional Conditions of Play in the Two Day Competition (including Semi-Finals & Finals)	29
8.2	Match format for 1st grade (including Semi-Finals & Finals)	29
8.3	Match format for 2nd grade (including Semi-Finals & Finals)	29
8.4	Match format for 3rd & 4th grade (including Semi-Finals & Finals)	29
8.5	Player attire	29
8.6	Hours of play (including Semi-Finals & Finals)	29
8.7	Intervals (including Semi-Finals & Finals).....	29
8.8	Making up lost playing time.....	30
8.9	Delay to start or no play on the first day of a Match.....	30
8.10	Number of overs to be bowled in a day	30
8.11	Requirement to bowl minimum overs before scheduled finish.....	30
8.12	Wicket or interruption to play within 2 minutes of scheduled finish.....	30
8.13	Extra Time.....	31
8.14	The result	31
8.15	Competition points	31
8.16	Replacement Rule – 12 th Player in 1 st grade	31
8.17	Replacement Rule – Representative Commitments	32
8.18	Fast short pitched bowling	33
8.19	Summary of playing conditions in Two Day Competitions.....	33
9.	Additional Conditions of Play in the One Day Competitions (including Semi-Finals & Finals) 34	
9.1	Additional Conditions of Play in the One Day Competitions (including Semi-Finals & Finals)	34
9.2	Match format for 1st grade & 2nd grade (including Semi-Finals & Finals)	34
9.3	Match format for 3rd,4th & 5th grade (including Semi-Finals & Finals)	34
9.4	Minimum number of overs to obtain a result.....	34
9.5	Player attire – 1st, 2nd 3rd & 4th grade	34
9.6	Player attire – 5th grade & 6 th grade	34
9.7	Hours of play (including Semi-Finals & Finals)	34
9.8	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals).....	34
9.9	Time for innings.....	35
9.10	Failure to bowl required overs in time	35
9.11	Reduction of overs if playing time is lost – first innings of a Match.....	35

9.12	Reduction of overs if playing time is lost – second innings of a Match.....	35
9.13	Powerplays.....	35
9.14	Fielding restrictions, including Powerplays	36
9.15	Maximum number of overs per bowler.....	36
9.16	Short pitched bowling.....	36
9.17	Free Hit After a No ball.....	37
9.18	Wides	37
9.19	The result	37
9.20	Competition Points	37
9.21	Summary of playing conditions in One Day Competitions.....	38
10.	Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals)39	
10.1	Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals).....	39
10.2	Match format for all divisions.....	39
10.4	Player attire	39
10.5	Hours of play (including Semi-Finals & Finals)	39
10.6	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals).....	39
10.7	Time for innings.....	39
10.8	Failure to bowl required overs in time – first fielding side	39
10.9	Reduction of overs if playing time is lost – first innings of a Match.....	39
10.10	Reduction of overs if playing time is lost – second innings of a Match.....	39
10.11	Powerplays.....	40
10.12	Fielding restrictions	40
10.13	Maximum number of overs per bowler.....	40
10.14	Short pitched bowling.....	40
10.15	Free Hit After a No ball.....	40
10.16	Wides	41
10.17	The result	41
10.18	Competition Points	41
10.19	Tied Semi-Finals, Finals and Knockout Round Matches	41
10.20	Procedure for the One1Eliminator	41
10.22	Summary of playing conditions in T20 Competitions	42
11.	Additional Conditions of Play in the ACT Premier Women’s Competitions (including Semi-Finals & Finals)	43
11.1	The Players (including extra Players)	43
11.2	Player attire	43
11.3	The innings in Women’s Competitions.....	43
11.4	The over in Women’s Competitions	44
11.5	Dangerous unfair bowling in Women’s Competitions	44
11.6	Wides in Women’s Competitions	44
11.7	Withdrawal from a Women’s Competition	44
11.8	Match format for Lynne O’Meara Premiership Cup	44
11.9	Minimum number of overs to obtain a result in a Lynne O’Meara Premiership Cup Match.....	44
11.10	Hours of play (including Semi-Finals & Finals) in Lynne O’Meara Premiership Cup Matches	44
11.11	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals) in Lynne O’Meara Premiership Cup Matches	44
11.12	Time for innings in Lynne O’Meara Premiership Cup Matches	45
11.13	Failure to bowl required overs in time in Lynne O’Meara Premiership Cup Matches.....	45
11.14	Reduction of overs if playing time is lost in Lynne O’Meara Premiership Cup Matches – first innings of a Match	45
11.15	Reduction of overs if playing time is lost in Lynne O’Meara Premiership Cup Matches – second innings of a Match	45
11.16	Powerplays.....	45
11.17	Fielding restrictions, including Powerplays	45
11.18	Maximum number of overs per bowler in Lynne O’Meara Premiership Cup Matches	46
11.19	The result in Lynne O’Meara Premiership Cup Matches	46
11.20	Competition Points for Lynne O’Meara Premiership Cup Matches	46
11.21	Match format for all Glenda Hall Shield matches.....	46

11.22	Minimum number of overs to obtain a result in Glenda Hall Shield Matches.....	46
11.23	Hours of play (including Semi-Finals & Finals) in Glenda Hall Shield Matches.....	46
11.24	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals) in Glenda Hall Shield Matches.....	47
11.25	Time for innings in Glenda Hall Shield Matches.....	47
11.26	Failure to bowl required overs in time in Glenda Hall Shield Matches.....	47
11.27	Reduction of overs if playing time is lost in Glenda Hall Shield Matches– first innings of a Match.....	47
11.28	Reduction of overs if playing time is lost in Glenda Hall Shield Matches– second innings of a Match.....	47
11.29	Powerplays.....	47
11.30	Fielding restrictions in Glenda Hall Shield Matches.....	47
11.31	Maximum number of overs per bowler in Glenda Hall Shield Matches.....	47
11.32	The result in Glenda Hall Shield Matches.....	48
11.33	Competition Points.....	48
11.34	Tied Semi-Finals and Finals in the Glenda Hall Shield.....	48
11.35	Procedure for the One1Eliminator in Glenda Hall Shield Matches.....	48
11.37	Summary of playing conditions in Women’s Competitions.....	49

1. INTERPRETATION AND IMPLEMENTATION OF RULES

1.1 Glossary

In these Rules:

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

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

Apparel Guidelines means any guidelines adopted from time to time by the Administering Body relating to apparel worn by Clubs in any Competition;

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

Approved Ball has the meaning given to it in Rule 6.8.2;

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

Board means the board of Cricket ACT;

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

Clubs means:

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

Commercial Guidelines means any guidelines adopted from time to time by the Administering Body relating to commercial arrangements between Cricket ACT, the Premier Clubs and third parties who support Cricket ACT and the Competitions;

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

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

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

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

Constitution means the Constitution of Cricket ACT;

Cricket ACT means the Australian Capital Territory Cricket Association Inc;

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

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

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

fast short pitched delivery has the meaning given to it in Rule 8.18.2, Rule 9.16.2, Rule 10.14.2 and Rule 11.5.3;

Forfeit has the meaning given to it by Rule 6.19.3;

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

Home Grounds are as follows for each club:

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

Law means a law of the Laws of Cricket;

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

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

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

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

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

Premier Competitions means the Competitions named in Rule 4.1.1;

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

Representative Commitments has the meaning given to it in Rule 8.17.1;

Representative Squad or Program means a group of players, coaches and administrators selected to participate in a match or series of matches representing:

- (a) Australia in a Test, First Class, One Day International, or T20 match (male or female);
- (b) a State in a First Class or One Day Domestic or other match (male or female);
- (c) a State or Territory in a Futures League match;
- (d) a Big Bash or WBBL franchise;
- (e) a State or Territory (or Cricket Australia) at a Cricket Australia carnival;
- (f) a Regional Bash team;
- (g) Cricket ACT or ACT Schools at an underage tournament; or
- (h) any other squad or program notified by Cricket ACT to the Clubs as a Representative Squad or Program;

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

Rules means the rules of the Competitions as set out in this Rulebook, and includes the Laws of Cricket as applied by these Rules;

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

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

Scorer has the meaning given to it under Rule 6.7.3;

Umpire means a person controlling a Match at any particular time, either as an Appointed Umpire or as an umpire nominated under Rule 6.5.5.

1.2 Interpretation

1.2.1 In these Rules, unless the context otherwise requires:

- (a) "registered as a player" means having complied with a Club's process of registration that entitles the person to represent that Club as a Player in a Match or Matches;
- (b) the singular includes the plural, and a gender includes every other gender;
- (c) "including" means "including, but not limited to";
- (d) if the date on or by which a thing must be done is not a business day, the thing

must be done on or by the next business day;

- (e) a reference to an annexure means an annexure to these Rules; and
- (f) where a word or expression is defined in these Rules, another part of speech or grammatical form of that word or expression has a corresponding meaning.

1.3 Interpretation and application of Rules

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

1.3.2 The Administering Body has no power to:

- (a) waive the application of a Rule; or
- (b) grant permission to a Club, Player or Official to breach a Rule; or
- (c) exempt a Club, Player or Official from the application of a Rule.

1.3.3 The Administering Body has no power to amend a Rule other than:

- (a) to correct an error made in the preparation of the Rules in accordance with Rule 1.3.1; or
- (b) in accordance with Rule 1.3.5.

1.3.4 The Administering Body may form a Rules Sub-Committee, which may be comprised of any number of people and such people as the Administering Body thinks fit.

1.3.5 New Rules or amendments to Rules proposed by a Rules Sub-Committee will only take effect if and when approved by the Administering Body.

1.3.6 The Rules, and any amendments to Rules, are to be published on the Cricket ACT website as soon as possible after their approval.

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

1.3.8 Subject to these Rules, an Administering Body may delegate to the Competitions Manager, in writing, such of its powers as the Administering Body deems necessary.

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

1.4 Responsibility of Clubs

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

2. CODE OF CONDUCT

2.1 Purpose

- 2.1.1 The adoption of this Code of Conduct (the **Code**), as set out in this Rule 2 and in **Error! Reference source not found.**, by Cricket ACT and all Clubs is to ensure that the spirit and traditions of the game of cricket are observed.
- 2.1.2 By the adoption of the Code, Cricket ACT and the Clubs undertake that they will act appropriately to ensure that the spirit and traditions of the game of cricket are maintained.
- 2.1.3 In this regard, Cricket ACT and the Clubs formally recognise the Preamble to the Laws - The Spirit of Cricket to be an integral part of the Code.

2.2 The Code

- 2.2.1 The Code complements and is in addition to:
- (a) Law 41.1 and the Preamble to the Laws of Cricket (as it relates to the Captains being responsible at all times for ensuring that play is conducted within the spirit of the game);
 - (b) Law 41.9 and Law 41.10
 - (c) Law 41.18.
- 2.2.2 The Code applies to Players, Umpires, Officials and members of Clubs (**players and officials**) and applies in respect of all Competitions, all Matches, representative competitions, representative matches and any match or event organised by or involving Cricket ACT.
- 2.2.3 Ignorance of the requirements of any of the provisions set out in the Code (including ignorance of the Laws of Cricket) is not a valid or justifiable excuse for players or officials, nor is it a reason for the Disciplinary Committee not finding a player or official guilty of any charge(s) or not imposing a penalty after finding a player or official guilty of a breach of the Code.

2.3 The Preamble - the Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket:

Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team. Thank the

officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Violence

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

Players

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

2.4 General behaviour

- 2.4.1 All Players, Umpires and Officials need to be aware that their actions have an effect on the enjoyment others receive from the game of cricket.
- 2.4.2 Players, Umpires and Officials should therefore make a deliberate effort to only make a positive effect on others and their enjoyment of the game.
- 2.4.3 This is particularly the case when interacting with younger Players, Umpires and Officials, whose enjoyment of the game of cricket is integral to the growth and development of the game, now and into the future,
- 2.4.4 Accordingly, Players, Umpires and Officials must:
- (a) use language that is appropriate in the circumstances and which does not disrespect or demean others or make others feel uncomfortable or embarrassed
 - (b) not use gestures or body language that could reasonably be understood to be disrespectful or demeaning to others or to make others feel uncomfortable or embarrassed
 - (c) understand that how they appropriately interact with other Players, Umpires and Officials will vary depending on the age and maturity of those Players, Umpires and/or Officials, the grade or level of cricket being played and other circumstances
 - (d) support and encourage Players, Umpires and Officials to act positively to encourage appropriate behaviour of others in ways appropriate for the circumstances.

2.5 Breach of Code

- 2.5.1 Alleged breaches of the Code, Law 41.19 or Law 42 by Players, Umpires or Officials may be reported by:

- (a) any Player or Official participating in a match (where the breach is alleged to have occurred);
 - (b) an Umpire officiating in a match where the breach is alleged to have occurred;
 - (c) the CEO of Cricket ACT; or
 - (d) any member of the Board.
- 2.5.2 Any report of an alleged breach must be made in writing to the Competitions Manager by noon on the first working day after the end of the Match.
- 2.5.3 The Competitions Manager must consider any report received under Rule 2.5.2 and determine whether or not to charge the player or official who is the subject of the report.
- 2.5.4 Nothing in Rule 2.5.3 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when determining whether or not to charge a player or official under Rule 2.5.3.
- 2.5.5 A player's or official's past conduct may be taken into account by the Competitions Manager when deciding whether or not to charge a player or official or in determining the Level of the offence.
- 2.5.6 The Competitions Manager must:
- (a) forward a copy of any report received under Rule 2.5.2 (whether or not a charge is laid);
 - (b) provide details of any charge made against the relevant player or official, including the Level of the offence; and
 - (c) provide details of any proposed penalty to be imposed upon the relevant player or official (with or without reference to the Penalty Guidelines set out in Rule 2.7);
- in writing to the secretary of the Club of the reported player or official before 5:00pm on the first working day after the end of the match from which the report arose.
- 2.5.7 The Club of the reported player or official, through the Club's secretary, may respond to any report and inform the Competitions Manager whether the charge and proposed penalty:
- (a) is accepted by the relevant player or official; or
 - (b) is disputed
- before 5:00pm on the second working day after the end of the match from which the report arose.
- 2.5.8 If the Club does not respond before 5:00pm on the second working day after the end of the match from which the report arose, or the charge is accepted, the Discipline Committee will impose the proposed penalty.
- 2.5.9 If a charge or proposed penalty is disputed, the charge will be heard by the Discipline

Committee at a hearing convened for that purpose.

2.6 Powers of Discipline Committee

2.6.1 Upon hearing a charge, the Discipline Committee may:

- (a) dismiss the charge; or
- (b) uphold or vary the charge and:
 - (i) require the player or official to be counselled by a specific member or members of the Discipline Committee;
 - (ii) officially reprimand the player or official;
 - (iii) suspend the member from participating in any number Matches for a specified period or from participating in 1 or more specified Matches (with or without reference to the Penalty Guidelines set out in Rule 2.7);
 - (iv) impose a monetary penalty on the player or official not exceeding \$500 or a higher fee set by the Board prior to the commencement of the current season; and/or
 - (v) recommend to Cricket ACT that the player or official be disqualified from the Association.

2.7 Penalty Guidelines

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

3. BREACHES OF RULES

- 3.1.1 Alleged breaches of the Rules by a Club or a person may be reported by:
- (a) any Player or Official participating in a Match (where the breach is alleged to have occurred);
 - (b) an Umpire officiating in a Match where the breach is alleged to have occurred;
 - (c) the CEO of Cricket ACT; or
 - (d) any member of the Board.
- 3.1.2 Any report of an alleged breach must be made in writing to the Competitions Manager by noon on the first working day after the end of the Match.
- 3.1.3 The Competitions Manager must consider any report received under Rule 3.1.2 and determine whether or not to charge the Club or person the subject of the report.
- 3.1.4 Without limiting any power or responsibility of an Administering Body, and subject to Rule 3.1.11, it is the responsibility of the Administering Body to adjudicate on alleged breaches of the Rules by Clubs and persons and impose penalties on Clubs and persons where a breach is determined to have occurred.
- 3.1.5 The Administering Body will perform the role described under Rule 3.1.4 at a meeting of the Administering Body, either as scheduled or specifically convened for the purpose.
- 3.1.6 When adjudicating upon an alleged breach of these Rules, the Administering Body will not include any representative from a directly affected Club or Clubs, though the Administering Body may require a representative or representatives from a directly affected Club or Clubs to provide it with information it considers relevant to the alleged breach.
- 3.1.7 The Administering Body will make decisions in relation to breaches of Rules and the application of penalties by consensus.
- 3.1.8 Other than a breach of the Code of Conduct, a breach of the Rules by a person (including a Player) is considered a breach of the Rules by the Club the person is registered with as a Player, or if not registered as a Player, the Club the person is most closely associated with, unless a Club can satisfy the Administering Body, in its absolute discretion, otherwise.
- 3.1.9 A breach of the Rules by a Club adjudicated by the Administering Body to be:
- (a) because of careless or casual disregard of the Rules, a genuine mistake made in its application of or understanding of the Rules, or ignorance of the Rules, is a **Minor Breach**;
 - (b) because of an intentional breach of the Rules or a deliberate disregard of the Rules, or is a continued Minor Breach or series of Minor Breaches, whether or not the Administering Body has previously adjudicated on those Minor Breaches, is a **Significant Breach**; and
 - (c) because of an intentional breach of the Rules or a deliberate disregard of the Rules *and* intended to advantage the Club that committed the breach (including by disadvantaging 1 or more other Clubs) is a **Major Breach**.
- 3.1.10 When adjudicating upon an alleged breach of these Rules or applying a penalty, the Administering Body may take into account any information that it, in its absolute discretion, considers relevant (including without limitation, any guidelines made by the Administering Body, past conduct of a Club, Player or person, the effect of the breach on the result of a Match, a person or the reputation of Cricket ACT or the Competitions).
- 3.1.11 For the avoidance of doubt, if a person is reported to the Competitions Manager for a breach of the Code of Conduct, the matter must be managed in accordance with the provisions of Part 2 without consideration by the Administering Body.
- 3.1.12 The Administering Body may delegate its responsibilities under Rule 3.1.4 to the Competitions Manager, but only in respect of a Minor Breach.
- 3.1.13 If a Club breaches a Rule, regardless of whether it is a Minor Breach, Significant Breach or Major Breach, and the breach is capable of remedy, the Club must remedy that breach as quickly as is reasonably possible.
- 3.1.14 If a Club breaches a Rule, regardless of whether it is a Minor Breach, Significant Breach or Major Breach, and the breach is capable of remedy by the Competitions Manager, the Competitions Manager may remedy that breach.
- 3.1.15 Remedy of a breach under Rule 3.1.13 or Rule 3.1.14 does not excuse a Club from the breach, but may be taken into account by the Administering Body when determining a penalty (if any).
- 3.1.16 In addition to Rule 3.1.19 and irrespective of any action taken by an Umpire in a relevant Match,
- (a) for Minor Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 10 Competition Points;
 - (b) for Significant Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 20 Competition Points, which may be applied in full or in part to a future season;
 - (c) for Major Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 50 Competition Points which may be applied

may be applied in full or in part to a future season.

- 3.1.17 The Administering Body may make guidelines that it may refer to, but will not be bound by, when imposing a penalty.
- 3.1.18 If the Administering Body imposes a penalty of a deduction of Competition Points on a Club, the points penalty may be imposed across 1 or more Competitions (at the Administering Body's absolute discretion) and may cause a Club to be on less than zero points at any time in 1 or more Competitions.
- 3.1.19 In addition to imposing any penalty under Rule 3.1.16, if the Administering Body considers, in its absolute discretion, that the breach of Rule (regardless of whether the breach is a Minor, Significant or Major Breach) had or had the potential to have a direct bearing on the result of a Match, the Administering Body may overturn the result of that Match by declaring the Match drawn or abandoned or by declaring the Match won, either on first innings or outright, to the side that did not commit the breach.
- 3.1.20 If the Administering Body overturns the result of a Match in accordance with Rule 3.1.19:
- (a) for the purposes of the Competition in which the Match was played, each side will be awarded Competition points in accordance with the result declared by the Administering Body (and additional to any penalty imposed under Rule 3.1.16); and
 - (b) for the purposes of the statistical records of Cricket ACT, all Players' scores and figures will stand, other than the scores and figures of any Player that was not eligible to play in the Match (in accordance with Rule 5.6.1).

