

HIGHLANDS DISTRICT CRICKET ASSOCIATION INC

FIRST GRADE PLAYING CONDITIONS

SEASON 2023/24



Introduction

The HDCA reserves the right to decide which course of action to take when there is a disagreement over the wording or understanding of these Rules.

All matches shall be played in accordance with the 'MCC Laws of Cricket 2017 Code 2nd Edition', except as modified here after, and to the Rules considered applicable to the competitions within the Association.

Where HDCA is mentioned in these rules, as a point of contact it means the Association's Director of Competitions (*Jack Whitfield*) or a person or persons nominated by that Director prior to the start of the season.

PART A – HDCA COMPETITION RULES

1 Administration

These Playing Conditions apply to all **Two Day** and **One Day** First Grade games played within the Highlands District Cricket Association (HDCA).

2 Judiciary (HDCA Member Regulations)

2.1 Refer to the HDCA Members Regulations for

2.1.1 Judiciary hearings and process,

2.1.2 Lodging a complaint regarding player behavior, and

2.1.3 How to appeal against a decision made by the HDCA Judiciary regarding player behavior.

3 Competition Format

3.1 **Two Day matches** - If there is no play on the first day of a two day, regular season match, then the match will be played as a one day match on the second day. If the match starts on the first day of a two day match, it will be played out as a two day match regardless of whether the day's play is abandoned. In addition for both one and two day games, should the scheduled turf venue be unplayable the match can be moved to another turf venue if one is available as agreed by the HDCA. If on the second day play cannot commence on a turf ground then the match may be moved to a synthetic wicket. All sides being moved to a synthetic pitch have to be notified before 11am on the Saturday.

3.1.1 For all finals matches, if there is no play on the first day, the game will NOT revert to a one day game BUT will be played as per the regular two day rules.

3.2 If the draw does not allow for every team to have the same number of byes, then those teams receiving an extra bye shall receive maximum points scored by a team playing in that round.

3.3 Where both sides forfeit their first innings or a declaration is made by the team batting second to create a first innings tie, only first innings points may be obtained.

3.4 In order to constitute a valid competition round, at least one match must achieve a result other than a draw, in that round.

3.5 Clubs have up to 14 days following the completion of the match to notify the HDCA of any points discrepancy on the Competition Points Table or forfeit those points.

3.6 Competition points - Two Day Matches

<u>Result/Outcome</u>	<u>Points</u>
Win 1 st Innings	10
Loss 1 st Innings	2
Outright Win and 1 st Innings	20
Outright Loss and Losing 1 st Innings	0
Outright win after 1 st Innings loss	13
Outright loss after 1 st innings win	7
Tie – On 1 st Innings	6
Draw 1 st innings	6
Outright Tie (Win 1 st Innings)	13
Outright Tie (Loss 1 st Innings)	7
Outright Win and 1 st Innings Tie	13
Outright Loss – 1 st Innings Tie	7

Outright Tie and 1 st Innings Tie	10
Forfeit Win or Team penalized for playing a disqualified or ineligible player(s)	Maximum points by a team in round.
Forfeit loss	0
Bye	0 for equal byes in a round
Bye	Maximum points by a team in round if byes unequal for round

3.7 Competition Points – One Day Matches

Win	10
Loss	2
Draw- Washout	6
Tie	6
Forfeit Win	Maximum points by a team in round
Forfeit Loss	0

3.8 Bonus Points

3.8.1 The following bonus points will apply only in the 2nd innings of each side in a two-day match. Bonus points are awarded on top match points listed above.

2 nd innings Runs	0.03 per run
2 nd innings Wickets	0.75 per wicket

3.8.2 A bonus of 3 competition points will be awarded to each 1st grade team who's Captain or nominee, attends the HDCA pre season Captain's Meeting. That person must prove their attendance through signing the provided attendance sheet. Note – the nominee must be made by the team Captain and be a playing member of that side.

3.9 The team mentioned first on the draw (including finals series) shall be the Home team and is responsible for the stumps and boundary markers.

4 Unfit Pitch or Ground Prior to Commencement of Play

4.1 Should a ground be deemed unplayable on the day before play it is the groundsman's responsibility to contact the HDCA. If a ground should be closed by council that decision shall stand.