4. THE COMPETITIONS

4.1 The Premier Competitions

- 4.1.1 The Premier Competitions are:
- the Two Day Competitions contested by the Clubs over four grades;
 - the One Day Competitions, contested by the Clubs over five grades; and
 - the Twenty Twenty (**T20**) Competitions contested by the Clubs, over four divisions; and

4.1.2 The Administering Body of the Premier Competitions is the Premier Cricket Competition Committee.

4.2 The Women's Competitions

- 4.2.1 The Women's Competitions are:
- the Lynne O'Meara Premiership Cup contested by the Clubs that nominate to contest it; and
 - the Glenda Hall Shield contested by the Clubs that nominate to contest it.

4.2.2 The Administering Body of the Women's Competitions is the Women's Cricket Council.

4.3 Conditions of play for Competitions

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

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

4.4 Premier Clubs

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

4.5 The Club Championship

4.5.1 In addition to the Competitions, the Premier Clubs will compete each season for the Club Championship.

4.5.2 The Club Championship will be determined by the results of the Premier Clubs (excluding Semi-Final and Final results) in the Premier Competitions and the Women's Competitions in accordance with the methodology set out at Annexure B.

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

4.6 Competitions to be played in accordance with approved draws

4.6.1 The Premier Competitions and the Women's Competitions must be played in accordance with a draw approved by Cricket ACT (**Competition Draw**), subject to any variation approved by the Administering Body (or its authorised delegate), in its absolute discretion.

- 4.6.2 Competition Draws approved by Cricket ACT must for each Match:
- specify the Competition that each Match forms part of;
 - be organised into Rounds of Matches (**Competition Rounds**), Semi-Finals and Finals, and specify the date or dates that each Match will be played;
 - specify the scheduled starting time and finishing time of each Match;
 - name the Clubs to play in each Match (except in the case of Semi-Finals and Finals or in Competition Rounds where the sides playing will be contingent on earlier results); and
 - allocate a ground that each Match is to be played on (except in the case of Semi-Finals and Finals or in Competition Rounds where the grounds to be used will not be determined until a later date).

4.6.3 Competition Draws may make provision for reserve days for any Semi-Final or Final.

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

4.7.1 In the Two Day Competitions, each Club will be drawn to play 1 Match against each other Club in the Competition Rounds for Competition Points.

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

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

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

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

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

Where Q is the quotient and:

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

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

- c = the total number of runs scored against the Club in the Competition Rounds; and
d = the total number of wickets the Club has taken in the Competition Rounds.
- 4.7.5 At the end of the Competition Rounds, the four Clubs in each Competition ranked highest under Rule 4.7.2 will play Semi-Finals as follows:
- the highest ranked Club will play the 4th highest ranked Club; and
 - the 2nd highest ranked Club will play the 3rd highest ranked Club.
- 4.7.6 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals.
- 4.7.7 The result of a Semi-Final will be in accordance with Rule 8.14 (and for the avoidance of doubt, a Club that loses the Match on the first innings, but wins the Match outright, will be the winner).
- 4.7.8 If a Semi-Final ends:
- ends in an outright tie;
 - ends in a tie on the first innings and there is no outright winner;
 - ends in a draw without a result on the first innings; or
 - is abandoned,
- the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.7.9.
- 4.7.9 Following the Semi-Final, a Final will be played in each grade between the winning Clubs of each Semi-Final played in that grade.
- 4.7.10 The highest ranked Club playing in a Final will be the Designated Club for that Final.
- 4.7.11 The result of a Final will be in accordance with Rule 8.14 (and for the avoidance of doubt, a Club that loses the Match on the first innings, but wins the Match outright, will be the winner).
- 4.7.12 The Club that wins the Final in a grade will be awarded the premiership for that grade.
- 4.7.13 If a Final:
- ends in a tie on the first innings and there is no outright winner;
 - ends in a draw; or
 - is abandoned,
- the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.7.12 and be awarded the premiership for that grade.
- 4.7.14 If the Final ends in an outright tie, then both Clubs that played in that Final will be awarded joint premiership for that Grade.
- 4.8 Format of the One Day & Lynne O'Meara Premiership Cup Competitions (including Semi-Finals & Finals)**
- 4.8.1 In the One Day Competitions in first to fourth grade and the Lynne O'Meara Premiership Cup, each Club will be drawn to play 1 Match against each other Club in the Competition Rounds for Competition Points.
- 4.8.2 All Matches played in the fifth grade Competition will be played for Competition Points between sides from the participating Clubs in accordance with the Competition Draw.
- Note: The awarding of Competition Points will be in accordance with Rule 9.20.*
- 4.8.3 At the end of the Competition Rounds, in each grade and in the Lynne O'Meara Premiership Cup, unless otherwise specified in the relevant Competition Draw, the Clubs will be ranked according to the Competition Points earned in the Competition Rounds.
- 4.8.4 If, at the end of the Competition Rounds, two or more Clubs in a Competition are equal on Competition Points, positions shall be determined by calculating a Net Run Rate (NRR) and the Clubs with equal Competition Points will be ranked in accordance with their respective NRR from highest to lowest.
- 4.8.5 NRR is calculated by deducting from the average runs per over scored by a Club in a Competition, the average runs per over scored against that Club in that Competition.
- 4.8.6 In the event of a Club being all out in less than its full quota of overs in a Match, the calculation of its NRR 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 it was dismissed.
- Note: For the purpose of Rule 4.8.6, the use of the full quota of overs applies only to the batting innings with the actual number of overs used for the bowling innings.*
- 4.8.7 Only Matches where results are obtained will count for the purpose of net run rate calculations.
- 4.8.8 Where a match is abandoned, but a result is achieved under Duckworth Lewis Stern method, NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth Lewis Stern method 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.
- 4.8.9 At the end of the Competition Rounds, the four Clubs in each Competition ranked highest will play Semi-Finals as follows:
- the highest ranked Club will play the 4th highest ranked Club; and
 - the 2nd highest ranked Club will play the 3rd highest ranked Club.
- 4.8.10 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals.

- 4.8.11 The result of a Semi-Final will be in accordance with Rule 9.19.
- 4.8.12 Following the Semi Final, a Final will be played in each grade between the winning Clubs of each Semi-Final played in that grade.
- 4.8.13 If a Semi-Final:
- ends in a tie;
 - ends in a draw; or
 - is abandoned,
- the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.8.10.
- 4.8.14 The highest ranked Club playing in a Final will be the Designated Club for that Final.
- 4.8.15 The result of a Final will be determined in accordance with Rule 9.19.
- 4.8.16 The Club that wins the Final in a grade will be awarded the premiership for that grade.
- 4.8.17 If a Final:
- ends in a draw; or
 - is abandoned,
- the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.8.16 and be awarded the premiership for that grade.
- 4.8.18 If the Final ends in a tie, then both Clubs that played in that Final will be awarded joint premiership for that Grade or the Lynne O'Meara Premiership Competition.
- 4.9 Format of the first division T20 & Glenda Hall Shield Competitions (including Semi-Finals & Finals)**
- 4.9.1 In the first division T20 Competition, each Club will be drawn to play 1 Match against each other in the Competition Rounds for Competition Points.
Note: The awarding of Competition Points will be in accordance with Rule 10.18.
- 4.9.2 In the Glenda Hall Shield Competition Matches will be played between participating Clubs for Competition Points in accordance with the Competition Draw.
Note: The awarding of Competition Points will be in accordance with Rule 10.18.
- 4.9.3 At the end of the Competition Rounds, in the first division T20 Competition and the Glenda Hall Shield Competition the participating Clubs will be ranked according to the Competition Points earned in the Competition Rounds.
- 4.9.4 If, at the end of the Competition Rounds, two or more Clubs in a Competition are equal on Competition Points, positions shall be determined by calculating a Net Run Rate (NRR) and the Clubs with equal Competition Points will be ranked in accordance with their respective NRR from highest to lowest.
- 4.9.5 NRR is calculated by deducting from the average runs per over scored by a Club in a Competition, the average runs per over scored against that Club in that Competition.
- 4.9.6 In the event of a Club being all out in less than its full quota of overs in a Match, the calculation of its NRR 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 it was dismissed.
Note: For the purpose of Rule 4.8.6, the use of the full quota of overs applies only to the batting innings with the actual number of overs used for the bowling innings.
- 4.9.7 Only Matches where results are obtained will count for the purpose of net run rate calculations.
- 4.9.8 Where a match is abandoned, but a result is achieved under Duckworth Lewis Stern method, NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth Lewis Stern method 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.
- 4.9.9 At the end of the Competition Rounds, the four Clubs in each Competition ranked highest will play Semi-Finals as follows:
- the highest ranked Club will play the 4th highest ranked Club; and
 - the 2nd highest ranked Club will play the 3rd highest ranked Club.
- unless otherwise determined in the Competition Draw.
- 4.9.10 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals unless otherwise determined in a Competition Draw.
- 4.9.11 The result of a Semi-Final will be in accordance with Rule 10.17 (and Rule 10.19).
- 4.9.12 Following the Semi Final, a Final will be played in each division between the winning Clubs of each Semi-Final played in that division.
- 4.9.13 If a Semi-Final:
- ends in a draw; or
 - is abandoned,
- the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.9.12.
- 4.9.14 The highest ranked Club playing in a Final will be the Designated Club for that Final.
- 4.9.15 The result of a Final will be determined in accordance with Rule 10.17 (and Rule 10.19).
- 4.9.16 The Club that wins the Final in a division will be awarded the premiership for that division.
- 4.9.17 If a Final:
- ends in a draw; or
 - is abandoned,

the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.10.17 and be awarded the premiership for that division.

4.10 Format of the second, third and fourth division T20 Competitions (including Semi-Finals & Finals).

- 4.10.1 In the T20 Competitions in second, third and fourth divisions, the Clubs will be divided into pools, and each Club in a pool will be drawn to play 1 Match against 1 other Club in that pool in a round of Matches (the **Knockout Round**).
- 4.10.2 The result of a Knockout Round Match will be in accordance with Rule 10.17 (and Rule 10.19).
- 4.10.3 Following the Knockout Round, each winning Club in a pool will play the other winning club in that pool in a Semi-Final.
- 4.10.4 The Club in each pool with the highest NRR following the Knockout Round will be the Designated Club for the respective Semi-Final.
- 4.10.5 NRR is calculated by deducting from the average runs per over scored by a Club in a Competition, the average runs per over scored against that Club in that Competition.
- 4.10.6 In the event of a Club being all out in less than its full quota of overs in a Match, the calculation of its NRR 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 it was dismissed.
- 4.10.7 Note: For the purpose of Rule 4.8.6, the use of the full quota of overs applies only to the batting innings with the actual number of overs used for the bowling innings.
- 4.10.8 Only Matches where results are obtained will count for the purpose of net run rate calculations.
- 4.10.9 Where a match is abandoned, but a result is achieved under Duckworth Lewis Stern method, NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth Lewis Stern method 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
- 4.10.10 If two relevant sides playing in a Semi-Final have the same NRR, the Designated Club will be decided before the Semi-Final Match by the toss of a coin.
- 4.10.11 The result of a Semi-Final will be in accordance with Rule 10.17 (and Rule 10.19).
- 4.10.12 Following the Semi Final, a Final will be played in each division between the winning Clubs of each Semi-Final played in that division.
- 4.10.13 If a Semi-Final:
 - (a) ends in a draw; or

- (b) is abandoned,
the Designated Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.8.10.

- 4.10.14 The Club with the highest NRR determined under Rule 4.10.5 playing in a Final will be the Designated Club for that Final.
- 4.10.15 If two relevant sides playing in a Final have the same NRR, the Designated Club will be decided before the Final by the toss of a coin.
- 4.10.16 The result of a Final will be determined in accordance with Rule 10.17 (and Rule 10.19).
- 4.10.17 The Club that wins the Final in a division will be awarded the premiership for that division.
- 4.10.18 If a Final:
 - (a) ends in a draw; or
 - (b) is abandoned,
both Clubs will be awarded the premiership jointly for that division.
- 4.11 Ground allocation For Semi-Finals & Finals in all Competitions**
- 4.11.1 Competition Finals in first grade or first division will be played at Manuka Oval if it is made available by the relevant Ground Authority, or, if Manuka Oval is not made available Football Park, if it is made available by the relevant Ground Authority.
- 4.11.2 Unless as otherwise provided for in a Competition Draw, and subject to Rule 4.11.1 and Rule 4.11.3, Semi Finals and Finals in all Competitions will be played at a Home Ground of the Designated Club, provided the ground is determined by the Competitions Manager to be suitable to host a Semi-Final of a Final.
- 4.11.3 If not otherwise specified in a Competition Draw and if no Home Ground of a Designated Club is available (either because it is being used by the Designated Club in a higher grade, it will not be made available by a Ground Authority or it is not determined suitable (see Rule 4.11.6)) for a Semi-Final or a Final, then the Competitions Manager will allocate a ground to play the Match on.
- 4.11.4 In allocating a ground under Rule 4.11.3, the Competitions Manager:
 - (a) must take into consideration the suitability of all available grounds;
 - (b) may (but is not obliged to) take into account any request from a Designated Club to play the Match at a specific ground; and
 - (c) must not allocate a ground that is a Home Ground of the Club opposing the Designated unless:
 - (i) the Designated Club has requested to play the Match at that ground; or
 - (ii) no other grounds are available (either because they are being used for another Match, will not be made

available by a Ground Authority or are not determined suitable).

- 4.11.5 The allocation of grounds for Semi-Finals and Finals under this Rule 4.11 must be approved by the Administering Body before the beginning of the Match.
- 4.11.6 In determining the suitability of a ground for use in a Semi-Final or Final under this Rule 4.11 the following factors will be taken into consideration:
 - (a) the ratings that the ground has received in Ground Reports throughout the season in all Competitions;
 - (b) facilities such as change rooms, toilet facilities and a functional kitchen available at the ground;
 - (c) availability of covers, sightscreens and scoreboard at the ground (and the effectiveness of each).
- 4.11.7 Nothing in Rule 4.11 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when making a determination of suitability of a ground.

5. ELIGIBILITY REQUIREMENTS IN ALL COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)

5.1 General eligibility requirements

5.1.1 In accordance with the By-Laws, a person is not eligible to play in a Match for any Club unless that person is registered as a player with that Club or the person has been deemed eligible to play in a Match under Rule 11.1.7.

Note: for a definition of "registered as a player" see Rule 1.2.1(a).

5.1.2 Subject to Rule 5.1.8, a person may only be registered as a player with 1 Club at a time and a person who is registered with more than 1 Club at any time is not be eligible to play in any Match.

5.1.3 The Administering Body may:

- (a) require any person who has played, or is intending to play, in a Match to provide evidence of registration with the relevant Club or evidence that the person is not registered with more than one Club (or evidence in relation to any relevant claim that the person may have made); and
- (b) without limiting any power of the Disciplinary Committee, suspend the person from playing in any Match if the Administering Body is not satisfied that the person:
 - (i) is registered as a player with a Club; or
 - (ii) is not registered as a player with more than one Club.

5.1.4 In accordance with the By-Laws, the Competitions Manager has responsibility for administering the transfer of registration of a person as player from a Club to another Club.

5.1.5 Nothing in Rule 5.1.4 prevents the Competitions Manager from referring any request for transfer of a person's registration to the Administering Body for its opinion or recommendation on the request.

5.1.6 A person is not eligible to play in a Match for any Club if the person is:

- (a) a Defaulter; or
- (b) otherwise serving a suspension from playing or has been disqualified from playing by Cricket ACT (including by the Discipline Committee or the Board), a Club or any other club or cricket association.

5.1.7 Subject to Rule 5.3.12, a person is not eligible to play in more than 1 Match in the same Round of Matches (but may field as a substitute).

5.1.8 Despite Rule 5.1.2:

- (a) a person registered to as a player with a junior cricket Club in the ACT may also register as a player with a Club;

- (b) a person registered as a player with a Club may also register as a player with another Club for the purposes of taking part in Women's Competition; and
- (c) a person registered as a player with a Club may also register as a player with another Club for the purposes of taking part in an over 50s competition.

5.1.9 A person is not eligible to play in a Match in a grade or division two or more grades or divisions lower than the grade or division the person last played in without the prior consent of the Competitions Manager.

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

5.2 Special eligibility requirements for Women's Competitions

5.2.1 In addition to the general eligibility requirements set out in Rule 5.1, person yet to turn 14 years old at midnight on 31 August of the year of the commencement of the relevant season, is not eligible to play in a Women's Competition without the prior consent of Competitions Manager.

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

5.3.1 For Semi-Finals in:

- (a) a One Day Competition, a person is eligible to play in a Semi-Final in a grade if the total number of One Day Matches played by the person in that grade and any lower grade for the Club the person is to represent is greater than or equal to 40% of the One Day Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure G);
- (b) a Two Day Competition, a person is eligible to play in a Semi-Final in a grade if the total number of Two Day Matches played by the person in that grade and any lower grade for the Club the person is to represent is greater than or equal to 40% of the Two Day Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure G);
- (c) the first division T20 Competition a person is eligible to play in a Semi-Final in a grade if the total number of T20 Matches played by the person in that division and any lower division for the Club the person is to represent is greater than or equal to 40% of the T20 Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure G),

- (d) a One Day Competition, Two Day Competition or the first division T20 Competition, a person is eligible to play in a Semi-Final in a grade (or division) if the total number of matches played by the person in that grade or division and any lower grade or division in the One Day Competition, the Two Day Competition or the first division T20 Competition for the Club the player is to represent is greater than or equal to 40% of the total number of Matches played by the Club in that Grade or division in the One Day Competition, the Two Day Competition and the first division T20 Competition at the date of the Semi-Final (refer to Annexure G).
- 5.3.2 For the purposes of Rule 5.3.1:
- (a) a Match has been played by a Club if the match commences (i.e. if a ball is bowled);
- (b) a person has played in a Match if the person was named on a Team Sheet for a Match that has been played and was present at the ground and able to take part in the Match;
- (c) if, in accordance with these Rules, a person is named on Team Sheets for more than 1 Match, the person will be deemed to have played 1 Match in the lower of the two relevant Grades;
- (d) Semi-Finals and Finals in a Competition will not be considered as a Match;
- (e) a person who, as reasonably determined by the Competitions Manager, did not play in a Match because of Representative Commitments will be deemed to have played that Match in the Grade that the player last played in (regardless of the total number of Matches that person has played in that grade); and
- (f) for the avoidance of doubt, no distinction will be made between Matches played in a One Day Competition, Matches played in a Two Day Competition and Matches played in a T20 Competition when calculating the number of matches played by a person or by a Club when determining eligibility under Rule 5.3.1(d) only
- 5.3.3 Nothing in this Rule 5.3 prevents the Competitions Manager from:
- (a) requiring any person or Club to provide evidence or information; and/or
- (b) requesting an opinion or recommendation from the Administering Body,
- in making a determination under Rule 5.3.2(e).
- 5.3.4 For Semi-Finals in a T20 Competition in second, third and fourth division, a person is eligible to play in a Semi-Final in a division if:
- (a) the person has played in that division or a lower division in the Knockout Round;
- (b) the person did not play in the Knockout Round and at the date of the Semi-Final has not played in a grade higher than the equivalent T20 division in the One Day Competition or the Two Competition in the same season; or
- (c) has been approved to play Semi-Finals in that division by the Competitions Manager at least 24 hours before the commencement of the Match.
- 5.3.5 Nothing in Rule 5.3.4(c) prevents the Competitions Manager from referring any request for approval under Rule 5.3.4(c) to the Administering Body for its opinion or recommendation on the request.
- 5.3.6 For Finals in a T20 Competition in second, third and fourth division, a person is eligible to play in a Final in a division if:
- (a) the person has played in that division or a lower division in the Knockout Round or a Semi-Final;
- (b) the person did not play in the Knockout Round or the Semi-Final and at the date of the Final has not played in a grade higher than the equivalent T20 division in the One Day Competition or the Two Competition in the same season; or
- (c) has been approved to play the Final in that division by the Competitions Manager at least 24 hours before the commencement of the Match.
- 5.3.7 Nothing in Rule 5.3.6(c) prevents the Competitions Manager from referring any request for approval under Rule 5.3.6(c) to the Administering Body for its opinion or recommendation on the request.
- 5.3.8 Subject to Rule 5.3.9(b), a person who is eligible to play in a Semi-Final in a Premier Competition is eligible to play in a Final in that Competition.
- 5.3.9 If a Club has teams in consecutive grades or divisions playing in a Semi-Final or a Final:
- (a) a person who is eligible to play the Semi-Final or Final in the higher grade or division is eligible to play the Semi-Final or Final in the lower grade or division, regardless of the number of Matches played by the person or the Club in the lower Grade or division; but
- (b) a person who is eligible to play in a Semi-Final in a lower Grade or division under Rule 5.3.9(a), but who does not play in the Semi-Final of the lower Grade or division is not eligible to play in the Final of the lower Grade or division under Rule 5.3.8, unless the Club also has a team playing a Final in the higher grade or division; and
- (c) nothing in this Rule 5.3.9 makes a person eligible to play in a Semi-Final or

Final in a grade or division more than one grade or division lower than the grade or division that the person is eligible for under Rule 5.3.1 or Rule 5.3.4.

5.3.10 Clubs playing in a Semi-Final or Final in a Competition (other than a Semi-Final in the second, third and fourth division T20 Competitions) must lodge their selected teams with the Competitions Manager before 5:00pm of the Wednesday before the relevant Semi-Final or Final is played and the Competitions Manager will notify the Club of any ineligible person selected in a team before 5:00pm of the Thursday before the relevant match commences.

5.3.11 Failure by the Competitions Manager to notify a Club that a person is ineligible to play in a Semi-Final or Final under Rule 5.3.10 does not make a person eligible to play or constitute a defence to a breach of Rule 6.3.2.

5.3.12 If a person is eligible to play a Semi-Final or Final in more than one grade, then the person may play in any number of those Matches, provided at all times that the person does not play in more than one Match on any day.

5.4 **Special eligibility requirements for Semi-Finals & Finals in Premier Competitions for junior players**

5.4.1 A Club may request that a junior player be deemed by the Competitions Manager to be eligible to play in a Semi Final or Final without having qualified under Rule 5.2.

5.4.2 Nothing in Rule 5.4.1 prevents the Competitions Manager from referring any request for consent under Rule 5.4.1 to the Administering Body for its opinion or recommendation on the request.

5.5 **Eligibility requirements for Semi-Finals & Finals in Women's Competitions**

5.5.1 For Semi-Finals in:

- (a) the Lynne O'Meara Premiership Cup, a person is eligible to play in a Semi-Final in a grade if the total number of Lynne O'Meara Premiership Cup Matches played by the person is greater than or equal to 40% of the Lynne O'Meara Premiership Cup Matches played by the Club at the date of the Semi-Final (refer to Annexure G);
- (b) the Glenda Hall Shield, a person is eligible to play in a Semi-Final in a grade if the total number of Glenda Hall Shield Matches played by the person is greater than or equal to 40% of the Glenda Hall Shield Matches played by the Club at the date of the Semi-Final (refer to Annexure G);
- (c) the Lynne O'Meara Premiership Cup and the Glenda Hall Shield, a person is eligible to play in a Semi-Final in either

the Lynne O'Meara Premiership Cup and the Glenda Hall Shield if the total number of matches played by the person in Lynne O'Meara Premiership Cup and the Glenda Hall Shield for the Club is greater than or equal to 40% of the total number of Matches played by the Club in the Lynne O'Meara Premiership Cup and the Glenda Hall Shield at the date of the Semi-Final (refer to Annexure G).

5.5.2 For the purposes of Rule 5.5.1:

- (a) a Match has been played by a Club if the match commences (i.e. if a ball is bowled);
- (b) a person has played in a Match if the person was named on a Team Sheet for a Match that has been played and was present at the ground and able to take part in the Match;
- (c) a person has played in a Match if the person was named on a Team Sheet for a Match and the match was forfeited by the opposing Club (provided that the Team Sheet is electronically uploaded and also emailed to the Competitions Manager by 12.00pm of the Monday following the scheduled Match);
- (d) Semi-Finals and Finals in a Womens' Competition will not be considered as a Match;
- (e) a person who, as reasonably determined by the Competitions Manager, did not play in a Match because of Representative Commitments will be deemed to have played that match in the Grade that the player last played in (regardless of the total number of Matches that person has played in that grade); and
- (f) for the avoidance of doubt, no distinction will be made between Matches played in Lynne O'Meara Premiership Cup and the Glenda Hall Shield when calculating the number of matches played by a person or by a Club when determining eligibility under Rule 5.5.1(c) only; and

5.5.3 Nothing in this Rule 5.5 prevents the Competitions Manager from:

- (a) requiring any person or Club to provide evidence or information; and/or
- (b) requesting an opinion or recommendation from the Administering Body.

5.6 **Consequences of playing an ineligible person in all Competitions**

5.6.1 In addition to any penalty imposed on a Club by the Administering Body under Rule 3.1.16, if a person plays in a Match (including a Semi-Final or a Final) despite being ineligible to do so, that Player's scores and figures will not be recorded in the statistical records of Cricket ACT.

6. GENERAL RULES FOR ALL COMPETITIONS

6.1 Laws of cricket to apply

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

6.2 Grounds, ground conditions and weather

- 6.2.1 Clubs must not play on any ground that has not been released for play by the relevant Ground Authority or that is not fit for play.
- 6.2.2 In the absence of express notice from the Ground Authority that a ground has not been released or is not fit for play, the Appointed Umpires (if any) will determine whether or not the Ground has been released for play or is fit for play.
- 6.2.3 In the absence of express notice from the Ground Authority and the absence of Appointed Umpires, Law 2.7 will not apply and the Captain of the Designated Club, acting reasonably, must determine whether or not the ground has been released for play or is fit for play.
- 6.2.4 If a Ground Authority decides a ground will not be released for play on any day of a Match, the Ground Authority should advise a representative of the Designated Club as soon as reasonably possible.
- 6.2.5 If the Designated Club receives notice under Rule 6.2.4, all reasonable steps must be taken by the Designated Club to inform the opposing Club and the Competition Manager as soon as possible.
- 6.2.6 The Competitions Manager may cancel play on any ground or grounds due to actual or potential ground or weather conditions (including heat).
- 6.2.7 The Competitions Manager may alter the playing conditions of a Match due to actual or potential ground or weather conditions (including heat).
- 6.2.8 Nothing in these Rules prevents the Competitions Manager from:
 - (a) referring to any policy of Cricket ACT, Cricket Australia or any other body; and/or
 - (b) requesting an opinion or recommendation from the Administering Body,in making a decision under Rule 6.2.6 or Rule 6.2.7.
- 6.2.9 A breach of a playing condition made under Rule 6.2.7, is a breach of these Rules.

Note: The CACT Heat Policy is included at [XR] to these Rules but does not form part of these Rules unless incorporated under Rule 6.2.6 or Rule 6.2.7. The Competitions Manager is to have regard to, but is not bound by, that policy when making a decision under Rule 6.2.6 or Rule 6.2.7.

- 6.2.10 Clubs must not move a Match from the ground specified in the Competitions Draw without the prior approval of the Administering Body or the Competitions Manager.

6.3 The Players

- 6.3.1 Law 1 applies as modified by these Rules (particularly the Additional Conditions of Play).
- 6.3.2 A person must not play, and a Club must not allow a person to play for that Club, in a Match (including, for the avoidance of doubt, Semi-Finals and Finals) unless the person is eligible play in that Match.

Note: Eligibility requirements for all Competitions (including Semi-Final and Finals) are set out in Part 5 of these Rules.
- 6.3.3 A person must not play in a Match unless the person is nominated as a Player in writing prior to the toss on a Team Sheet for the Match.
- 6.3.4 A Team Sheet must:
 - (a) include notice of the age of any Player to whom Rule 6.35 (bowling age restrictions) applies;
 - (b) identify any Player being replaced and the replacement Player under Rule 8.16 and the days on which each will be playing;
 - (c) identify any Players to be replaced and any replacement Players under Rule 8.17 and the days on which they will be playing;
 - (d) identify any Player being shared as a Player for the opposing side under Rule 11.1.5 (on the Team Sheet for both sides); and/or
 - (e) identify any Player taking part in a Match who is registered as a Player for a Club not taking part in the Match under Rule 11.1.6.

6.4 Attire of Players and approval of uniforms

- 6.4.1 While on the field of play during a Match, Players must wear correct cricket attire for the relevant Competition in accordance with the relevant Additional Conditions of Play.
- 6.4.2 All apparel to be worn in Competitions must be approved by the Administering Body prior to the commencement of the season that the apparel is first worn.
- 6.4.3 Clubs' badges or emblems may be displayed on any apparel together with sponsor's logos but must be approved by the Administering Body prior to the commencement of the season that the badge, emblem or sponsor's logo is first displayed on Club apparel.

6.4.4 For approval for new or changed apparel and new sponsor's logos to be granted, Clubs must submit a request in writing to the Competitions Manager, who may refer it to the Administering Body for consideration in accordance with the Apparel Guidelines.

6.4.5 In all Competitions:

- (a) protective helmets of any colour may be worn by batters and fielders (including bowlers);
- (b) Players may wear white hats or caps, or hats or caps of the Club they represent;
- (c) protective equipment other than helmets, leg guards, and batting and wicket-keeping gloves, must be worn under Player's clothing; and
- (d) at any time that a Player from the batting team is acting as an Umpire, the Player must wear apparel which clearly distinguishes him or her from the fielding team.

6.4.6 All batters and bowlers must wear spiked shoes or boots and such spikes must be made of suitable rigid material and be located on at least the front part of the sole of the shoe or boot.

6.4.7 The Competitions Manager may, in his or her reasonable discretion, grant a person permission to wear non-spiked footwear in a Match following written request to do so from that person.

6.5 Umpires

6.5.1 Law 2 applies, as modified by these Rules.

6.5.2 Law 2.1 does not apply in any Competition.

6.5.3 Law 2.2 does not apply in any Competition.

6.5.4 The ACTCAUSC may appoint umpires to control with absolute impartiality any Competition Match (**Appointed Umpires**).

Note: If only one Appointed Umpire is present at any times during a Match, for the purposes of these Rules, 'Appointed Umpires' refers to that Appointed Umpire alone.

6.5.5 If only one or no Appointed Umpires are present at any time during a Match, the Captain of the batting team must nominate a person or persons (that may or may not be Players) to act as an Umpire or as Umpires during the Match.

Note: If only one or no Appointed Umpire is present at any time during a Match, "Umpire" also refers to the person or persons nominated by the Captain of the batting team to act as an umpire or umpires for the time being.

6.5.6 When only one Appointed Umpire is present at a Match, the Appointed Umpire will act as the bowler's end umpire at all times, unless otherwise agreed by the ACTCAUSC and the Administering Body before the commencement of the Match.

6.5.7 When no Appointed Umpires are present at a Match, the Captains will perform the role of the

umpires under Law 2.3, Law 2.4, Law 2.5, Law 2.6, and Law 2.8.

6.5.8 Any decision to suspend play in a Match under Law 2.8.2 or not to resume play in a Match under Law 2.8.3 (including under Rule 6.34) made by the Captains pursuant to Rule 6.5.7 must be made in accordance with the Spirit of Cricket as that term is described in Rule 2.3.

Note: Without limiting the power or discretion of the Administering Body, if a Captain is alleged to have breached Rule 6.5.8, the Administering Body may take into account any evidence it considers relevant when adjudicating upon the alleged breach, including (without limitation) the state of play when play in the Match was suspended, witness statements, photographs and whether or not play was suspended at other grounds where Matches were being played on the same day.

6.5.9 A Captain must not nominate a person to act as an Umpire under Rule 6.5.5 unless that person has a good knowledge of the Laws and these Rules.

6.5.10 An Umpire nominated under Rule 6.5.5 must control the Match with absolute impartiality.

6.5.11 All Players will afford Umpires status as an Appointed Umpire while ever they are acting as an Umpire.

6.5.12 If the Captain of the fielding team has any concerns about the performance of an Umpire nominated under Rule 6.5.5 that Captain may advise the Captain of the batting team of those concerns.

6.6 Time keeping

6.6.1 The Umpires will keep the time, but in the absence of Appointed Umpires, the Captains must agree on the timepiece to be followed.

6.6.2 Clubs must not vary the starting and finishing times or the times for any adjournment of a Match other than in accordance with the Laws and these Rules, or with the prior written permission of the Administering Body.

6.7 Scorers & scoring

6.7.1 Law 3 applies.

6.7.2 Clubs must use all reasonable endeavours to ensure that Matches in:

- (a) the Two Day Competitions;
- (b) grades 1 to 4 of the One Day Competitions; and
- (c) the T20 Competitions;

are scored electronically in accordance with directions given by the Competitions Manager and must also keep score in a scorebook.

6.7.3 At all times during a Match the batting team must provide a person to keep score, and in the event that the fielding team has not provided a person to keep score, the team batting will provide a second person to keep score (the **Scorers**).

6.7.4 Each Club is encouraged (but is not required) to provide a Scorer who is not a Player to keep score for each Match, particularly in first grade and division one.

6.7.5 Scorers must keep scorebooks clear and legible and ensure that all Match details, including total team scores and progress scores, batters' names, scores and details of those batters' dismissals (including the names of relevant bowlers and/or fielders), bowlers' names and details of those bowlers' bowling figures, details of sundries, partnerships and the names of any Appointed Umpires are included in the scorebook when scoring the Match.

6.7.6 The Captain of each team competing in a Match must confirm the progress/result of the Match following the completion of each day's play by initialling the relevant page or pages of the scorebook.

Note: In the event of a discrepancy between scores, bowling figures are to take precedence over batting scores. If scores cannot be agreed, the matter must be referred to the Competitions Manager for a ruling.

6.8 The ball

6.8.1 Law 4 applies, as modified by these Rules.

6.8.2 Clubs must only use a brand and type of ball approved for use in the relevant Competition by these Rules (an **Approved Ball**).

Note: Approved Balls are listed at Annexure F.

6.8.3 The fielding side must provide to the Umpires the ball it intends to use prior to the commencement of the innings and the umpire may require the fielding side to replace the ball if it is not an Approved Ball or is otherwise, in the reasonable opinion of the Umpires, not suitable for use.

6.9 The bat

6.9.1 Law 5 applies, as modified by these Rules.

6.9.2 Law 5.7.2 and Law 5.8 do not apply.

6.9.3 The blade of a bat must not exceed 10.8cm (4.25 inches) in width.

6.10 The pitch, creases & pitch markings

6.10.1 Law 6 and Law 7 apply, as modified by these Rules.

6.10.2 Marks must be placed on pitches in accordance with the directions at Annexure C to assist Umpires identify the "protected area" as described in Law 41.11.

Note: Additional markings are required in One Day Competitions and T20 Competitions.

6.11 The wickets

6.11.1 Law 8 applies.

6.12 Ground & pitch preparation

6.12.1 Law 9 applies, as modified by these Rules.

6.12.2 Unless otherwise directed by the Competitions Manager, a Club must prepare, or arrange for

the preparation of, the ground and pitch for play in any Match drawn to be played on one of its Home Grounds regardless of whether or not the Club is playing in that Match.

6.12.3 The Club responsible for the preparation of the ground and pitch must use all reasonable endeavours to ensure that both the ground and the pitch are prepared in a satisfactory way and Law 9.3 only has application to the extent that the activities it describes are reasonably controllable by the relevant Club.

6.12.4 Satisfactory ground preparation includes (but is not limited to):

- (a) providing an outfield in a condition that is safe to play on and grass at a length that provides an opportunity for the Match to be played in a fair manner;
- (b) having all boundary and any fielding restriction markings clearly marked in accordance with the Additional Conditions of Play (if any) of the Competition being played; and
- (c) for Matches played over more than one day, in as near as same condition as possible on each day of the Match.

6.12.5 Satisfactory pitch preparation includes (but is not limited to):

- (a) having due regard to the guidelines for the preparation of a cricket pitch (see Annexure C);
- (b) having all markings clearly marked in accordance with 6.10.2 and the Additional Conditions of Play (if any relevant) of the Competition being played;
- (c) preparing the pitch to a standard that is safe and provides an opportunity for the Match to be played in a fair manner; and
- (d) for Matches played over more than one day:
 - (i) if the Match is played on consecutive days, the relevant Laws will apply; or
 - (ii) if the Match is played over two weekends, subject to Rule 6.12 the pitch must be newly prepared for the second weekend's play in as near as same condition as it was on the first weekend of the Match.

6.12.6 If, between playing days of a Match played over more than one day, the pitch is damaged or becomes unfit to play (however caused), the Captains may agree to continue the Match on another pitch at the same ground and the Match will continue and the end result will stand.

6.12.7 If another pitch is used in accordance Rule 6.12.6, this must be noted in the Ground Report.

6.13 Upkeep & maintenance of turf pitches

6.13.1 Clubs are responsible for the upkeep and maintenance of pitches at each of the Club's Home Grounds.

6.14 Sightcreens

6.14.1 Clubs are encouraged to provide sightcreens for Matches in all Competitions.

6.15 Covers

6.15.1 Law 10 applies as modified by these Rules.

6.15.2 Clubs must provide covers to protect the pitch and surrounding area from damage by water (**Covers**) for use at Home Grounds where first grade and second grade Matches are to be played (and are encouraged to provide Covers at other Home Grounds).

6.15.3 The Covers must cover the pitch and surrounding wicket area and should cover bowlers' run-ups.

6.15.4 A hessian underlay should be used on the pitch under Covers when Covers are to be used overnight or for an extended period of time.

6.15.5 Subject to Rule 6.15.6, prior to the start of a day's play in a Match, and during any suspension of play during a Match, the Designated Club must use all reasonable endeavours to use Covers to protect a pitch and surrounding wicket area that has been prepared, or is being prepared, from damage by rain.

6.15.6 If there is the reasonable likelihood of theft or vandalism to the Covers at grounds which are not enclosed, the Designated Club does not have to use Covers prior to the start of a day's play in a Match.

6.16 Intervals

6.16.1 Law 11 applies, as modified by these Rules (particularly the Additional Conditions of Play).

6.17 Start & end of play

6.17.1 Law 12 applies as modified by these Rules (particularly the Additional Conditions of Play).

6.17.2 Law 12.6, Law 12.7 and Law 12.8 do not apply.

6.18 Innings, follow on, declarations & forfeiture of innings

6.18.1 Law 13, Law 14 and Law 15 apply, as modified by these Rules.

6.18.2 For the purposes of Law 13.1, all agreements in relation to Match length and format are included in these Rules (particularly in the Additional Conditions of Play) and nothing in Law 13.1 allows Clubs to agree to vary the length or format of a Match beyond what is expressly provided for in these Rules.