4.2 Should a ground be deemed unplayable on morning of the day's play (before the toss), it is the responsibility and sole jurisdiction of the HDCA Director of Senior Cricket (or their appointee) to make such a decision and advise the representatives of the Clubs concerned prior to 11:00am. It will then be the Clubs' responsibility to inform the players.

4.3 The start of play may be delayed until 3:30pm if the ground is unplayable or weather conditions do not permit play to start. If the day's play hasn't started by 3:30pm, the day's play will be abandoned.

4.4 If the match isn't transferred by 11:00am, both teams will be required to be present at the ground listed in the Competition draw by the scheduled starting times.

4.5 Should the match be transferred, the Umpire shall set the rescheduled starting time for the match, taking into account the distance to be travelled to the assigned venue. If no Umpire is present, an agreement will be made between the captains involved.

5 Ground allocations for HDCA senior cricket

5.1 Normal preliminary rounds

Grounds are allocated to senior cricket according the following criteria...

1. First grade is given preference for the best grounds available (turf first and then synthetic)
2. Second and third grade are given preference to the home club ground for their home match
3. In general, grounds are ranked according to the following criteria:
 - a. Pitch
 - b. Condition of outfield
 - c. Size of outfield
 - d. Off field facilities such as toilets, change rooms, sightscreens and canteen.

5.2 Semi finals and finals

Grounds for Semi Finals in all grades are allocated according to the above criteria.

Grounds for the Final will be played at the best ground available in descending order from first to second grade (ie, turf ground). For third grade, they will play the Final on the best available synthetic.

6 Return of Match Results/Match Disputes

6.1 On the completion of each Competition match both captains/coaches are to ensure all details in the scorebooks are entered and correct (including who took the catches). If it is agreed that this is so they are then required to sign the opposition scorebook.

6.1.1 Once the scorebook is signed the result is official and no further action can be taken.

6.1.2 If there is a scoring dispute DO NOT sign the scorebook.

6.2 All scoring disputes must be through the club Secretary and lodged with the Association Registrar no later than 8.00 pm Monday following the completion of the match.

6.3 It is the responsibility of both teams to enter the match results into the My Cricket Website by no later than 8.00 pm on the Tuesday following the completion of the match.

6.4 The team first entering the results are required to:

- a) select their team and **update**
- b) enter all the details for BOTH teams in the Enter Results section. I.e. toss won by, Batted 1st, innings commenced for both teams and all details of both teams scores, match result. If the match is in dispute enter as so near the bottom right of this page
- c) Enter both your batting and bowling figures and **save**

6.4.1 The team entering 2nd is required to:

- a) select their team and **update**
- b) **confirm** result
- c) Enter both your batting and bowling figures
- d) complete all details for BOTH teams in the Enter Players Scores section.

This includes entering who took the catches, batsman's score, bowling figures. Note you need to click opposition dismissals to enter their results. If the match is in dispute enter as so near the bottom of this page click save.

6.4.2 Team/s who fail to complete their required sections on time will be deducted 2 competition points. The club will be notified of the deduction by the H.D.C.A. Registrar no later than 8.00 pm Wednesday following the deduction.

6.4.2.1 If team/s still fail to enter their required sections by 8.00 pm Friday following the match, team/s will have a further 8 points deducted. The club will be notified by the HDCA Registrar no later than 8.00 pm Monday following the deduction.

6.4.2.2 If team/s still have not entered their required results by the Wednesday a fine of \$250.00 will also be imposed on the club.

6.4.3 Team/s participating in the finals series are also required to complete their required sections on time. Team/s failing to do so will be fined \$100.00. The club will be notified of the fine by the H.D.C.A. Registrar no later than 8.00 pm Wednesday following the fine.

6.4.3.1 If team/s still fail to enter their required sections by 8.00 pm Friday, following the match, team/s will be fined a further \$250.00

6.5 Any protest or dispute (other than the scores) **must** be preceded by the Official Umpires or Captains declining to sign the scorebook.

6.6 Protests and Disputes (as opposed to matters relating to behaviour and conduct and the match scores) shall be lodged with the HDCA within three days of the termination of the match or event. The notice must be lodged in accordance with the HDCA Member Regulations.

7 Minor Premiership

7.1 At the conclusion of the last round in First Grade, the teams shall be placed in order according to their competition points. For clarity, the minor premiership is inclusive of combined competition points gained from two day, one day and T20 matches.