6.19 The result & forfeiture of Matches

6.19.1 Law 16 applies.

6.19.2 For the purposes of Law 16.4, all agreements in relation to the results of Matches are included in these Rules (particularly in the Additional Conditions of Play).

6.19.3 A side will have Forfeited a Match if:

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

6.19.4 If a side Forfeits a Match:

- (a) it will be deemed to have conceded the Match in accordance with Law 16.3.1;
- (b) be penalised 2 competition points in the relevant Competition (which may cause a Club to be on less than zero points in that Competition); and
- (c) the opposing side will be deemed to have won the Match and will be awarded the maximum points gained in other Matches in that Round of the relevant Competition, including any bonus points awarded to any side (for the avoidance of doubt, if all other Matches in that Round in the relevant Competition are drawn, the side will be awarded the relevant number of points for a drawn or abandoned Match).

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

6.19.6 Nothing in Law 16.8 prevents the Umpires from referring a disputed result to the ACTCASUC, the Administering Body, the Competitions Manager or any third party for an opinion or recommendation on the dispute.

6.20 The over

6.20.1 Law 17 applies as modified by these Rules (particularly the Additional Conditions of Play for Women's Competitions).

6.21 Scoring runs & boundaries

6.21.1 Law 18 and Law 19 apply.

6.22 Dead ball

6.22.1 Law 20 applies.

6.23 No balls

6.23.1 Law 21 applies.

6.24 Wides

6.24.1 Law 22 applies, as modified by these Rules (particularly the Additional Conditions of Play).

6.25 Byes and Leg byes

6.25.1 Law 23 applies

6.26 Fiedler's absence & substitutes

- 6.26.1 Law 24 applies, as modified by these Rules (particularly the Additional Conditions of Play).
Note: Law 24.2 – Fielder absent or leaving the field of play, has different applications across different Competitions, as set out in the Additional Conditions of Play.

6.27 Batter's innings & runners

- 6.27.1 Law 25 applies.

6.28 Practice on the field

- 6.28.1 Law 26 applies.

6.29 Wicket-keepers & fielders

- 6.29.1 Laws 27 and 28 apply.

6.30 Dismissals of batters

- 6.30.1 Laws 29 to 40 (inclusive) apply.

6.31 Fair & unfair play

- 6.31.1 Law 41 applies, as modified by Rule 6.32.

6.32 Non-pitching deliveries

- 6.32.1 Law 41.7 applies.

6.33 Players' conduct

- 6.33.1 Law 42 applies, as modified by these Rules.

- 6.33.2 Law 42 only applies as it relates to Level 4 offences, as set out in Law 42.5.

- 6.33.3 For the avoidance of doubt, Law 42 and its modified application by these Rules does not affect the operation of Rule 2.

6.34 Lightning

- 6.34.1 If thunder follows a lightning flash by forty seconds or less, the conditions of ground and weather are deemed to be dangerous for the purposes of Law 2.8 and play must be suspended immediately and no person may remain on, or enter, the field of play, including to place covers on a pitch, for 30 minutes

- 6.34.2 If during the suspension of play under Rule 6.34.1 a lightning flash is followed by thunder less than 30 seconds later, the conditions of the ground and weather are continued to be deemed dangerous for the purposes of Law 28 and play will remain suspended, and no person may enter the field of play, for 30 minutes after that flash.

6.35 Injury prevention for young bowlers

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

Age of bowler (see Rule 6.35.9)	Maximum overs per spell	Maximum overs per day
Under 19	7	21
Under 17	6	16
Under 15	5	12
Under 13	4	8

- 6.35.2 A Player to whom Rule 6.35.1 applies must also be rested between spells of bowling:
- (a) for a minimum of 60 minutes (including the lunch and tea interval and any unscheduled breaks in play) in any Two Day Competition; and
 - (b) for a minimum of 30 minutes (including the lunch interval and any unscheduled breaks in play) in any One Day or T20 Competition, the Lynne O'Meara Cup or the Glenda Hall Trophy.
- 6.35.3 It is the responsibility of a Player's Captain to ensure that a Player does not bowl more overs than the Player is limited to in any spell of bowling in a Match or during, and is given the required period of rest between spells of bowling.
- 6.35.4 If an Umpire becomes aware of a breach of Rule 6.35.1 or Rule 6.35.2 they must direct the Captain to take the bowler off immediately, and if an over is in progress another bowler is to complete the over (and the replacement bowler must not have bowled the previous over, and must not bowl the subsequent over).
- 6.35.5 If a Player to whom Rule 6.35.1 applies changes between medium pace (or faster) and spin bowling during a day's play:
- (a) if the Player begins with medium pace (or faster) the Player is subject to the playing condition throughout the day; and
 - (b) if the Player begins with spin bowling and changes to medium pace (or faster) the playing condition applies from the time of the change (regardless of whether or not the Player reverts to bowling spin), and any overs of spin bowling bowled prior to the change will not be counted in either the current spell or the daily limit.
- 6.35.6 A Player who has bowled a spell of less than the maximum spell permitted for their age may bowl again prior to the completion of the necessary break, but this will be considered an extension of the same spell so that the Player's maximum spell limit will still apply and following the completion of the spell, the normal break between spells will apply and the break within the spell is disregarded.
- 6.35.7 A partial over will constitute one over for the purposes of calculating the numbers of overs bowled in a day and a spell of bowling.

- 6.35.8 If a bowler bowls in another match prior to a Competition Match, then all overs bowled in that match shall count towards the daily limit.
- 6.35.9 For the purposes of the table in Rule 6.35.1, a Player's age is their age at 31 August of the year that the relevant season commences.
- 6.36 Helmets**
- 6.36.1 A Player must wear a Cricket Helmet at all times in a Match when:
- batting;
 - at the time of delivery, the Player is wicket-keeping within 1 metre of the stumps; or
 - at the time of delivery, the Player is fielding within 7 metres of the centre of the popping crease at the striker's end, unless the Player is behind the wicket on the off-side.
- Note: a batter is not required to wear a helmet when at the non-striker's end, provided that the batter is wearing a helmet prior to the next time that the batter takes guard.*
- 6.36.2 An Umpire(s) must not allow a Match to continue during any time in which a Player is not in compliance with Rule 6.36.1(a).
- 6.36.3 If an Umpire allows play to continue in contravention of Rule 6.36.2, the Captain of the side opposing the offending Player may and must stop play.
- 6.36.4 If play is stopped under Rule 6.36.3 in a Match officiated by an Appointed Umpire(s), the Captain who stopped play must report it in the Captain's Report.
- 6.36.5 If play is stopped under Rule 6.36.3 it must not restart until either the relevant Player is wearing a Cricket Helmet, or, in the case of wicket-keepers or fielders, the Player has moved to a position on the field that does not require the wearing of a Cricket Helmet under Rule 6.36.1(a).
- 6.36.6 If play is stopped under Rule 6.36.3 for a period of more than 3 minutes, then:
- if play has been stopped because a Player is not wearing a Cricket Helmet while batting, the Player will be deemed to be out, Timed Out, in accordance with Law 40 and these Rules; or
 - in any other instance, the Match will be abandoned.
- 6.36.7 If a Match is abandoned under Rule 6.36.6(b):
- an Appointed Umpire may award the Match in accordance with Law 16.3; or
 - the result of the Match will be a draw.
- 6.36.8 The abandoning of a Match in accordance with Rule 6.36.6 or the awarding a result in accordance with Rule 6.36.7 does not excuse a Player or a Club of a breach of Rule 6.36.1(a) and does not limit any action that may be taken under Rule 2 or Rule **Error! Reference source not found.**
- 6.36.9 Without limiting the effect or application of any Rule, for the purposes of Rule **Error! Reference source not found.** and this Rule **Error! Reference source not found.**, the behaviour of a Player will be deemed to also be the behaviour of the Club that the Player is representing in the Match.
- 6.36.10 Nothing in Rule **Error! Reference source not found.** or this Rule **Error! Reference source not found.** prevents a Player from being reported in accordance with Rule **Error! Reference source not found.** and/or a Club from being reported in accordance with Rule **Error! Reference source not found.**

7. ADMINISTRATIVE OBLIGATIONS FOR ALL COMPETITIONS

7.1 Match day submission of Match scores & results

7.1.1 Unless a Match is scheduled to finish after 7:00pm, the Designated Club must submit Match scores for each Match played in accordance with the process set out in Rules 7.1.3 to 7.1.4 before 7:00pm on each day that a Match is played (or before 7:30pm if the Match concludes later than the scheduled close of play).

7.1.2 Results of Matches scheduled to finish after 7:00pm must be submitted in accordance with the process set out in Rules 7.1.3 to 7.1.4 before 12:00 midday on the day following the Match.

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

- (a) If the Match was not scored electronically or was not able to be uploaded electronically before 7:00pm on each day that a Match is played (or before 7:30pm if the Match concludes later than the scheduled close of play) for reasons outside the control of the Designated Club, the result must be submitted to the Canberra Times in accordance with procedures notified to all Clubs by the Competitions Manager and the result emailed to the Competitions Manager.

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

7.2 Uploading Match results

7.2.1 Before 12:00 noon on the second working day following the completion of the Match the result of the Match must be electronically uploaded by the Designated Club in accordance with directions given by the Competitions Manager.

7.3 Confirming or disputing results

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

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

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

7.3.4 Nothing in Rule 7.3.3 prevents the Competitions Manager from asking the

Administering Body, the ACTCAUSC or any other person for its opinion or recommendation when adjudicating on a disputed result.

7.4 Ground Reports

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

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

7.4.3 If no Appointed Umpires are present at a Match:

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

7.5 Captains Reports on Appointed Umpires

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

7.5.2 A Captain's Report must be either:

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

7.6 Defaulters

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

7.6.2 Clubs must give the Competitions Manager notice of any person it wishes to have included on the Defaulters list.

7.6.3 Clubs must give notice to Cricket ACT of any person who satisfies their obligations in full or comes to an agreement in relation to the outstanding financial obligation and ask for that person to be removed from the Defaulters list.

7.6.4 Upon such notice the person ceases to be a Defaulter regardless of how long it takes to update the list.

7.7 Commercial Guidelines

7.7.1 Clubs must have due regard to the Commercial Guidelines and do all things reasonably practicable to comply with them at all times.

- 8. ADDITIONAL CONDITIONS OF PLAY IN THE TWO DAY COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)**
- 8.1 Additional Conditions of Play in the Two Day Competition (including Semi-Finals & Finals)**
- 8.1.1 The Conditions of Play set out in this Part 8 are Rules and only apply to the Two Day Competitions.
- 8.2 Match format for 1st grade (including Semi-Finals & Finals)**
- 8.2.1 In the first grade Two Day Competition:
- (a) Matches other than Semi-Finals and Finals will be played over two days; and
 - (b) Semi-Finals and Finals will be played over three days.
- 8.2.2 Subject to Rule 8.10, a minimum of 96 overs are to be bowled each day of the Match.
- 8.2.3 There is no enforced compulsory closure.
- 8.2.4 Subject to Rule 8.16 and Rule 8.17, each side will be made up 11 Players.
- 8.2.5 For the avoidance of doubt, Law 24.2 applies.
- 8.3 Match format for 2nd grade (including Semi-Finals & Finals)**
- 8.3.1 In the second grade Two Day Competition:
- (a) Matches other than Semi-Finals and Finals will be played over two days; and
 - (b) Semi-Finals and Finals will be played over three days (unless otherwise specified in the Competition Draw).
- 8.3.2 Subject to Rule 8.10, a minimum of 96 overs are to be bowled each day of the Match.
- 8.3.3 There is no enforced compulsory closure.
- 8.3.4 Despite Law 1.1, and subject to Rule 8.16 each side will be made up of a minimum of 11 Players and a maximum of twelve 12 Players.
- 8.3.5 Despite Rule 8.3.4, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match (for the avoidance of doubt, the same 11 do not need to bat in each innings of a Match that has a second innings).
- 8.3.6 Law 24.2 does not apply.
- 8.4 Match format for 3rd & 4th grade (including Semi-Finals & Finals)**
- 8.4.1 In the third and fourth grade Two Day Competition Matches will be played over two days.
- 8.4.2 Subject to Rule 8.10, a minimum of:
- (a) 80 overs are to be bowled each day of the Match in Matches other than Semi-Finals and Finals; and
 - (b) 96 overs are to be bowled each day of the Match in Semi-Finals and Finals.
- 8.4.3 There is no enforced compulsory closure.
- 8.4.4 Despite Law 1.1, and subject to Rules 8.16 each side will be made up of a minimum of 11 Players and a maximum of twelve 12 Players.
- 8.4.5 Despite Rule 8.4.4, only 11 Players may field for the fielding side and only 11 Players may bat for the batting side in any innings of the Match (for the avoidance of doubt the same 11 do not need to bat in each innings of a Match that has a second innings).
- 8.4.6 Law 24.2 does not apply.
- 8.5 Player attire**
- For the purpose of Rule 6.4, in Two Day Competitions, correct cricket attire means:
- (a) long white or cream cricket trousers;
 - (b) white or cream shirts with a collar and white or cream sweaters or vests, with or without a coloured band on the collar and/or cuffs; and
 - (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.
- 8.6 Hours of play (including Semi-Finals & Finals)**
- 8.6.1 Subject to Rule 8.8, unless otherwise specified in the Competition Draw:
- (a) each day of Matches in first grade and second grade will start at 11:00am; and
 - (b) each day of
 - (i) Matches in third grade and fourth grade, other than Semi-Finals and Finals will start at 1:00pm; and
 - (ii) Semi-Finals and Finals will start at 11:00am.
- 8.6.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all days in all Matches is 6:00pm.
- 8.6.3 Under no circumstances will play extend past 7:00pm on any day of any Match.
- 8.6.4 In all Grades, if an outright result has been obtained earlier than the scheduled finish time, the Match is at an end.
- 8.6.5 If a first innings result has been obtained in a Match and no further result is reasonably likely, then the Captains may agree to end:
- (a) a Match, other than a Semi-Final or Final, at or after the tea interval on the second day;
 - (b) a three day Semi-Final or Final, at or after the close of play on the second day; or
 - (c) a two day Semi-Final or Final in third grade or fourth grade, at or after the lunch interval on the second day.
- 8.7 Intervals (including Semi-Finals & Finals)**
- 8.7.1 In first grade and second grade Matches there will be:

- (a) a scheduled lunch interval from 1:00pm until 1:40pm; and
- (b) a scheduled afternoon tea interval from 3:40pm until 4:00pm.
- 8.7.2 In third grade and fourth grade:
- (a) Matches, other than Semi-Finals and Finals there will be a scheduled afternoon tea interval from 3:20pm until 3:40pm; and
- (b) in Semi-Finals and Finals there will be:
- (i) a scheduled lunch interval from 1:00pm until 1:40pm; and
- (ii) a scheduled afternoon tea interval from 3:40pm until 4:00pm.
- 8.7.3 Nothing in these Rules prevents the Umpires and the Captains changing the times of scheduled intervals in accordance with Law 11.4, particularly in circumstances where additional time is added to a day's play under Rule 8.8.
- 8.8 Making up lost playing time**
- 8.8.1 If playing time is lost for any reason during a Match day, the scheduled finish time will be extended by the amount of time equivalent to the amount of time lost, subject to Rule 8.6.3.
- 8.8.2 If all time lost cannot be made up on the same day that it is lost, time equivalent to the amount of time lost but not made up will be added (up to a maximum of one hour per day) to the playing time of the following day or days (if any) of the Match by:
- (a) bringing forward the scheduled start of the day's play by 30 minutes (or if less than 30 minutes of playing time remains not made up); and
- (b) if the total lost time is not completely made up by bringing forward the scheduled start time, by extending the scheduled finish time by the remainder of time not made up (up to a maximum of 30 minutes).
- 8.8.3 For the avoidance of doubt, the total amount of time added to the hours of play under this Rule 8.8 must not exceed the total amount of time lost in the Match.
- 8.9 Delay to start or no play on the first day of a Match**
- 8.9.1 If the start of play on the first day of a Match is delayed or if no play is possible on the first day, then, subject to Rule 8.9.2, the Match will be played in accordance with the Additional Conditions of Play in the Two Day Competitions.
- 8.9.2 If no play is possible on first day of a Match in all Matches in a grade (other than in a Semi-Finals or Final), then all Matches in that grade in that round will be played on the second scheduled day as one innings Matches in accordance with the Additional Conditions of Play in the One Day Competition, except that:
- (a) Clubs must use an Approved Ball for the Two Day Competition they are competing in; and
- (b) Rule 8.5 will apply.
- 8.9.3 For the avoidance of doubt, for the purposes of Rule 8.9.2, if one ball is bowled in one Match in a grade on the first day of a round, then all Matches in that grade must continue to be played on the second day in accordance with the Additional Conditions of Play in the Two Day Competitions.
- 8.9.4 In all Matches (other than a Semi-Final or Final) where no play is possible on first day, regardless of whether or not the Match is to be played in accordance with Rule 8.9.2 or not:
- (a) a new toss for choice of innings must be taken; and
- (b) a new Team Sheet must be made.
- 8.10 Number of overs to be bowled in a day**
- 8.10.1 Subject to Rule 8.6.3, play must continue on each day of a Match until the completion of the minimum number of overs for the Competition (as provided for in Rule 8.3.1(a) and Rule 8.4.2 and as varied by this Rule 8.10), or the scheduled finishing time, whichever occurs latter.
- 8.10.2 If time is added to a day's play, in accordance with Rule 8.8, the number of overs to be bowled in a day of a Match will be increased by one for the number of minutes per over applicable to that grade, as set out in the table at Rule 8.19.
- 8.10.3 If playing time is lost for any reason during a Match day despite the application of Rule 8.8, then the number of overs to be bowled in a day will be reduced by one for the number of minutes per over applicable to that grade, as set out in the table at Rule 8.19.
- 8.10.4 If a change of innings occurs during a Match day, unless the change of innings coincides with an interval taken in accordance with Rule 8.7, the minimum number of overs to be bowled that day will be reduced by 3.
- 8.11 Requirement to bowl minimum overs before scheduled finish time**
- 8.11.1 Nothing in this Rule 8.11 limits an Umpire taking action under Law 41.9.
- 8.11.2 If, in the reasonable opinion of the Umpires a Club is, because of its slow over rate, responsible for the failure of the minimum numbers overs to be bowled in a day's play, the Umpires may report the Club to the Competitions Manager for a breach of Rule 8.2.2, Rule 8.3.2 or 8.4.2, as the case may be.
- 8.12 Wicket or interruption to play within 2 minutes of scheduled finish**
- 8.12.1 If, on any day's play in a Match other than the last day:
- (a) a wicket falls or a batter retires; or

(b) the Players leave the field for any reason within 2 minutes of the scheduled finish time, play will end for the day.

8.13 Extra Time

8.13.1 Subject to Rule 8.6.3, the Umpires may decide to play up to 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day), or an extra 15 minutes (minimum of 4 overs) at the end of the first two sessions if requested by either Captain if, in the Umpires' opinion, it could bring about an outright result on that day, or a first innings result on day two of a three day Match.

8.13.2 If extra time is added under Rule 8.13.1, unless the relevant result is achieved, the whole period must be played out even though the possibility of finishing the match may have disappeared before the full period has ended.

8.13.3 The amount of playing time added under Rule 8.13.1 will be deducted from the total number of hours of play remaining in the Match, and the Match will end earlier on the final day by the amount of time by which play was previously extended under this clause.

8.14 The result

8.14.1 In accordance with Law 16.1, if at the end of a Match, a side has scored a total of runs in excess of those scored in two completed innings of the competing side, that side wins the Match **outright**.