7.2 In the event of two or more teams being equal, their positions shall be determined by averages on the HDCA Website, Ladder.

7.3 If equal it will be decided by the team who has recorded more points when playing against each other if that is equal the averages rule when they played each other. The leading team shall be declared Minor Premiers.

8 Averages

8.1 The averages are determined by the following method:

A = batting average for (dividing total runs scored by total wickets lost)

B = batting average against (dividing total runs against by total wickets taken)

Average = divide A by B

8.2 The team with the higher average shall be deemed to have the better performance.

8.3 The average will be taken to 3 decimal places.

9 Finals Series

For semi-finals and finals, the team finishing higher on the competition points table must provide stumps, bails and boundary markers as required.

10 Semi Final Qualifications

10.1 Registered players will qualify for the finals matches through playing (and being placed on the official team sheets) regular season matches and accumulating at least 6 points in the following way;

2 points for each 2 days match,

1 point for each one day match, and

0.5 point for each T20 match played.

Regular season matches that are washed out or abandoned shall count as per the points above, provided the team list has been entered onto the MyCricket HDCA website.

10.2 For the purpose of 2 day semi-finals and finals, a player shall be deemed to belong to that grade or team in which he/she played 3 of his/her last 5 full competition matches.

10.3 Where a club has teams in the semi-finals or finals in consecutive grades, provided they play on the same day, players may be selected to play any grade as required by the club, provided they are eligible to play in that grade.

11 Finals Competition Results

In the event that a semi final or preliminary final is not played or there is no result, the team that qualified in a higher position from the regular season, will be declared the winner of the match.

If the Grand Final is drawn or not played, the team that qualifies first into the Grand Final shall be declared Premiers.

12 Finals Draw

12.1 The finals format will be determined by how many teams are participating in the competition.

12.2 If the competition has 5 teams or less, the Minor Premier will automatically qualify for the Grand Final. The 2nd and 3rd placed teams will play in the Preliminary Final, with the winner to progress to the Grand Final.

12.3 If the competition has 6 or more teams, it will be the regular finals draw, as per below;

Semi Finals Match A 1 vs. 2

Semi Finals Match B 3 vs. 4

Preliminary Final Match C

Loser Match A v Winner Match B

Grand Final

Winner Match A v Winner Match C

12.4 All ground for Finals Series matches shall be played on the best available grounds as decided by the HDCA. See Rule 5 above.

13 Premiership Award

Prize money will be determined by the HDCA each year. Prize money will be paid to the Premiers.

The Premiers will receive the **XXXXX Cup** and it is a requirement that the winning Club return the trophy in good condition to the HDCA Secretary by the 1st of March.

14 HDCA Spirit of Cricket Award

The HDCA is very focussed on promoting not only cricket within the District, but also how it is played and enjoyed by all. It should be played hard but fair. Central to the MCC's Preamble on the Spirit of Cricket is "Respect". Everyone is responsible for ensuring fair play, not just the Captains. It extends to supporters, coaches and parents. We celebrate the successes on field and also thank the Umpires for their contribution.

The SoC shall be a Club Based Award, as opposed to a grade based award.

Whenever there is an umpire appointed by the HDCUA, the match will have SoC points awarded, irrespective of what grade is being umpired. The official umpire will submit their SoC cricket points to the HDCA as a mark out of 10 for each side after each match. (0 being very poor through to 10 being Excellent)

For a Club to be eligible for the SoC award they need to have 5 matches covered in the season by an officially appointed umpire (that can be over ALL 3 grades e.g. Bundanoon may have two 2nd grade matches covered and three 3rd grade matches). This is recognising the Club, not the grade, and the behaviour of the whole Club and its players.

The points are not cumulative, but average based, so the winner of the SoC will have an average match point score (to two decimal places) and will be used to determine the winner. The registrar of the HDCA would be responsible for maintaining the tally of points and create the match average at the end of the season.

Points will also be awarded during the final matches will contribute to the overall season average. The Club with the highest season average, based on the qualification criteria above, shall be awarded the HDCA Club Spirit of Cricket Award.

15 Suspect Bowling Action Policy

Should an officially appointed HDCUA umpire have a concern regarding the legality of a bowler's delivery action during a match, they are able to lodge a report with the appropriate HDCA Director of cricket (Senior or Junior).

If a player umpire has a concern regarding the legality of a bowler's action, this needs to be reported as above, but through the President of the player umpire's club.

The report can be via email and should include at least the following information;

- Player's name
- Player's club
- Match details (teams, ground, date and grade)
- Umpire's name
- The concern with the bowling action (eg the entire action or one type of delivery)

Once a report is lodged with the appropriate HDCA Director, he/she will organise a viewing of the bowler's action within 14 days, preferably at a training session at an agreed time with the player and their club. Video may be taken and the action will be viewed by the HDCA Director, a panel umpire from the HDCUA and HDCA representative cricket coordinator (Senior or Junior).

The three member panel will either deem that the player is permitted to keep bowling or deem that the action is illegal. If illegal, the panel will recommend remedial work be carried out by the club and request to view the bowling action once completed, to determine the legality of the new action.

For the sake of clarity, nothing in the above policy prevents the umpire on the day from calling a No ball on field for an illegal bowling action under Law 21.2. Should a bowler be No balled onfield for an illegal action and suspended from bowling by the umpire, they will automatically have to submit to the review panel for an assessment of their bowling action within 14 days. They may continue to bowl in the meantime in subsequent matches, however they remain subject to the Laws of Cricket.

PART B – HDCA 1st Grade Match Playing Conditions

Except as varied hereunder, the MCC Laws of Cricket 2017 Code 2nd Edition shall apply. Note, all references to the “Governing Body” within the Laws of Cricket shall be replaced with the “HDCA”.

1 The players

Law 1 shall apply subject to the following:

1.1 Two Day fixture - Teams may nominate a squad of 13 players which can be used on either or both days. A maximum of 11 players may bat and 10 players may bowl in each innings. A replacement player from outside this 13 person squad may only be used if a player from this squad is participating in a Representative fixture. The replacement player has full rights of the player he/she replaced and may resume an innings of the replaced player if he/she is not out overnight. A new team sheet is required to be given to umpires and the opposition captain before the commencement of the 2nd day's play.

1.1.1 Players may participate in more than one game in different grades in a round provided they are nominated on both team sheets. However, they are not under any circumstances allowed to participate in more than one game on the same day.

1.1.2 Any player playing in a match that is not listed on the Team Sheet shall be deemed ineligible and that player's team shall forfeit all points earned in that match. The opposition team will earn maximum points for the round in that grade.

1.1.3 The team list must identify all players under 19, 18, 17, 16, 15 or 14 years of age on midnight the 31st August of that cricket season in question so that Umpires can apply injury prevention guidelines for young bowlers.

1.1.4 One Day matches - Teams are permitted to play 12 players but only 11 players may bat and 10 may bowl.

2 The Umpires

Law 2 shall apply subject to the following:

2.1 Before the toss for innings, two umpires (either official or non- official) shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

2.1.1 If Official Umpires are unavailable, the captains should agree on the appointment of Non-Official Umpires, who may from time to time be changed as circumstances dictate.

2.1.2 When Non-Official Umpires are present, the captain of the fielding side may request that the Umpire be changed. Only the captain may request this course of action and the request must be to the opposing captain. Both captains are reminded not to abuse this rule and bring the game into disrepute.

2.1.3 During a match where there is only one or no Official Umpire present, the players or representatives of the batting team, acting in the position of the Umpire or Square Leg Umpire, will have the same rights and responsibilities as an appointed Umpire.

2.1.4 All players or team representatives acting as the Square Leg Umpire will assist the Official Umpire by counting the number of legal balls bowled and signalling the Official Umpire when 4 legal balls have been bowled.

2.1.4.1 They shall stand no more than 20 metres from the wicket and will stand at square leg unless required to move to point due to the position of fieldsman or the sun with the approval of the official umpire.

2.1.4.2 They must not be involved in discussions with the either or both batsmen during play or during the break between overs, and are not allowed to coach in any way.

2.7 The fitness of the ground, weather and light shall be determined by the official umpire(s) where in attendance, or by the acting unofficial umpires at the time. In the event of disagreement between the acting unofficial umpires, the state of affairs existing at the time shall continue. i.e. if play is in progress, it continues, if the players are off the field, they stay off. Where lightning is occurring play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.

If one of the acting unofficial umpires or team captains considers the safety of the players is at considerable risk by continuing to play then play must be stopped until conditions are considered safe. Where this occurs and play is abandoned both team captains and acting unofficial umpires must submit an incident report to the HDCA as per the terms of Match Play Rule 5.5 and 5.6 for a ruling on the result of the game.