8.14.2 If, at the end of a Match the total number of runs scored by both sides is equal, and both sides have completed their second innings, the result is an **outright tie**.

8.14.3 If neither side wins the Match outright and the result is not an outright tie, but at the end of the Match one side has scored more runs in its first innings than the competing side scored in its first completed innings, then the side with the highest first innings total wins the Match **on first innings**.

8.14.4 If neither side wins the Match outright and the result is not an outright tie, and both sides score the same total of runs in their first completed innings, the result is a **first innings tie**.

8.14.5 A Match that has ended but has not reached a result under Rule 8.14.1, Rule 8.14.2, Rule 8.14.3, or Rule 8.14.4 is a **draw**.

8.14.6 A Match involving a forfeit will be subject at all times to Rule 6.19.4

8.14.7 In this rule **completed innings** means an innings:

- (a) declared closed (compulsorily or otherwise) or forfeited; or
- (b) in which 10 wickets have fallen; or
- (c) in which less than 10 wickets have fallen but which cannot continue because of the absence or incapacity of one or more players.

8.15 Competition points

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

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

8.16 Replacement Rule – 12th Player in 1st grade

8.16.1 Despite Rule 8.2.4, a Club may nominate 12 persons as Players in a Match on a Team Sheet in accordance with Rule 6.3.3, but no more than 11 Players may play on any day of that Match.

8.16.2 If 12 persons are nominated as Players for a Match in first grade, one Player must be replaced by another Player for one or more days of the Match.

8.16.3 The Player being replaced and the replacement Player must not take part in any Match in any Grade in any Competition (including not take part as a substitute fielder) on any day of the Match, other than on the day nominated on the Team Sheet as the day or days on which that Player will be playing.

8.16.4 For the avoidance of doubt, no variation can be made to a Team Sheet after the toss, and a Player that is nominated to not play on a particular day or days of a Match cannot play on that day or those days, regardless of any circumstances or events.

8.16.5 If a Player who is to be replaced under this Rule 8.16 is batting and not out at the end of the day's play (or had commenced batting, Retired Hurt, and had not recommenced that innings), the Player will be deemed to be

“Retired – out” in accordance with Law 25.4.3 at the close of play of that day.

8.16.6 If a replaced player under this Rule 8.16 is out and the side’s innings continues into the next day’s play, the replacement player must not bat in that innings, but may bat in any subsequent innings.

8.16.7 If a Player who is to be replaced under this Rule is bowling the final over of a day’s play and the over cannot be completed, the over may be completed by any Player on the next day’s play (in accordance Law 17.8).

8.17 Replacement Rule – Representative Commitments

8.17.1 For the purposes of this Rule 8.17 and any other Rule that relates to representative players or administrators, **Representative Commitment** means the commitments of a Player (whether as a player, coach, administrator or umpire) related to the Player’s participation in a Representative Squad or Program limited to:

- (a) taking part in a match;
- (b) taking part in a representative training match, including a match between two representative teams or squads and a match between players within the same Representative Squad or Program;
- (c) taking part in a Representative Squad or Program training session, including a cricket skills training session (including net practise), fitness session or a representative cricket related development or education session;
- (d) travel to and from an event listed in Rules 8.17.1(a), 8.17.1(b); or 8.17.1(c); and
- (e) subject to Rule 8.17.2, unavailability for a Match or part of a Match in compliance with a request by the body responsible for the relevant Representative Squad or Program not to play in the relevant Match or part of a Match due to cricket workloads or injury.

8.17.2 For the purposes of Rule 8.17.1(e), an injured or rested Player will only be considered to have a Representative Commitment if the request by the body responsible for the relevant Representative Squad or Program is:

- (a) made in writing (including by email) to the Player and the club the Player represents; and
- (b) provided as a copy to the Competitions Manager, the Umpires of the Match and the Administering Body representative of the opposing club in the Match, before the 5:00pm on the day before the relevant Match or relevant day’s play in a Match, and
- (c) clearly states the reason for the request and nominates the day or days which the

Player is requested not to take part in the Match.

Note: A request by a body responsible for a Representative Squad or Program for a Player not to play in a Match due to cricket workloads or injury does not, for the purposes of these Rules, make the Player ineligible to take part in a Match and the selection of that Player in a Match is not a breach of these Rules.

8.17.3 Despite any Law or Rule, a Player may be replaced in any Match if that Player has Representative Commitments on one or more days of play in the Match.

8.17.4 When it is known by a Club before the start of a Match that a person will have Representative Commitments (**Representative Player**) on one or more days of play in the Match, and the Club wishes to have the Representative Player play in the Match on days that the person does not have Representative Commitments and be replaced on the days that they are, the Club must nominate:

- (a) the Representative Player;
- (b) a replacement Player; and
- (c) the day or days on which each will be playing,

on the Team Sheet.

8.17.5 If a Club becomes aware after the start of a Match that a Player nominated on the Team Sheet will have a Representative Commitment on the remaining day or days of play in the Match, and the Club wishes to have the Representative Player replaced, the Club must:

- (a) notify the opposing Club and the Competitions Manager as soon as reasonably practicable of the names of the Representative Player, the replacement Player and any consequential replacements that will be made in accordance with Rule 8.17.7; and
- (b) must have all relevant Team Sheets appropriately amended (as in Rule 8.17.4) as early as possible on the next day of play in each effected Match.

Note: the requirement to provide notice under Rule 8.17.5(a) is in addition to (and not satisfied by) provision of a copy of the request given under Rule 8.17.2(b).

8.17.6 For the avoidance of doubt, nothing in this Rule 8.17 prevents a replacement Player from playing in another Match in any Grade in any Competition on the day or days of the Match that they are not replacing the Representative Player (provided that they are nominated on the Team Sheet for both Matches in accordance with Rule 8.17.4 or an amended Team Sheet in accordance with Rule 8.17.5 and otherwise eligible to do so under Part 5).

8.17.7 A replacement Player under this Rule 8.17 may be replaced in accordance with Rule 8.17.4 or Rule 8.17.5 as though the

replacement Player was a Representative Player, and their replacement may be replaced in the same way.

- 8.17.8 If a Player who is to be replaced under this Rule 8.17 is batting and not out at the end of the day's play, the Player will be deemed to be "Retired – not out" at the end of play and the replacement Player must commence their innings at the start of play on the next day.
- 8.17.9 If a replaced Player under this Rule 8.17 is out and the side's innings continues into the next day's play, the replacement Player must not bat in that innings, but may bat in any subsequent innings.
- 8.17.10 If a Player who is to be replaced under this Rule is bowling the final over of a day's play and the over cannot be completed, the over must be completed by the replacement Player on the next day's play.
- 8.17.11 If, a Representative Player is nominated on the Team Sheet to play a day or days in the Match and the Representative Player cannot play on that day or those days because of continuing or additional Representative Commitment, the replacement Player will remain in the side in place of the Representative Player (as will any Player replacing that Player under Rule 8.17.7).
- 8.17.12 For the avoidance of doubt, unless a Player is replaced in accordance with Rule 8.17.5, nothing in this Rule 8.17 permits a person from Playing in a Match unless the person has been nominated as a Player in the Match on a Team Sheet in accordance with Rule 6.3.3.

8.18 Fast short pitched bowling

- 8.18.1 This Rule 8.18 is in addition to Law 41.6.
- 8.18.2 For the purposes of this Rule 8.18, **fast short pitched delivery** means a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 8.18.3 A bowler must not bowl more than 2 fast short pitched deliveries in an over (including any fast short pitched delivery which is also a 'No ball' under Law 21.10 or Law 41.6).
- 8.18.4 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.
- 8.18.5 In the event of a bowler bowling more than two fast short pitched deliveries in an over, either Umpire will call and signal No ball on each subsequent occasion.
Note: The Umpires' signal to signify a 'No ball' for a fast short pitched delivery will be to call and signal 'No ball' and then tap the head with the other hand.
- 8.18.6 If a bowler bowls a No ball under Rule 8.18.5, the Umpire that calls and signal 'No ball' will inform the other umpire, the Captain of the fielding team and the batsmen at the wicket of what has occurred and caution the bowler that the bowler will not be permitted to bowl again in the innings if the bowler bowls 3 such No balls.

- 8.18.7 If a bowler bowls 3 No balls under Rule 8.18.5 in an innings the bowler must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 17.8).
- 8.18.8 If a bowler is suspended from bowling under Rule 8.18.7, the Umpires must report the matter to Administering Body which shall take such action as is considered appropriate against the Captain and the bowler concerned.

8.19 Summary of playing conditions in Two Day Competitions

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

- 9. ADDITIONAL CONDITIONS OF PLAY IN THE ONE DAY COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)**
- 9.1 Additional Conditions of Play in the One Day Competitions (including Semi-Finals & Finals)**
- 9.1.1 The Conditions of Play set out in this Part 9 are Rules and only apply to the One Day Competitions.
- 9.2 Match format for 1st grade & 2nd grade (including Semi-Finals & Finals)**
- 9.2.1 In the first grade and second grade One Day Competitions Matches will be played as one innings Matches limited to a maximum of 50 overs each innings.
- 9.2.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.
- 9.2.3 Each side will be made up of a minimum of 11 Players and a maximum of 12 Players.
- 9.2.4 Despite Rule 9.2.3, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.
- 9.2.5 Law 24.2 does not apply.
- 9.3 Match format for 3rd, 4th & 5th grade (including Semi-Finals & Finals)**
- 9.3.1 In the third grade, fourth grade and fifth grade One Day Competitions Matches will be played as one innings Matches limited to a maximum of 40 overs each innings.
- 9.3.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.
- 9.3.3 Each side will be made up of a minimum of 11 Players and a maximum of 12 Players.
- 9.3.4 Despite Rule 9.3.3 (above), only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.
- 9.3.5 Law 24.2 does not apply.
- 9.4 Minimum number of overs to obtain a result**
- 9.4.1 In order for a Match to obtain a result, each team must have the opportunity to bat for at least 15 overs (subject to the innings not being completed earlier), otherwise the Match will be considered abandoned.
- 9.5 Player attire – 1st, 2nd 3rd & 4th grade**
- 9.5.1 For the purpose of Rule 6.4, in One Day Competitions in first grade, second grade, third grade and fourth grade Matches, correct cricket attire means cricket attire means:
- (a) long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;
 - (b) shirts with a collar sweaters or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;
 - (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.
- 9.6 Player attire – 5th grade & 6th grade**
- 9.6.1 For the purpose of Rule 6.4, in the fifth grade One Day Competition, correct cricket attire means:
- (a) long white or cream cricket trousers;
 - (b) white or cream shirts with a collar and white or cream sweaters or vests, with or without a coloured band on the collar and/or cuffs;
 - (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.
- 9.7 Hours of play (including Semi-Finals & Finals)**
- 9.7.1 Unless otherwise specified in the Competition Draw:
- (a) Matches in first grade and second grade will start at 11:00am; and
 - (b) Matches in third grade, fourth grade, and fifth grade will start at 1:00pm.
- 9.7.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all Matches in all grades is 6:00pm, unless a result is obtained earlier when the Match will end.
- 9.7.3 In all Matches, if the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, subject to Rule 9.7.4 and Rule 9.7.5, up to 1 hour, will be added to the playing time.
- 9.7.4 Unless otherwise specified in the Competition Draw, play will not extend past 7:00pm.
- 9.7.5 Evening Matches at Manuka Oval cannot finish later than 10pm on Saturday evenings and no extension can be made for evening Matches at Manuka Oval on Sundays.
- 9.8 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)**
- 9.8.1 In first grade and second grade Matches there will be a scheduled interval from 2:15pm until 2:45pm.
- 9.8.2 In first and second grade Matches, if before the time of the scheduled interval:
- (a) more than 195 minutes, but less than 255, minutes of playing time is lost, the length of the interval will be reduced to 20 minutes; and
 - (b) more than 255 minutes of playing time is lost, the length of the interval will be reduced to 10 minutes.
- 9.8.3 In first grade and second grade Matches, drinks will be taken every 65 minutes or after a number of overs agreed by the Captains and Umpires.

- 9.8.4 In third grade, fourth grade and fifth grade Matches there will be a scheduled interval from 3:20pm until 3:40pm.
- 9.8.5 In third grade, fourth grade and fifth grade Matches, if before the time of the scheduled interval more than 195 minutes of playing time is lost, the length of the interval will be reduced to 10 minutes.
- 9.8.6 In third grade, fourth grade and fifth grade Matches, drinks will be taken every 55 minutes or after a number of overs agreed by the Captains and Umpires.

9.9 Time for innings

- 9.9.1 In first grade and second grade Matches, the first fielding side must bowl the maximum number of overs in an innings (ie 50 overs) in no more than 195 minutes.
- 9.9.2 In third grade, fourth grade and fifth grade Matches, the first fielding side must bowl the maximum number of overs in an innings (ie 40 overs) in no more than 140 minutes.

9.10 Failure to bowl required overs in time

- 9.10.1 In all Match, if the either side fails to bowl the required number of overs by the scheduled finishing time, play will continue until the required number of overs have been bowled.
- 9.10.2 When a side fails to bowl the required overs before scheduled finishing time, an Appointed Umpire or the Captain of the opposing side may report the failure to the Administering Body as a breach of Rule 3.

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

- 9.11.1 If, before the end of the end of the first innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 9.7.3, the maximum number of overs to be bowled in each innings will be reduced by one over for every:
- 7 minutes and 48 seconds (or part thereof) lost in first grade and second grade Matches; and
 - 7 minutes and 38 seconds (or part thereof) lost in third grade, fourth grade and fifth grade Matches.
- 9.11.2 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 9.11.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined in accordance with Rule 9.11.1 and the winning score for the second batting side will be determined by using the Duckworth Lewis Stern method.

Note; the first batting sides score will not be adjusted for the purpose of the calculation of the NRR under Rule 4.8.4 or the statistical records of Cricket ACT

- 9.11.3 If in any calculation arising out of Rule 9.11, the answer involves a fractional number of overs, then that fraction is to be ignored.

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

- 9.12.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 9.7.3 the maximum number of overs to be bowled in the second innings will be reduced by one over for every:
- 3 minutes and 54 seconds (or part thereof) lost in first grade and second grade Matches; and
 - 3 minutes and 49 seconds (or part thereof) lost in third grade, fourth grade and fifth grade Matches.
- 9.12.2 If in any calculation arising out of Rule 9.12.1, the answer involves a fractional number of overs, then that fraction is to be ignored.
- 9.12.3 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 9.12.1, the winning score for the second batting side will be determined by using the Duckworth Lewis Stern method.

9.13 Powerplays

- 9.13.1 In first grade and second grade Matches, each innings will be divided into 3 Powerplays.
- 9.13.2 In third grade, fourth grade and fifth grade Matches, each innings will be divided into 2 Powerplays.
- 9.13.3 Powerplay 1 will be:
- overs 1 to 10 (inclusive) in first grade and second grade; and
 - overs 1 to 15 (inclusive) in third grade, fourth grade and fifth grade.
- 9.13.4 Powerplay 2 will be:
- overs 11 to 40 (inclusive) in first grade and second grade; and
 - overs 16 to 40 (inclusive) in third grade, fourth grade and fifth grade.
- 9.13.5 Powerplay 3 will be overs 41 to 50 (inclusive) in first grade and second grade.
- 9.13.6 If the number of maximum overs in an innings is reduced, the number of overs in each Powerplay will be reduced in accordance with the table below.

Maximum overs in an innings	1 st & 2 nd grade			3 rd , 4 th & 5 th grade	
	PP1 no. overs	PP2 no. overs	PP3 no. overs	PP1 no. overs	PP2 no. overs
15	3	9	3	5	10
16	3	10	3	5	11
17	4	10	3	5	12
18	4	11	3	6	12
19	4	11	4	6	13

20	4	12	4	6	14
21	4	13	4	7	14
22	5	13	4	7	15
23	5	14	4	7	16
24	5	14	5	7	17
25	5	15	5	8	17
26	5	16	5	8	18
27	6	16	5	8	19
28	6	17	5	9	19
29	6	17	6	9	20
30	6	18	6	9	21
31	6	19	6	10	21
32	7	19	6	10	22
33	7	20	6	10	23
34	7	20	7	11	23
35	7	21	7	11	24
36	7	22	7	11	25
37	8	22	7	11	26
38	8	23	7	12	26
39	8	23	8	12	27
40	8	24	8	12	28
41	8	25	8		
42	9	25	8		
43	9	26	8		
44	9	27	8		
45	9	27	9		
46	9	28	9		
47	10	28	9		
48	10	29	9		
49	10	30	9		

9.14 Fielding restrictions, including Powerplays

- 9.14.1 At the time a ball is bowled in any Match, there must not be more than 5 fielders on the on side.
- 9.14.2 At the time a ball is bowled in any Match during:
- Powerplay 1, there must not be more than 2 fielders outside the field restriction circle;
 - during Powerplay 2:
 - in first grade and second grade, there must not be more than 4 fielders outside the field restrictions circle;
 - in third grade, fourth grade and fifth grade, there must be no more than 5 fielders outside the field restriction circle;
 - during Powerplay 3 in first grade and second grade, there must be no more than 5 fielders outside the field restriction circle
- 9.14.3 In the event of any infringement of Rule 9.14 (the Umpire at the striker's end (square leg umpire) will call and signal "No ball".

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

9.15 Maximum number of overs per bowler

- 9.15.1 A bowler must not bowl:
- more than 10 overs in an innings in first grade and second grade Matches; and
 - more than 8 overs in third grade, fourth grade and fifth grade Matches.
- 9.15.2 Subject to 9.15.3, if the maximum number of overs in an innings is reduced, a bowler must not bowl more than 20% of the maximum overs in the innings.
- 9.15.3 If, under Rule 9.15.1, the maximum number of overs to be bowled is not divisible by 5, the minimum number of bowlers necessary to make up the balance may bowl one additional over each.
- 9.15.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 9.11 or Rule 9.12, and, at the time the maximum number of overs is reduced a bowler has already bowled more overs than the bowler is allowed to bowl under Rule 9.15.2 and Rule 9.15.3, the side fielding will not be in breach of Rule 9.15.2, but that bowler cannot bowl again in the innings.
- 9.15.5 For the purposes of Rule 9.15.4, if a bowler to whom the Rule applies was part way through an over when play was interrupted, then the bowler must be replaced and another bowler must complete the over (in accordance with Law 17.8).
- 9.15.6 If a bowler bowls more than the allowed number of overs, all previous events stand, and as soon as the error is discovered the Captain must immediately take off the bowler and have another bowler complete the over (in accordance with Law 17.8).

9.16 Short pitched bowling

- 9.16.1 Law 41.6 is replaced by this Rule 9.16.
- 9.16.2 For the purposes of this Rule 9.16, **fast short pitched delivery** means a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 9.16.3 A bowler must not bowl more than 1 fast short-pitched delivery in an over.
- 9.16.4 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast short-pitched delivery has been bowled.
- 9.16.5 In the event of a bowler bowling more than 1 fast short-pitched delivery in an over, either Umpire will call and signal 'No ball' on each occasion.
- Note: The Umpires' signal to signify a 'No ball' for a fast short pitched delivery will be to call and signal 'No ball' and then tap the head with the other hand.*
- 9.16.6 If a bowler bowls 2 No balls under Rule 9.16.5 in an innings the bowler must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 17.8).

9.16.7 If a bowler is suspended from bowling under Rule 9.16.6, the Umpires must report the matter to the Administering Body which shall take such action as is considered appropriate against the bowler concerned and the captain of that bowler's side.

9.17 Free Hit After a No ball

9.17.1 For the purposes of this Rule 9.17, if a delivery is a **free hit** delivery, neither batter will be capable of being out, except as a batter may be out following a No Ball call (i.e. as under Law 21.18), even if the delivery is called Wide.

9.17.2 The delivery following any No Ball will be a **free hit** for the batter on strike.

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

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

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

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

9.18 Wides

Note: Umpires are to apply very strict and consistent rulings with regard to Law 22 in order to prevent negative bowling wide of the wicket.

9.18.1 Subject to Law 22.4 and Rule 9.18.3, in any Match a delivery will be called and signalled Wide if:

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

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

9.18.2 Subject to Law 22.4 and Rule 9.18.3, a delivery on the leg side will be called and signalled Wide:

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

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

9.18.3 In addition to Law 22.4, a delivery will be called and signalled Wide in any Match if the delivery passes to the leg side of the striker's stumps but between the stumps and the striker.

9.19 The result

9.19.1 Subject to Rule 9.4 and Rule 9.19.5, in accordance with Law 16.2, at the end of a Match, the side which has scored a total of runs in its one innings in excess of those scored in the completed innings of the competing side, wins the Match

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

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

9.19.4 A Match involving a forfeit will be subject at all times to Rule 6.19.4.

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

Note: In first grade Matches, application of Duckworth Lewis Stern is to be in accordance with ICC instructions (which can be found at <http://www.icc-cricket.com/cricket-rules-and-regulations>) DLS 1 or a later version that may be distributed after this Rulebook is published is to be used. Where computer support is not available, standard edition 5.1 is to be used. The Resource Table for this is at Annexure D on an over by over basis (identical to that generated by the above parameters). Grades other than first grade may use a phone application to calculate a target score, provided the application to be used is agreed by both captains.

9.20 Competition Points

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

9.20.1 In first grade, second grade, third grade and fourth grade Matches, bonus Competition Points will be awarded as follows:

- (a) if the team that wins the Match achieves a run rate of 1.25 times or greater than that of the opposition that team will be awarded one additional Competition Point; and
- (b) if the team that wins the Match achieves a run rate of 2 times or greater than that of the opposition that team will be awarded two additional Competition Points.

9.20.2 For the purposes of Rule 9.20.1:

- (a) if a team is dismissed, its run rate will be calculated by dividing the runs scored in

its innings by the maximum number of overs the team was entitled to receive in the Match (as adjusted under Rule 9.11 or Rule 9.12 if applicable); and

- (b) if a team is not dismissed, its run rate will be calculated by dividing the runs scored in its innings by the number of overs the team received.

9.20.3 In the event that the result of a Match is determined using the DLS method, the run rate resulting from the DLS determination shall be used for the purposed of determining if bonus points are awarded.

9.21

Summary of playing conditions in One Day Competitions

	1st & 2nd grade	3 rd , 4 th & 5 th grade
Maximum overs per innings	50	40
Time for innings	195 minutes	140 minutes
Minutes per over	3.9	3.5
Powerplay 1	Overs 1-10 Max 2 fielders outside circle	Overs 1-15 Max 2 fielders outside circle
Powerplay 2	Overs 11-40 Max 4 fielders outside circle	Overs 16-40 Max 5 fielders outside circle
Powerplay 3	Overs 41-50 Max 5 fielders outside circle	n/a
Maximum overs per bowler	10	8
Minimum overs per team for a match	15 (25 in the Final)	15 (20 in the Final)
No of drinks breaks	2	1
Time between drinks breaks	65	N/A
Start	11:00am	1:00pm
Finish	6:00pm	6:00pm
Interval	2:15-2:45pm	3:20-3:40pm
fast short pitched deliveries	1 per over (above shoulder height) 2 nd and subsequent bouncer in an over is a No ball	1 per over (above shoulder height) 2 nd and subsequent bouncer in an over is a No ball
Free hit	Free hit after any No ball	Free hit after any No ball
Wides - off side	Outside marking	Outside marking
Wides - leg side	Wide of striker and stumps	Wide of striker and protected area marking

<p>10. ADDITIONAL CONDITIONS OF PLAY IN THE T20 COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)</p> <p>10.1 Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals)</p> <p>10.1.1 The Conditions of Play set out in this Part 10 are Rules and only apply to the T20 Day Competitions.</p> <p>10.2 Match format for all divisions</p> <p>10.2.1 In T20 Competitions Matches will be played as one innings Matches limited to a maximum of 20 overs each innings.</p> <p>10.2.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.</p> <p>10.2.3 Each side will be made up of a minimum of 11 Players and a maximum of 12 Players.</p> <p>10.2.4 Despite Rule 10.2.3, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.</p> <p>10.2.5 Law 24.2 does not apply.</p> <p>10.3 Minimum number of overs to obtain a result</p> <p>10.3.1 In order for a Match to obtain a result, each team must have the opportunity to bat for at least 5 overs (subject to the innings not being completed earlier), otherwise the Match will be considered abandoned.</p> <p>10.4 Player attire</p> <p>10.4.1 For the purpose of Rule 6.4, in T20 Competitions Matches, correct cricket attire means:</p> <p>(a) long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;</p> <p>(b) shirts with a collar, sweaters or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;</p> <p>(c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.6.</p> <p>10.5 Hours of play (including Semi-Finals & Finals)</p> <p>10.5.1 Unless otherwise specified in the Competition Draw:</p> <p>(a) morning Matches will start at 10:00am and be scheduled to finish at 12:55pm;</p> <p>(b) weekend afternoon Matches will start at 2:30pm and be scheduled to finish at 5:25pm; and</p> <p>(c) weekday afternoon Matches will start at 5:00pm and be scheduled to finish at 7:55pm.</p> <p>10.5.2 Subject to Rule 10.5.3, in all Matches, the start of play is delayed or if play is interrupted,</p>	<p>playing time equivalent to the amount of time lost, up to 30 minutes, will be added to the playing time.</p> <p>10.5.3 Evening Matches at Manuka Oval cannot finish later than 10pm on Saturday evenings and no extension can be made for evening Matches at Manuka Oval on Sundays, and where multiple Matches occur on one ground on the same day, no extension is possible unless otherwise advised by the Competitions Manager.</p> <p>10.6 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)</p> <p>10.6.1 In all Matches there will be a 15 minute interval between innings and no drinks breaks will be taken.</p> <p>10.7 Time for innings</p> <p>10.7.1 In all Matches, the first fielding side must bowl the maximum number of overs in an innings (i.e. 20 overs) in no more than 80 minutes.</p> <p>10.8 Failure to bowl required overs in time – first fielding side</p> <p>10.8.1 In any Match, if the fielding side fails to bowl the maximum number of overs in 80 minutes or less, after considering allowable delays, a penalty of 6 runs per over not bowled may be applied by the Umpires.</p> <p>10.8.2 For the purposes of Rule 10.8.1, the over in progress at the scheduled innings completion time will count as a completed over.</p> <p>10.9 Reduction of overs if playing time is lost – first innings of a Match</p> <p>10.9.1 If, before the end of the end of the first innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 10.5.2 the maximum number of overs to be bowled in each innings will be reduced by one over for every 8 minutes lost.</p> <p>10.9.2 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 10.9.1, its innings will end and the maximum number of overs to be received by the second batting side and the winning score will be determined by using the Duckworth Lewis Stern method.</p> <p><i>Note; the first batting sides score will not be adjusted for the purpose of the calculation of the NRR under Rule 4.9.4 or 4.10.4 (as applicable)</i>Error! Reference source not found. or the statistical records of Cricket ACT</p> <p>10.10 Reduction of overs if playing time is lost – second innings of a Match</p> <p>10.10.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 10.5.2 the maximum number of</p>
--	--

overs to be bowled in the second innings will be reduced by one over for every 4 minutes lost.

- 10.10.2 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 10.10.1, the winning score for the second batting side will be determined by using the Duckworth Lewis Stern method.

10.11 Powerplays

- 10.11.1 In all Matches, each innings will include a Powerplay
- 10.11.2 The Powerplay will be overs 1 to 6 (inclusive).
- 10.11.3 If number of maximum overs in an innings is reduced, the number of overs in the Powerplay will be reduced in accordance with the table below.

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

10.12 Fielding restrictions

- 10.12.1 At the time a ball is bowled:
- in any Match, there must not be more than 5 fielders on the on side;
 - in any Match during the Powerplay there must not be more than 2 fielders outside the field restriction circle; and
 - all times after the completion of the Powerplay there must be no more than 5 fielders outside the field restriction circle
- 10.12.2 In the event of any infringement of Rule 10.12.1 (above) the Umpire at the striker's end (square leg umpire) will call and signal "No ball".

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

10.13 Maximum number of overs per bowler

- 10.13.1 A bowler must not bowl more than 4 overs in an innings in a Match.
- 10.13.2 Subject to 10.13.3, if the number of maximum overs in an innings is reduced, a bowler must not bowl more than 20% of the maximum overs in the innings.
- 10.13.3 If, under Rule 10.13.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of bowlers necessary to make up the balance may bowl one additional over each.
- 10.13.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 10.9 or Rule 10.10, and, at the time the maximum number of overs is reduced a bowler has already bowled more overs than the bowler is allowed to bowl under Rule 10.13.2 and Rule 10.13.3, the side

fielding will not be in breach of rule, but that bowler cannot bowl again in the innings.

- 10.13.5 For the purposes of Rule 10.13.4 (above), if a bowler to whom the Rule applies was part way through an over when play was interrupted, then the bowler must be replaced and another bowler must complete the over (in accordance with Law 17.8).

10.14 Short pitched bowling

- 10.14.1 Law 41.6 is replaced by this Rule 10.14.
- 10.14.2 For the purposes of this Rule 10.14, **fast short pitched delivery** is defined as a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 10.14.3 A bowler must not bowl more than 1 fast short pitched delivery in an over.
- 10.14.4 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast short pitched delivery has been bowled.
- 10.14.5 In the event of a bowler bowling more than 1 fast short pitched delivery in an over, either Umpire will call and signal 'No ball' on each occasion.
- Note: The Umpires' signal to signify a 'No ball' for a fast short pitched delivery will be to call and signal 'No ball' and then tap the head with the other hand.*
- 10.14.6 If a bowler bowls 2 No balls under Rule 10.14.5 in an innings the bowler must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 22.8).
- 10.14.7 If a bowler is suspended from bowling under Rule 10.14.6, the Umpires must report the matter to the Administering Body which shall take such action as is considered appropriate against the Captain and the bowler concerned.

10.15 Free Hit After a No ball

- 10.15.1 For the purposes of this Rule 10.15, if a delivery is a **free hit** delivery, neither batter will be capable of being out, except as a batter may be out following a No ball call (ie, as under Law 24.15), even if the delivery is called Wide.
- 10.15.2 In any Match, the delivery following any No ball will be a **free hit** for the batter on strike.
- 10.15.3 If a delivery which is a free hit is called No ball or Wide, the following delivery will also be a free hit for the batter on strike.
- 10.15.4 The Umpire at the bowler's end will signal that the next delivery is to be a free hit by a circular motion of the arm above the head.
- 10.15.5 The free hit delivery will count as one in the over, unless it is called No ball or Wide.
- 10.15.6 For a free hit delivery, fielders must remain in the positions they were in when the previous ball was bowled, unless a different batter is on strike for the free hit delivery.

10.16 Wides

Note: Umpires are to apply very strict and consistent rulings with regard to Law 22 in order to prevent negative bowling wide of the wicket.

- 10.16.1 Subject to Law 22.4 and Rule 10.16.3, in any Match a delivery will be called and signalled Wide if:
- in the opinion of the Umpire, it does not give the striker a reasonable opportunity to score.
 - it passes the striker's stumps outside the Wide marking.
- 10.16.2 Subject to Law 22.4 and Rule 10.16.3, a delivery on the leg side will be called and signalled Wide:
- in any first division or second division Match if it passes to the leg side of the striker's stumps and the striker's body; and
 - in any third division or fourth division Match if it passes outside the striker's body and continues to pass outside of the leg side protected area marking.
- Note: The location of all pitch markings are shown in Annexure C.*
- 10.16.3 In addition to Law 22.4, a delivery will not to be called and signalled Wide in any Match if the delivery passes to the leg side of the striker's stumps but between the stumps and the striker.

10.17 The result

- 10.17.1 In all Matches, in all divisions, the Duckworth Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the Match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted.
- Note:*
- Note: In first grade Matches, application of Duckworth Lewis Stern is to be in accordance with ICC instructions (which can be found at <http://www.icc-cricket.com/cricket-rules-and-regulations>) DLS 1 or a later version that may be distributed after this Rulebook is published is to be used. Where computer support is not available, standard edition 5.1 is to be used. The Resource Table for this is at Annexure D on an over by over basis (identical to that generated by the above parameters). Grades other than first grade may use a phone application to calculate a target score, provided the application to be used is agreed by both captains.*
- 10.17.2 Subject to Rule 10.3 in accordance with Law 21.2, at the end of a Match, the side which has scored a total of runs in its one innings in excess of those scored in the completed innings of the competing side (including if either or both of those total scores have been determined under Rule 10.17.1), wins the Match.
- 10.17.3 Subject to Rule 10.19, if at the end of a Match the total of runs of both sides completed innings the scores are equal (including if either or both

of those total scores have been determined under Rule 10.17.1), the result is a **tie** regardless of the number of wickets which have fallen in either innings.

- 10.17.4 A Match involving a forfeit will be subject at all times to Rule 6.19.4.
- 10.17.5 If a Semi-Final or Final ends in a tie at the end of a Match, the result will be determined in accordance with Rule 10.19.
- 10.17.6 A Match that has ended but has not reached a result, including a Match that is abandoned under Rule 10.3 is a **draw**.

10.18 Competition Points

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

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

10.19 Tied Semi-Finals, Finals and Knockout Round Matches

- 10.19.1 If at the completion of both team's innings in a Semi-Final, Final or Knockout Match, the total runs of both sides completed innings are equal (including if either or both of those totals have been determined under Rule 10.17.1), the result will be determined by a 'One1Eliminator' in accordance with Rule 10.20.
- 10.19.2 If a 'One1Eliminator' is not possible due to inclement weather, bad light or for any other reason, the Match will be deemed to have been **drawn** (see Rules 4.10.13 and 4.10.18).

10.20 Procedure for the One1Eliminator

- 10.20.1 If a Match is to be determined by a 'One1Eliminator' each side bats for one over, and the side that scores the most runs from that over wins the Match.
- 10.20.2 If both sides score the same number of runs from their respective overs under Rule 10.20.1 the Match will be determined in accordance with the procedure in Rule 10.21.
- 10.20.3 The 'One1Eliminator' will commence 5 minutes after the end of the second innings of the Match.
- 10.20.4 The 'One1Eliminator' will take place on the same pitch as the Match was played on.
- 10.20.5 The sides will bat in the same order that they batted in the Match.
- 10.20.6 Both overs will be bowled from the same end, and the first fielding side may choose the end.
- 10.20.7 The fielding side must use the ball it used during the Match.
- 10.20.8 Before the start of the 'One1Eliminator' each side must advise the umpires in writing of the Player who will bowl that side's over.

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

10.21 Tied One1Eliminator

10.21.1 If the original match was a tie under the DLS method, the clause below immediately applies. Otherwise, in the event of the teams having the same score after the 'One1Eliminator' has been completed, the side whose batters hit the most number of boundaries combined from its two innings in both the Match shall be the winner.

10.21.2 If the number of boundaries hit by both sides is equal, the team whose batters scored more boundaries before the 'One1Eliminator' shall be the winner.

10.21.3 If still equal, a count-back from the final ball of the 'One1Eliminator' shall be conducted. The side with the higher scoring delivery shall be the winner.

10.21.4 If a side loses all wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

Example

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

10.21.5 In this example both sides scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored two runs from Ball 4 while Team 2 scored one run, so Team 1 is the winner.

10.22 Summary of playing conditions in T20 Competitions

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

11. ADDITIONAL CONDITIONS OF PLAY IN THE ACT PREMIER WOMEN'S COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)

11.1 The Players (including extra Players)

- 11.1.1 Each side taking part in a Match will be made up of a minimum of 7 Players and a maximum of 14 Players.
- 11.1.2 Despite any other Rule in this Part 11, a side in a Match must include at the commencement of the Match a minimum of 7 persons registered as a player with the Club that the side represents.
- 11.1.3 If a side does not comply with Rule 11.1.2, the side forfeits the Match, and if neither side complies with Rule 11.1.2, the Match is abandoned.
- 11.1.4 Despite Rule 11.1.1, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.
- 11.1.5 The sharing of players between the two sides involved in a Match is permitted by mutual consent of the Captains, if either side is unable to field 11 Players.
- Note: For the avoidance of doubt, a side is not obliged to share Players under Rule 11.1.5 (however the Administering Body considers that it is in the best interests of the Competition to do so).
- 11.1.6 A Club may apply to have a person registered as a player from a Club not drawn to provide sides in a Match deemed eligible by the Competitions Manager to play in a Match (**Additional Player**).
- 11.1.7 An application for an Additional Player made under Rule 11.1.6 must:
- be in writing, (including email);
 - be received by the Competitions Manager before 5:00pm on the Thursday before the relevant Match;
 - provide evidence that the Club that the Additional Player is registered as a player with consents to the application;
 - provide evidence that the Club of the opposing side in the relevant Match consents to the Additional Player playing in the Match for the side of the Club making the application.
- 11.1.8 If the Competitions Manager receives an application for an Additional Player under Rule 11.1.6 then, providing that the application complies with the requirements of Rule 11.1.7, the Competitions manager may, in his or her absolute discretion, deem the Additional Player eligible to take part in the relevant Match.
- 11.1.9 Nothing in Rule 11.1.8 prevents the Competitions Manager from asking the Administering Body for its opinion or

recommendation when exercising his or her discretion under that Rule.

- 11.1.10 If Players are shared in a Match under Rule 11.1.5, or if Additional Players play in a Match, for the purposes of the statistical records of Cricket ACT, all Players' scores and figures will stand, and be attributed to the Player as runs scored or figures achieved as though playing for the Club they are registered with.
- 11.1.11 No person named in the WNCL squad or in a WBBL squad may play in a Match in a Women's Competition without prior written consent from the Competitions Manager, which may be given in his or her absolute discretion.
- 11.1.12 A request for consent under Rule 11.1.11 must be made in writing at least 3 days before the match in question, clearly stating the reasons for the request and outlining the proposed 'role' that person will play in the Match.
- 11.1.13 Nothing in Rule 11.1.11 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when exercising his or her discretion under that Rule.
- 11.1.14 Law 24.2 does not apply.

11.2 Player attire

- 11.2.1 For the purpose of Rule 6.4, in Women's Competitions Matches, correct cricket attire means cricket attire means:
- long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;
 - shirts with a collar sweaters or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;
 - predominantly white or cream spiked shoes or boots, subject to Rule 6.4.6.

11.3 The innings in Women's Competitions

- 11.3.1 In the Women's Competitions, subject to the additional conditions of play in the Lynne O'Meara Premiership Cup and Glenda Hall Shield, an innings will close at the fall of 10 wickets.
- 11.3.2 If a side in a Women's Competition is made up of less than 11 Players, dismissed batters must bat a second time commencing, subject to Rule 11.3.4, with the lowest scoring batter, then the second lowest scoring batter (and if they are the same score it will be the batter with the least balls faced) and then in batting order from bottom to top), until all team members have batted twice or 10 wickets have fallen.
- 11.3.3 Batters may be retired without penalty at the discretion of the captain of the batting side.
- 11.3.4 Retired batters may also bat a second time once the dismissed batters have had a second opportunity, similarly commencing with the lowest scoring retired batter, then the next

lowest score and so on, but a batter cannot be retired a second time.

- 11.3.5 A retirement (voluntary or through injury) does not constitute a fall of wicket.