3 The scorers

Law 3 shall apply subject to the following:

3.1 Each club shall use MyCricket E Scoring and these scores shall be made available for inspection when required. Any Club or team failing to do so, or failing to keep proper record of each match, and this includes keeping of the Oppositions score, shall be liable to a fine as prescribed in the HDCA Member Regulations

3.2 Any dispute, caused by a discrepancy in the scoring systems, that cannot be rectified, shall be decided by the HDCA. (See Competition Rule 5)

4 The ball

Law 4 shall apply subject to the following:

4.5 In the event of a ball during play, being lost or, in the opinion of the Umpires, becoming unfit for play through normal use, the Umpire shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the batsmen. The replacement ball shall be of a make and quality approved by the HDCA.

4.6 Only **red** 156 gram, four (4) piece leather balls of a good standard may be used in **two day** fixtures. e.g. Kookaburra or Platypus. It is not necessary that a new ball be used for each innings or match.

Only **white** 156 gram, four (4) piece leather balls of a good standard may be used in **one day** fixtures. e.g. Kookaburra or Platypus.

5 The bat

Law 5 shall apply.

6 The pitch

Law 6 shall apply.

7 The creases

Law 7 shall apply.

8 The wickets

Law 8 shall apply subject to the following:

8.1 All stumps used in matches under the control of the HDCA must be made of timber only. Under no circumstances shall stumps with metal tops or ferrules be used.

9 Preparation and maintenance of the playing area

Law 9 shall apply subject to the following:

9.1 Rolling - There will be no rolling of the wicket between the change of innings unless the change is occurring overnight.

9.1.1 When the game is played on Saturday/Sunday the rolling of the wicket should be rolled to a maximum of 20 minutes.

10 Covering the pitch (Turf pitches only)

Law 10 shall apply subject to the following:

10.1 The use of an underlay material shall be optional except that the use shall be the same in the period prior to each day of the match.

10.1.1 It is the responsibility of the Home Team to cover the wicket by dusk on the evening of any day prior to a match day and at the conclusion of a match day if covers are available. (In the final series it will be the responsibility of the lower place team to cover the turf wickets as above or otherwise as directed by the HDCA). If the wicket is not covered and is unplayable the team responsible will be penalised as per HDCA Member Regulations.

10.1.2 Until the scheduled time for the start of play, the Home club shall be responsible for providing any labour necessary for laying or removal of the covers.

10.1.3 The Umpires shall assume control 15 minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers after this time.

10.1.4 After the days play it is the responsibility of both teams to cover the wickets as directed by HDCA or groundsman.

10.2 After play has commenced the covers may be used as directed by the Umpires. Should the Umpires decide that the covers be used during the course of the match then it will be the responsibility of both competing teams to assist with any labour. Persons assisting with the laying or removal of covers must ensure that they do not damage the cover through wearing spiked shoes.

11 Intervals

Law 11 shall apply subject to the following:

Law 11.2 There shall be a 20 minute tea interval in a two day match taken at 3.20pm.

11.8 Drinks Break – Two day matches

11.8.1 In all 2 day competition matches (including final series) drink breaks shall be taken after the first 20 overs of the day and 20 overs after the scheduled tea break has been taken, unless otherwise agreed by both captains prior to the commencement of play. Drinks shall be taken on the field and the break shall be of no longer than 5 minutes.

11.8.2 There will be no drinks break in the last hour on the 2nd day of a match.

11.8.3 There will only be one drink break at 25 overs for one day matches. Drinks shall be taken on the field and the break shall be of no longer than 5 minutes.

12 Start of play; cessation of play

Law 12 shall apply subject to the following:

12.1 Two Day Games (Including Finals Series)

12.1.1 Playing Hours Competition Rounds: Start 12:45pm to 6:25pm

12.1.2 Playing Hours Finals: Semi, Final and Grand Final

Saturday 12:45pm- 6:25pm

Sunday 12:45pm- 6:25pm

12.1.2.1 If play is abandon without a ball bowled on day one of a two day final, play can be caught up by starting at 11:30am on the following playing day under normal playing conditions if both of the below are true;

- The umpires agree the conditions are suitable

- there is no scheduling clash

12.1.3 Termination of Play

The drawing of stumps shall be at the completion of the daily quota (85 overs) or the scheduled cessation time, whichever occurs last, unless play is terminated by the umpire due to extraordinary circumstances, (i.e. bad light, rain etc.) or as detailed in Rule 2.1.1. When no Official Umpire is present, play may be terminated with an agreement between captains.

There will be a minimum of 85 overs in the daily quota.

There shall be no requirement for 20 overs in the last hour of play as the minimum of 85 overs in the daily quote constitutes a days play.

12.1.4 Number of Overs

12.1.4.1 The innings of the team batting first shall be limited to a maximum of 85 overs regardless of any interruptions or delays and shall be declared closed as soon as 85 overs have been received. The team batting second shall then be entitled to a maximum of 85 overs.

If the team batting first are bowled out or declares their innings closed prior to 85 overs being reached, the team batting second shall have unlimited overs in their first innings. All subsequent innings are also of unlimited overs.

12.1.4.2 Where an Innings is completed during the days play, 3 overs shall be deducted from the daily quota and the requirement of overs to be bowled adjusted accordingly

12.1.4.3 If both teams bat the full allocated 85 overs in their first innings, the team with the higher scoring aggregate in their first innings is declared the winner of the match.

12.1.5 Interruptions to Play

The Umpire may reduce the daily quota in the case of interruptions to play for rain, bad light, lost balls, injury to a player or late start to a session directly attributable to the batting side on the basis of actual time lost or time lost due to deliberate time wasting by the batting side (such deductions to be assessed by the Umpire). All such deductions shall be calculated at the rate of one over every 3.5 minutes of time lost. Fractions shall be ignored in the re-calculated quota.

12.2 One Day Games

The playing times listed below are for un-interrupted matches, the change of innings can be adjusted due to lost overs.

Start of Match	12:30pm
Cessation of 1st Innings	3:30pm
Start of 2nd Innings	3:40pm
Cessation of 2nd Innings	6:40pm

11:30 Start Games Only

Start of Match	11:30am
Cessation of 1st Innings	2:35pm
Start of 2nd Innings	2:55pm
Cessation of 2nd Innings	6:00pm

12.2.1 Number of Overs

Start at 12:30pm 50 over limit per team

The maximum number of overs per bowler will be as follows:

50 Over match—10 overs each

45 Over match—9 overs each

40 Over match – 8 overs each

35 Over match – 7 overs each

In a delayed or interrupted match where the overs are reduced for one or both teams, a bowlers' maximum numbers of overs shall be adjusted so that no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

The Team batting first will receive the full quota of 45 overs in the allotted time (12:45pm to 3.25pm). Should the team batting first not receive the 45 overs in the allotted time they will bat on until 45 overs are bowled but the team batting second will receive only the same number as the team batting first received in the allotted time. In extenuating circumstances the Umpires may show discretion to amend this rule to allow for any playing time lost beyond the control of the fielding side. Some examples include injury, time wasting, bad weather.

12.2.2

Extra time. 30 minutes of extra time is available where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

13 Innings

Law 13 shall apply subject to the following:

13.1 Over Restrictions for Young Bowlers

No medium pace or faster bowler (broadly defined by one or both of the Umpires as those to whom the wicketkeeper would normally stand back) shall

be permitted to bowl more than the number of overs in a spell, and numbers of over in a day's play as set out below

Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs, which are allowed in a spell and in a days' play. Restrictions are as follows:

AGE GROUP	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY
Under 19*	8	20
Under 18*	7	18
Under 17*	6	16
Under 16*	6	12
Under 15*	5	10
Under 14*	5	10
Under 13*	4	8
Under 12*	4	8
Under 11*	3	6
Under 10*	2	4
5-8 years*	1	1

* As at midnight on 31 August of the season in question

a) Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.

b) "Maximum numbers of overs in a day" is defined as all HDCA competition cricket played by the participant and for clarity includes any junior and senior match played on the same day or multiple T20 matches played on the same day.

c) For the purpose of calculating a bowler's minimum rest period as defined in (a) above, any interruption to play due to weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end, and a scheduled luncheon interval of 40 minutes shall count as 6 overs from each end.

d) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

(i) if the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day

(ii) if the bowler begins with slow bowling and changes to

medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

(e) Responsibilities for Breaches, Disputes etc.