11.4 The over in Women's Competitions

- 11.4.1 The length of an over in a Women's Competition cannot exceed 8 deliveries, regardless of the number of No balls or Wides bowled.

11.5 Dangerous unfair bowling in Women's Competitions

Note: The rules regarding deliveries that do not pitch (full tosses) are included at Rule 6.32.

- 11.5.1 A bowler must not bowl any dangerous unfair deliveries in any Match.
- 11.5.2 In the event of any infringement of Rule 11.5.1 the Umpire at the striker's end (square leg umpire) will call and signal "No ball".

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

- 11.5.3 For the purposes of this Rule 11.5, a **dangerous unfair delivery** means a delivery which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 11.5.4 The Umpire at the bowler's end will advise the bowler and the batter on strike when a fast dangerous unfair delivery has been bowled.
- 11.5.5 If a bowler bowls 2 dangerous unfair deliveries in a Match, the Player must not bowl any further deliveries in the Match (and any remaining balls in the over will be bowled by another Player in accordance with Law 17.8).
- 11.5.6 If a bowler is suspended from bowling under Rule 11.5.5, the Umpires must report the matter to the Administering Body which shall take such action as is considered appropriate against the and the bowler concerned and the captain of the bowler's side.

11.6 Wides in Women's Competitions

Note: Umpires are to apply very strict and consistent rulings with regard to Law 22 in order to prevent negative bowling wide of the wicket.

- 11.6.1 Subject to Law 22.4 and Rule 9.18.3, in any Match a delivery will be called and signalled Wide if:
- (a) in the opinion of the umpire, it does not give the striker a reasonable opportunity to score; or
 - (b) it passes the striker's stumps outside the Wide marking.

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

- 11.6.2 Subject to Law 22.4, a delivery on the leg side will be called and signalled Wide if it passes to

the leg side of the striker's stumps and the striker's body In addition to Law 22.4, provided that the delivery did not pass to the leg side of the striker's stumps but between the stumps and the striker.

11.7 Withdrawal from a Women's Competition

- 11.7.1 If a Club withdraws a side from a Women's Competition:
- (a) any Competition Points awarded in Matches against that side will be disregarded; but
 - (b) for the purposes of the statistical records of Cricket ACT, all Players' scores and figures will stand.

11.8 Match format for Lynne O'Meara Premiership Cup

- 11.8.1 Lynne O'Meara Premiership Cup Matches will be played as one innings Matches limited to a maximum of 40 overs each innings.
- 11.8.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.

11.9 Minimum number of overs to obtain a result in a Lynne O'Meara Premiership Cup Match

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

11.10 Hours of play (including Semi-Finals & Finals) in Lynne O'Meara Premiership Cup Matches

- 11.10.1 Unless otherwise specified in the Competition Draw, Lynne O'Meara Premiership Cup Matches will start at 1:00pm.
- 11.10.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all Lynne O'Meara Premiership Cup Matches is 6:00pm unless a result is obtained earlier when the Match will end.
- 11.10.3 In all Matches, the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, up to 1 hour, will be added to the playing time.

11.11 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals) in Lynne O'Meara Premiership Cup Matches

- 11.11.1 In Lynne O'Meara Premiership Cup Matches there will be a scheduled interval from 15:20pm until 15:40pm.

11.12 Time for innings in Lynne O’Meara Premiership Cup Matches

11.12.1 In Lynne O’Meara Premiership Cup Matches, the first fielding side must bowl the maximum number of overs in an innings (ie 40 overs) in no more than 140 minutes.

11.12.2

11.13 Failure to bowl required overs in time in Lynne O’Meara Premiership Cup Matches

11.13.1 In any Match, if the either side fails to bowl the required number of overs by the scheduled finishing time, play will continue until the required number of overs have been bowled.

11.13.2 When a side fails to bowl the required overs before scheduled finishing time, an Appointed Umpire or the Captain of the opposing side may report the failure to the Administering Body as a breach of Rule 3.

11.14 Reduction of overs if playing time is lost in Lynne O’Meara Premiership Cup Matches – first innings of a Match

11.14.1 If, before the end of the end of the first innings of a Lynne O’Meara Premiership Cup Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.10.3, the maximum number of overs to be bowled in each innings will be reduced by one over for every 7 minutes (or part thereof) lost.

11.14.2 If, in any Match, the first batting side has batted for more overs than the number of overs the innings is reduced to under Rule 11.14.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined in accordance with Rule 11.14.1 and the winning score will be determined by using the Duckworth Lewis Stern method .

Note; the first batting sides score will not be adjusted for the purpose of the calculation of the NRR under Rule 4.8.4 or the statistical records of Cricket ACT

11.14.3 If in any calculation arising out of Rule 11.14, the answer involves a fractional number of overs, then that fraction is to be ignored.

11.15 Reduction of overs if playing time is lost in Lynne O’Meara Premiership Cup Matches – second innings of a Match

11.15.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.10.3 the maximum number of overs to be bowled in the second innings will be reduced by one over for every 3 minutes and 30 seconds(or part thereof) lost.

11.15.2 If in any calculation arising out of Rule 11.15 , the answer involves a fractional number of overs, then that fraction is to be ignored.

11.15.3 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 11.15, the winning score for the second batting side will be determined by using the Duckworth Lewis Stern method.

11.16 Powerplays

11.16.1 In Lynne O’Meara Premiership Cup Matches, each innings will be divided into 2 Powerplays.

11.16.2 Powerplay 1 will be overs 1 to 12 (inclusive).

11.16.3 Powerplay 2 will be overs 13 to 40 (inclusive).

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

Maximum overs in an innings	Lynne O’Meara Premiership Cup	
	PP1 no. overs	PP2 no. overs
15	5	10
16	5	11
17	5	12
18	6	12
19	6	13
20	6	14
21	7	14
22	7	15
23	7	16
24	7	17
25	8	17
26	8	18
27	8	19
28	9	19
29	9	20
30	9	21
31	10	21
32	10	22
33	10	23
34	11	23
35	11	24
36	11	25
37	11	26
38	12	26
39	12	27
40	12	28

11.17 Fielding restrictions, including Powerplays

11.17.1 At the time a ball is bowled in any Lynne O’Meara Premiership Match:

- (a) there must not be more than 5 fielders on the on side; and
- (b) a maximum of 1 fielder may be in front of the wicket and within 10 metres of the striker provided at all times that the fielder is wearing a helmet and is 18 years of age or over on the day of a Match.

- 11.17.2 At the time a ball is bowled in any Lynne O'Meara Premiership Cup Match during:
- Powerplay 1, there must not be more than 2 fielders outside the field restriction circle; and
 - during Powerplay 2, there must be no more than 5 fielders outside the field restriction circle;

- 11.17.3 In the event of any infringement of Rule 11.6 (the Umpire at the striker's end (square leg umpire) will call and signal No ball.

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

11.18 Maximum number of overs per bowler in Lynne O'Meara Premiership Cup Matches

- 11.18.1 A bowler must not bowl more than 8 overs in an innings in Lynne O'Meara Premiership Cup Matches

- 11.18.2 Subject to Rule 11.18.3, if the maximum number of overs in an innings is reduced, a bowler must not bowl more than 20% of the maximum overs in the innings.

- 11.18.3 If, under Rule 11.18.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of bowlers necessary to make up the balance may bowl 1 additional over each.

- 11.18.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 11.14 or Rule 11.15, and, at the time the maximum number of overs is reduced a bowler has already bowled more overs than the bowler is allowed to bowl under Rule 11.18.2 and Rule 11.18.3, the side fielding will not be in breach of rule, but that bowler cannot bowl again in the innings.

- 11.18.5 For the purposes of Rule 11.18.4, if a bowler to whom the Rule applies was part way through an over when play was interrupted, then the bowler must be replaced and another bowler must complete the over (in accordance with Law 17.8).

- 11.18.6 If a bowler bowls more than the allowed number of overs, all previous events stand, and as soon as the error is discovered the Captain must immediately take off the bowler and have another bowler complete the over (in accordance with Law 17.8).

11.19 The result in Lynne O'Meara Premiership Cup Matches

- 11.19.1 Subject to Rule 11.9 and Rule 11.19.5, in accordance with Law 21.2, at the end of a Lynne O'Meara Premiership Cup Match, the side which has scored a total of runs in its one innings in excess of those scored in the completed innings of the competing side, wins the Match

- 11.19.2 If at the end of a Lynne O'Meara Premiership Cup Match the total of runs of both sides

completed innings the scores are equal, the result is a **tie** regardless of the number of wickets which have fallen in either innings.

- 11.19.3 A Lynne O'Meara Premiership Cup Match that has ended but has not reached a result, including where minimum number of overs have not been bowled under Rule 11.9 is a **draw**.

- 11.19.4 A Match involving a forfeit will be subject at all times to Rule 6.19.4.

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

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

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

11.20 Competition Points for Lynne O'Meara Premiership Cup Matches

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

11.21 Match format for all Glenda Hall Shield matches

- 11.21.1 In Glenda Hall Shield Matches will be played as one innings Matches limited to a maximum of 20 overs each innings.

- 11.21.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.

11.22 Minimum number of overs to obtain a result in Glenda Hall Shield Matches

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

11.23 Hours of play (including Semi-Finals & Finals) in Glenda Hall Shield Matches

- 11.23.1 Unless otherwise specified in the Competition Draw Glenda Hall Shield Matches will start at 3:00pm and be scheduled to finish at 6:00pm.

- 11.23.2 In all Glenda Hall Shield Matches, the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, up to

60 minutes, will be added to the playing time (see Rule 11.27).

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

11.24 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals) in Glenda Hall Shield Matches

11.24.1 In all Glenda Hall Shield Matches there will be a 20 minute interval between innings and no drinks breaks will be taken.

11.25 Time for innings in Glenda Hall Shield Matches

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

11.26 Failure to bowl required overs in time in Glenda Hall Shield Matches

11.26.1 In any Match, if the either side fails to bowl the required number of overs by the scheduled finishing time, play will continue until the required number of overs have been bowled.

11.26.2 When a side fails to bowl the required overs before scheduled finishing time, an Appointed Umpire or the Captain of the opposing side may report the failure to the Administering Body as a breach of Rule 3.

11.27 Reduction of overs if playing time is lost in Glenda Hall Shield Matches– first innings of a Match

11.27.1 If, before the end of the end of the first innings of a Glenda Hall Shield Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.23.2 the maximum number of overs to be bowled in each innings will be reduced by one over for every 8 minutes lost.

11.27.2 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 11.27.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined in accordance with Rule 11.27.1 and the winning score will be determined by using the Duckworth Lewis Stern method .

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

11.28 Reduction of overs if playing time is lost in Glenda Hall Shield Matches– second innings of a Match

11.28.1 If, after the end of the first innings, but before the end of a second innings of a Glenda Hall Shield Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.23.2 the maximum number of overs to be bowled in

the second innings will be reduced by one over for every 4 minutes lost.

11.28.2 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 11.28.1, the winning score for the second batting side will be determined by using the Duckworth Lewis Stern method.

11.29 Powerplays

11.29.1 In all Glenda Hall Shield Matches, each innings will include a Powerplay

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

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

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

11.30 Fielding restrictions in Glenda Hall Shield Matches

11.30.1 At the time a ball is bowled in a Glenda Hall Shield Match:

- (a) there must not be more than 5 fielders on the on side;
- (b) a maximum of 1 fielder may be in front of the wicket and within 10 metres of the striker provided at all times that the fielder is wearing a helmet and is 18 years of age or over on the day of a Match.
- (c) during the Powerplay there must not be more than 2 fielders outside the field restriction circle; and
- (d) at all times after the completion of the Powerplay there must be no more than 5 fielders outside the field restriction circle

11.30.2 In the event of any infringement of Rule 11.30.1 (above) the Umpire at the striker's end (square leg umpire) will call and signal "No ball".

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

11.31 Maximum number of overs per bowler in Glenda Hall Shield Matches

11.31.1 A bowler must not bowl more than 4 overs in an innings in a Glenda Hall Shield Match.

11.31.2 Subject to 11.31.3, if the number of maximum overs in an innings is reduced, a bowler must not bowl more than 20% of the maximum overs in the innings.

11.31.3 If, under Rule 11.31.2, the maximum number of overs to be bowled is not divisible by 5, the

minimum number of bowlers necessary to make up the balance may bowl one additional over each.

- 11.31.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 11.27 or Rule 11.28, and, at the time the maximum number of overs is reduced a bowler has already bowled more overs than the bowler is allowed to bowl under Rule 11.31.2 and Rule 11.31.3, the side fielding will not be in breach of rule, but that bowler cannot bowl again in the innings.
- 11.31.5 For the purposes of Rule 11.31.4 (above), if a bowler to whom the Rule applies was part way through an over when play was interrupted, then the bowler must be replaced and another bowler must complete the over (in accordance with Law 17.8).

11.32 The result in Glenda Hall Shield Matches

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

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

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

- 11.32.2 Subject to Rule 11.22 in accordance with Law 21.2, at the end of a Glenda Hall Shield Match, the side which has scored a total of runs in its one innings in excess of those scored in the completed innings of the competing side (including if either or both of those total scores have been determined under Rule 11.32.1), wins the Match.
- 11.32.3 Subject to Rule 11.34, if at the end of a Glenda Hall Shield Match the total of runs of both sides completed innings the scores are equal (including if either or both of those total scores have been determined under Rule 11.32.1), the result is a **tie** regardless of the number of wickets which have fallen in either innings.
- 11.32.4 A Glenda Hall Shield Match involving a forfeit will be subject at all times to Rule 6.19.4.
- 11.32.5 If a Semi-Final or Final in the Glenda Hall Shield ends in a tie at the end of a Match, the result will be determined in accordance with Rule 11.34.
- 11.32.6 A Glenda Hall Shield Match that has ended but has not reached a result, including a Match that is abandoned under Rule 10.3 is a **draw**.

11.33 Competition Points

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

11.34 Tied Semi-Finals and Finals in the Glenda Hall Shield

- 11.34.1 If at the completion of both team's innings in a Semi-Final or a Final in the Glenda Hall Shield the total runs of both sides completed innings are equal (including if either or both of those totals have been determined under Rule 11.32.1), the result will be determined by a 'One1Eliminator' in accordance with Rule 11.35.
- 11.34.2 If a 'One1Eliminator' is not possible due to inclement weather, bad light or for any other reason, the Match will be deemed to have been **drawn** (see Rules 4.10.13 and 4.10.18).

11.35 Procedure for the One1Eliminator in Glenda Hall Shield Matches

- 11.35.1 If a Match is to be determined by a 'One1Eliminator' each side bats for one over, and the side that scores the most runs from that over wins the Match.
- 11.35.2 If both sides score the same number of runs from their respective overs under Rule 10.20.1 the Match will be determined in accordance with the procedure in Rule 10.21.
- 11.35.3 The 'One1Eliminator' will commence 5 minutes after the end of the second innings of the Match.
- 11.35.4 The 'One1Eliminator' will take place on the same pitch as the Match was played on.
- 11.35.5 The sides will bat in the same order that they batted in the Match.
- 11.35.6 Both overs will be bowled from the same end, and the first fielding side may choose the end.
- 11.35.7 The fielding side must use the ball it used during the Match.
- 11.35.8 Before the start of the 'One1Eliminator' each side must advise the umpires in writing of the Player who will bowl that side's over.
- 11.35.9 The One1Eliminator is played with the same fielding restrictions as those in place for the final over of a T20 Competition Match.

11.36 Tied One1Eliminator

- 11.36.1 If the original match was a tie under the DLS method, the clause below immediately applies. Otherwise, in the event of the teams having the same score after the 'One1Eliminator' has been completed, the side whose batters hit the most number of boundaries combined from its two innings in both the Match shall be the winner.

11.36.2 If the number of boundaries hit by both sides is equal, the team whose batters scored more boundaries before the 'One1Eliminator' shall be the winner.

11.36.3 If still equal, a count-back from the final ball of the 'One1Eliminator' shall be conducted. The side with the higher scoring delivery shall be the winner.

11.36.4 If a side loses all wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

11.36.5 In this example both sides scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored two runs from Ball 4 while Team 2 scored one run, so Team 1 is the winner.

Example

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

11.36.6 In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored two runs from Ball 4 while Team 2 scored one run, so Team 1 is the winner.

11.37 Summary of playing conditions in Women's Competitions

	Lynne O'Meara Premiership Cup	Glenda Hall Shield
Overs per innings	40	20
Boundaries	50m	50m
Time for innings	150 mins	80 mins
Minutes per over (for re-calculations etc.)	3.5	4.00
Overs per hour	17	15
Max fielders on the on side	5	5
Max 2 fielders outside the circle (note - no close in catchers needed)	First 12 overs	First 6 overs
Max 5 fielders out	Overs 13-40	Overs 7-20

Other fielding restrictions	1 fielder within 10 metres of striker in front of wicket (18 years or older, wearing helmet)	
Max overs per bowler	8	4
Min overs per team for a match	15 (20 in a final)	5 (10 in a final)
No of Drinks breaks	1	N/A
Minutes apart	N/A	N/A
Start	1:00pm	3:00pm
Finish	6:00pm	6:00pm
Interval	3:20pm – 3:40pm	4:20pm – 4:40pm
Time that can be added due to weather	60 mins	60 mins
Latest Finish	7.00pm	7:00pm
Max balls per over - legal deliveries, wides and no balls	8	8
Special conditions	10 wickets constitute an innings	
	Dismissed batters may bat a 2nd time in the following order: Lowest scoring batter, least balls faced batter, in batting order from bottom to top	
	Players may be shared between teams	
	No. of players on the field at any one time (squad size in brackets) 11 (of 14)	
Wides	Called if the ball passes the batter outside the marking on the crease 75cm on the off-side of the stumps or passes down leg-side outside the line of the batter in their normal stance	
No balls	as per Laws	
Bouncers	None permitted. Shall be called No ball	
Minimum players required	7	

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

Level	Offence	Description of offence	Examples of offending conduct*
			Excessive delay by bowler and/or fielder in resuming play following an Umpire's decision Excessive delay by batter leaving the wicket following an Umpire's decision Pointing at the bat when given out LBW Pointing or rubbing protective equipment, clothing or the body when given out caught;
		<i>Note: the Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance Captain's Report</i>	
2	Causing inappropriate physical contact	Cause and/or engage in inappropriate and deliberate physical contact with Players or Umpires in the course of play.	Deliberately walk or run into a Player or official, or bump or hit a Player or official with a shoulder during play in a Match or during the periods before or after play at the ground where the Match is being or has been played.
2	Aggressive appealing	Engage in aggressive appealing	Bowler or fielder charge or advance towards the umpire in an aggressive manner when appealing
2	Deliberate distraction and/or obstruction of a Player	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Player deliberately attempts to distract a batter by words or gestures Fielder deliberately obstructs a batter while running or attempting to run between wickets
		<i>Note: This is in addition to and does not replace anything in Law 41 or Law 42</i>	
2	Throwing ball at Player or official	Deliberately throw a ball at or near a Player or official in an inappropriate and/or dangerous manner	Bowler throwing the ball at the striker's end with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter Fielder throwing the ball at the wicket with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter or Umpire
2	Use of obscene, offensive or insulting language	Use language that is obscene, offensive or of a seriously insulting nature directed at a Player, official or spectator	A Player swearing at or insulting another Player or Umpire In exercising judgement as to whether the behaviour has fallen below an acceptable standard, the umpire (s) seeking to lay the charge shall be required to take into account the context of the particular situation and whether the words or gestures are likely to: <ul style="list-style-type: none"> • be regarded as obscene, or • give offence, or • insult another person.
		<i>Note: In exercising judgement as to whether a person's conduct is the use of obscene, offensive or insulting language, the Umpire reporting the behaviour should take into account the context of the particular situation and whether the words or gestures are likely to be regarded as obscene, or give offence, or be insult another person, including persons other than the person being spoken to</i>	
2	Ball tampering	Change the condition of the ball in breach of Law 42.3	Picking the seam Deliberately throwing the ball into the ground for the purpose of roughening its surface Rubbing the ball against a fence, sightscreen etc Deliberately damaging the ball

Level	Offence	Description of offence	Examples of offending conduct*
			Applying moisture to the ball, other than perspiration or saliva
2	Manipulating a result	Manipulate or attempt to manipulate a Match in regard to the result, quotient, net run rate, bonus points or otherwise	A team batting in such a way as to either adversely affect its own, or improve its opponent's, net run rate or bonus points
3	Intimidatory conduct towards an Umpire	Intimidate an umpire whether by language or conduct.	Appealing in an aggressive or intimidatory manner. Intimidatory language directed to an Umpire or about an Umpire
3	Threatening to assault	Threaten to assault a Player, official (other than an Umpire) or spectator	
3	Intolerant conduct and/or language	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, sexuality, religion, colour, descent or national or ethnic origin	
4	Bring game into disrepute	Engage in behaviour unbecoming to a Premier Cricket Player or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket.	Cheating during play The making of public or media (this includes social media) comment which is detrimental to the game, including <ul style="list-style-type: none"> Publicly denigrating or criticising another Player, official, Umpire, referee, or Club, whether in relation to incidents which occurred in the match or otherwise. Publicly denigrating or criticising another Player, official, Umpire, referee, or Club by inappropriately commenting on any aspect of their or its performance, abilities or characteristics
4	Threatening an Umpire	Threaten to assault an Umpire or referee	
4	Physical assault	Physically assault another player, umpire, referee, official or spectator	
4	Committing a violent act	Engage in any act of violence on the field of play or the surrounding area	
4	Seriously Intolerant conduct and/or language	Use language or gestures that seriously, offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent, sexuality or national or ethnic origin	
<i>*Each of the Examples of offending conduct are intended as an illustrative guide only and should not be read as an exhaustive list of offences or prohibited conduct under this code.</i>			

ANNEXURE B. THE CLUB CHAMPIONSHIP

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

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

and added to the Competition Points that club has earned by its highest placed team in fifth grade.

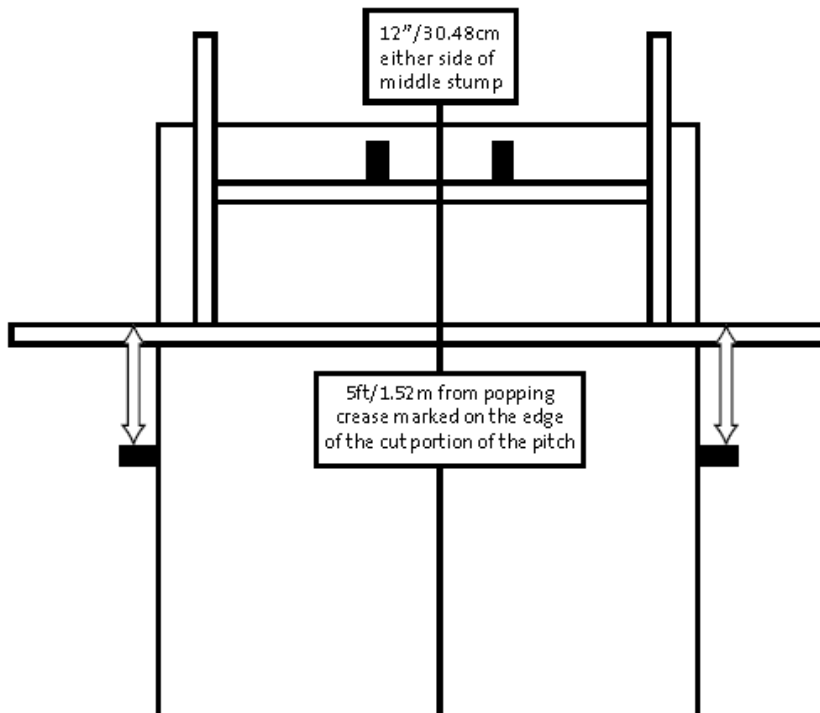
The Premier Club that obtains the highest total number of points according to the method set out above will be awarded the Club Championship.

ANNEXURE C. PITCH MARKINGS, GROUND MARKINGS & PITCH PREPARATION

PITCH MARKINGS: THE PROTECTED AREA

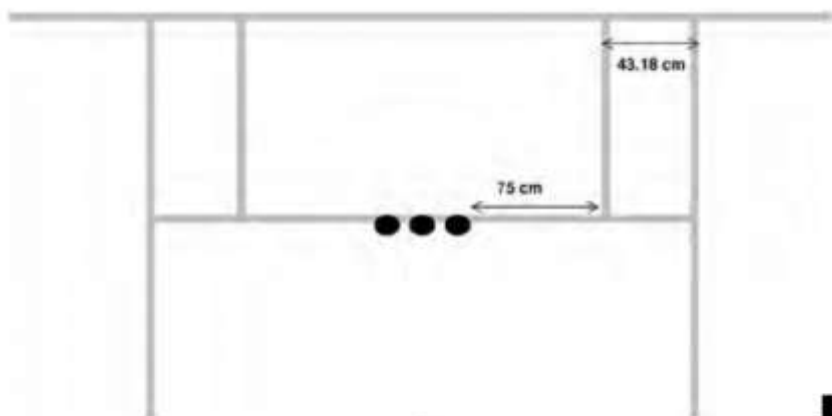
The Protected Area Markings

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



PITCH MARKINGS: WIDES

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



GROUND MARKINGS

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

PITCH PREPARATION

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

Pre-season

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

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

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

Pitch preparation

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

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

move across a roller width each time and make sure you overlap each roll. When you have reached the other string line continue back the other way and so on.

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

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

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

General

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

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

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

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

ANNEXURE D. Duckworth Lewis table

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

Table of resource percentages remaining - over by over

<i>2002 update</i>													
											Overs left		
											50	to	0
wickets lost													
overs left	0	1	2	3	4	5	6	7	8	9	overs left		
50	100.0	83.4	65.1	47.9	32.7	20.0	13.9	9.7	6.7	4.7	50		
49	99.1	82.6	64.5	47.4	32.5	20.0	13.9	9.7	6.7	4.7	49		
48	98.1	81.7	63.8	47.0	32.2	20.0	13.9	9.7	6.7	4.7	48		
47	97.1	80.9	63.2	46.5	31.9	20.0	13.9	9.7	6.7	4.7	47		
46	96.1	80.0	62.5	46.0	31.6	20.0	13.9	9.7	6.7	4.7	46		
45	95.0	79.1	61.8	45.5	31.3	20.0	13.9	9.7	6.7	4.7	45		
44	93.9	78.2	61.0	45.0	31.0	20.0	13.9	9.7	6.7	4.7	44		
43	92.8	77.3	60.3	44.5	30.7	20.0	13.9	9.7	6.7	4.7	43		
42	91.7	76.3	59.5	44.0	30.3	20.0	13.9	9.7	6.7	4.7	42		
41	90.5	75.3	58.7	43.5	29.9	20.0	13.9	9.7	6.7	4.7	41		
40	89.3	74.2	57.8	43.0	29.5	20.0	13.9	9.7	6.7	4.7	40		
39	88.0	73.1	56.9	42.5	29.1	20.0	13.9	9.7	6.7	4.7	39		
38	86.7	72.0	56.0	42.0	28.7	20.0	13.9	9.7	6.7	4.7	38		
37	85.4	70.9	55.0	41.5	28.2	20.0	13.9	9.7	6.7	4.7	37		
36	84.1	69.7	54.1	41.0	27.8	20.0	13.9	9.7	6.7	4.7	36		
35	82.7	68.5	53.0	40.5	27.3	20.0	13.9	9.7	6.7	4.7	35		
34	81.3	67.2	52.0	40.0	26.8	20.0	13.9	9.7	6.7	4.7	34		
33	79.8	65.9	50.9	39.5	26.3	20.0	13.9	9.7	6.7	4.7	33		
32	78.3	64.6	49.7	39.0	25.8	20.0	13.9	9.7	6.7	4.7	32		
31	76.7	63.2	48.6	38.5	25.3	20.0	13.9	9.7	6.7	4.7	31		
30	75.1	61.8	47.3	38.0	24.7	20.0	13.9	9.7	6.7	4.7	30		
29	73.5	60.3	46.1	37.5	24.2	20.0	13.9	9.7	6.7	4.7	29		
28	71.8	58.8	44.8	36.9	23.6	20.0	13.9	9.7	6.7	4.7	28		
27	70.1	57.2	43.5	36.3	23.0	20.0	13.9	9.7	6.7	4.7	27		
26	68.3	55.6	42.0	35.7	22.4	20.0	13.9	9.7	6.7	4.7	26		
25	66.5	53.9	40.5	35.0	21.8	20.0	13.9	9.7	6.7	4.7	25		
24	64.6	52.2	39.0	34.3	21.2	20.0	13.9	9.7	6.7	4.7	24		
23	62.7	50.4	37.4	33.5	20.6	20.0	13.9	9.7	6.7	4.7	23		
22	60.7	48.6	35.8	32.7	20.0	20.0	13.9	9.7	6.7	4.7	22		
21	58.7	46.7	34.1	31.9	19.4	20.0	13.9	9.7	6.7	4.7	21		
20	56.6	44.8	32.4	31.1	18.8	20.0	13.9	9.7	6.7	4.7	20		
19	54.4	42.8	30.5	30.3	18.1	20.0	13.9	9.7	6.7	4.7	19		
18	52.2	40.7	28.6	29.5	17.4	20.0	13.9	9.7	6.7	4.7	18		
17	49.9	38.5	26.7	28.7	16.7	20.0	13.9	9.7	6.7	4.7	17		
16	47.6	36.3	24.7	27.9	16.0	20.0	13.9	9.7	6.7	4.7	16		
15	45.2	34.1	22.6	27.1	15.3	20.0	13.9	9.7	6.7	4.7	15		
14	42.7	31.7	20.4	26.3	14.6	20.0	13.9	9.7	6.7	4.7	14		
13	40.2	29.3	18.1	25.5	13.9	20.0	13.9	9.7	6.7	4.7	13		
12	37.6	26.8	15.8	24.7	13.2	20.0	13.9	9.7	6.7	4.7	12		
11	34.9	24.2	13.4	23.9	12.5	20.0	13.9	9.7	6.7	4.7	11		
10	32.1	21.6	10.8	23.1	11.8	20.0	13.9	9.7	6.7	4.7	10		
9	29.3	18.9	8.2	22.3	11.1	20.0	13.9	9.7	6.7	4.7	9		
8	26.4	16.0	5.5	21.5	10.4	20.0	13.9	9.7	6.7	4.7	8		
7	23.4	13.1	2.7	20.7	9.7	20.0	13.9	9.7	6.7	4.7	7		
6	20.3	10.1	0.0	19.9	9.0	20.0	13.9	9.7	6.7	4.7	6		
5	17.2	7.0	-2.8	19.1	8.3	20.0	13.9	9.7	6.7	4.7	5		
4	13.9	3.8	-5.5	18.3	7.6	20.0	13.9	9.7	6.7	4.7	4		
3	10.6	0.5	-8.2	17.5	6.9	20.0	13.9	9.7	6.7	4.7	3		
2	7.2	-2.7	-10.9	16.7	6.2	20.0	13.9	9.7	6.7	4.7	2		
1	3.6	-5.6	-13.6	15.9	5.5	20.0	13.9	9.7	6.7	4.7	1		
0	0	-8.5	-16.3	15.1	4.8	20.0	13.9	9.7	6.7	4.7	0		
overs left	0	1	2	3	4	5	6	7	8	9	overs left		
wickets lost													

ANNEXURE E. Bonus point calculation sheet

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

ANNEXURE F. APPROVED BALLS

Competition	Approved Balls
Konica Minolta Regional Twenty20 Cup	Kookaburra Regulation (White)
Divisions 2–4 T20 Competition	Kookaburra Regulation (White) Kookaburra Regulation Reject (White) Kookaburra Club Match (White) Kookaburra Invicta (White)
First Grade Two Day Competition (The Gallop Cup)	Kookaburra Regulation (Red)
Second to Fourth Grade Two Day Competition	Kookaburra Regulation (Red) Kookaburra Regulation Reject (Red) Kookaburra Club Match (Red)
First Grade One Day Competition (The Gallop Cup)	Kookaburra Regulation (White)
Second and Third Grade One Day Competition	Kookaburra Regulation (White) Kookaburra Regulation Reject (White) Kookaburra Club Match (White)
Fourth Grade One Day Competition	Kookaburra Regulation (White) Kookaburra Regulation Reject (White) Kookaburra Club Match (White) Kookaburra Invicta (White) Kookaburra Senator (White)
Fifth Grade and Sixth Grade Competitions	Kookaburra Regulation (Red) Kookaburra Regulation Reject (Red) Kookaburra Club Match (Red)
Women's Competitions	2 piece Kookaburra Special Test 142g (or 4 piece Kookaburra Club Match 142g if agreed to by the Captains) (White)

ANNEXURE G. FINALS ELIGIBILITY TABLE

NUMBER OF ONE DAY OR T20 MATCHES PLAYED BY A CLUB IN A GRADE OR DIVISION	NUMBER OF ELIGIBLE MATCHES NEEDED TO BE PLAYED BY A PLAYER TO HAVE PLAYED AT LEAST 40% OF MATCHES
1	1
2	1
3	2
4	2
5	2
6	3
7	3
8	3
9	4
10	4
11	5
12	5
13	6
14	6

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

NUMBER OF ONE DAY & TWO DAY MATCHES PLAYED BY A CLUB IN A GRADE OR DIVISION	NUMBER OF ELIGIBLE MATCHES NEEDED TO BE PLAYED BY A PLAYER TO HAVE PLAYED AT LEAST 40% OF MATCHES & QUALIFY FOR EITHER FORMAT
1	1
2	1
3	2
4	2
5	2
6	3
7	3
8	3
9	4
10	4
11	5
12	5
13	6
14	6
15	6
16	7
17	7
18	8
19	8
20	8
21	9



EXTREME HEAT POLICY

1.0 PREAMBLE

This policy aims to advise Cricket ACT when making decisions in cases of extreme heat. The purpose of this policy is to protect the health and well-being of players, umpires, administrators and supporters. The policy is written in line with the Cricket Australia Heat Policy.

It is recognised that ACT Premier Cricket and other matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

2.0 APPLICATION

This Policy shall apply to all ACT Premier and Turf Cricket, ACT Women's Cricket, Canberra City and Suburban Cricket and ACT Sunday Social Cricket matches.

3.0 TEMPERATURE THRESHOLD

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

The “**Feels like**” or effective temperature (taking into account wind and humidity) from the nearest weather station in degrees from the BOM Weather App shall be used. The “feels like” temperature may vary from the absolute temperature depending on the level of humidity.

4.0 BOM WEATHER APP

BOM Weather shall be the official App for sourcing temperature data. The “feels like” temperature shall be the official temperature measurement. Smartphone location settings must be enabled.

5.0 CESSATION OF PLAY

5.1 Level 1 – The umpires shall schedule additional drinks intervals in the event that the BOM Weather App “feels like” temperature, at the location, **exceeds 37 degrees Celsius**. The drinks interval shall be of 10 minutes’ duration. Players and umpires may leave the field of play during this interval.

5.2 Level 2 – Play shall cease immediately in the event that the BOM Weather App “feels like” temperature, at the location, **exceeds 40 degrees Celsius**.

5.3 Resumption of play – Play shall resume if the “feels like” temperature drops to 40 degrees or less.

6.0 LOSS OF PLAYING TIME (DUE TO EXTREME HEAT)

6.1 Where there is any interruption(s) to play due to extreme heat:

- (a) The minimum quota of overs to be bowled that day is unaffected.
- (b) The finishing time is adjusted by the period of scheduled playing time lost.
- (c) Play will continue on each match day until the minimum quota of overs has been completed or until light no longer permits.
- (d) Playing Condition Rule 6.17.1 does not apply.

7.0 ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY

The Competitions Manager may cancel a day's play in a round of Matches if, at 4:30pm on the day before the day of the Match, the forecast maximum temperature for the day of the Match is 41 degrees Celsius or more.

8.0 AMENDMENT TO PLAYING TIME

By monitoring 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, the Cricket ACT Competition Manager may determine to instruct teams to commence play at a cooler time of day, for example 8.30am.

The Competition Manager will seek to provide clubs with ample advance notice that an amendment to playing times may be imminent.

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

9.0 INCREASED DRINKS BREAKS, EXTENDED INTERVALS AND CESSATION OF PLAY

Forecast temperature exceeding 37 degrees

9.1 Prior to the start of play on any match day, the umpires and captains shall conduct a heat safety briefing -

- (a) to determine increasing the number and duration of drinks intervals, and;
- (b) to determine whether to extend the duration of lunch and/or afternoon tea intervals.

10.0 HYDRATION

The following Heat Stress Management Strategies are recommended to be implemented in part or full in Matches (and Training Sessions).

10.1 Pre-Match or Training Sessions

- Ensure Participants are well hydrated at the start of the match or session.

10.2 During Match or Training Session

- Participants should have access to palatable cool fluids throughout their day / session and breaks in play / training.
- Participants should aim to replace their fluid and sodium losses to maintain adequate hydration.
- Participants drinks should be individualised to suit their needs.

10.3 Post-Match or Session Rehydration

- All Participants should drink fluids slowly (over hours) to minimise diuresis, and choose electrolyte containing fluids (or consume fluid with a meal) to aid retention.

11.0 COOLING

A combination of external and internal cooling methods is recommended.

Cold water immersion techniques should be considered, including:

- Ice ingestion (slushies, icy poles).
- Cold wet towels.
- Crushed ice (approximately 3 kilograms), wrapped in wet towels and taped at the ends and middle.
- Placed on the extremities of the body (neck and face during play and drink breaks).
- Rotation of the towels to different areas of the body is preferable.
- Ideally, this should be used in conjunction with an evaporative fan to maximise cooling effect.
- Whole body or torso (neck to knee) cooling – 30 mins at 22-30oC or 5 mins at 15oC.

Participants should avoid wearing compression undergarments during training and matches, particularly in extreme heat related weather.

12.0 REVIEW OF HEAT POLICY

This Heat Policy will be reviewed annually.

A retrospective review of the incidence of heat stress in Participants will be undertaken and may be used to assess the current Heat Policy. These reviews will be conducted in consultation with the Cricket Australia Medical Staff.

13.0 HEAT STRESS ILLNESS ACTION PLAN

Should a player demonstrate signs of heat illness the following should be implemented:

- Remove from the ground to a cooler, shaded (or indoor) environment.
- Remove excess clothing and equipment.
- If able, measure and monitor body temperature.
- On-site cold-water immersion is recommended.
- If cold water immersion is not possible, cool the player with fans and / or ice towels.
- Provide with cool fluids to consume.

Cricket ACT

Community Cricket Concussion and Head Trauma Guidelines

Version:	2.0
Date last reviewed:	01 08 2018
Review frequency:	Annual

TABLE OF CONTENTS

1	EXECUTIVE SUMMARY	3
2	INTRODUCTION	3
3	SCOPE	3
4	RELATED DOCUMENTS	4
5	PROTECTIVE EQUIPMENT REQUIREMENTS.....	4
6	HEAD AND NECK TRAUMA MANAGEMENT	4
7	RETURN TO PLAY.....	5
8	DOCUMENTATION	6
	APPENDIX 1	7

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/well-played>)

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 off-side 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