(i) It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. The Umpires will assist in maintaining records to enable the enforcement of this rule together with the Scorers of the match. Scorers must notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.

(ii) If the Umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

(iii) Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires shall make the final decision on its application based on information available from the scorers or other sources.

Note – All bowlers in the Under 12 and younger age bracket shall only be permitted to bowl eight (8) deliveries in an over (including wides and/or no balls). Where this restriction is perceived by the umpires to affect the result of the match by not allowing the batting side access to six legal deliveries in the final over of their innings the umpires may instruct the captain to use another bowler or bowlers to complete six legal deliveries in that over, so long as the bowler/bowlers so used do not exceed their daily maximum allocation of overs.

Example - If a medium or faster bowler U/19 has bowled a spell of 6 over's and has a rest period equal to that of their maximum over's in a spell (8 over's from the end in which they bowled from) then that bowler is entitled to bowl in his second spell the maximum overs allowed in a spell (8 overs)

13.2 Slow Over Rates

13.2.1 Fielding team failing to bowl required overs by required cut-off time is determined by umpires in both sessions.

13.2.2 Penalty is 6 runs per over short at the required cut-off time awarded to the batting team

13.2.3 All penalty runs are imposed:

- a) at the end of the last over considered to have been completed,**
- b) before the first ball of the penalised overs is bowled.**

13.2.5 Team batting second procedure, if credited with penalty runs
a) takes its score past that of the team batting first, then the match is deemed won by the team batting second, and play will cease immediately
b) does not take its score past that of the team batting first, then the match will continue until (whichever occurs sooner) a result is achieved, or overs are completed when play will cease immediately.

14 The follow-on

Law 14 shall apply subject to the following:

14.1 In a One Day match, the Law on follow-on does NOT apply.

15 Declaration and forfeiture

Law 15 shall apply subject to the following:

15.1 In a One Day match, the Law on declaration does NOT apply.

16 The result

Law 16 shall apply subject to the following:

16.2 One Day matches

16.2.1 In matches where both sides have received the same number of overs in a completed innings the match shall be determined by the team scoring the higher aggregate runs being declared the winner.

In the event of an interruption after commencement of play, the Duckworth Lewis system shall be used to calculate target scores and match results. All clubs are required to download the ***Duckworth Lewis Calculator*** app by *Tarams Inc* and assist umpires in calculating these scores and results if required.

Please note that each team is still to receive a minimum 20 overs to constitute a game, unless a team is dismissed prior to receiving 20 overs.

16.2.2 A delayed or interrupted match may be played at a reduced number of overs so long as both sides receive a minimum of 20 overs to achieve a result. In matches where it is not possible for both sides to receive the minimum of 20 overs, the match shall be abandoned and declared drawn.

Where the start of a match has been delayed or interrupted by weather conditions, the overs shall be reduced at the rate of 1 over per team for every 7 minutes lost.

In the case of overs lost, it will be necessary to specify a new cessation time of the first innings, taking into account the scheduled time of drawing stumps.

Where it is practicable, consideration should be given to reducing the break between innings.

Example: The commencement of a match is delayed 70 minutes. 70 minutes divided by 7 minutes = 10. Therefore, both sides lose 10 overs from their allotted overs.

Where there is an interruption to play which affects only the innings of the team batting second, the number of overs shall be reduced at a rate of 1 for every three minutes and thirty seconds of play lost.

16.2.3 Where the team batting first has been dismissed prior to receiving the numbers of overs as determined then the team batting second shall be entitled to receive the full number of overs to which the team batting first was entitled.

In any case the team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been dismissed in less than its full quota of overs. (Example - If Team A, batting first, is bowled out in 40 overs then Team B batting second can bat for the maximum of 45 overs.)

16.3 Awarding of a match - A penalty of 15 runs is automatically imposed on any team which does not have a minimum of seven nominated players in attendance ready to commence play at the scheduled time. Should the team still not have a minimum of seven nominated players ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team.

Extenuating circumstances shall be taken into account before enforcing this rule.

17 The over

Law 17 shall apply.

18 Scoring runs

Law 18 shall apply.

19 Boundaries

Law 19 shall apply.

20 Dead ball

Law 20 shall apply.

21 No ball

Law 21 shall apply subject to the following:

a. Free hit after a No ball

The delivery following a No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

For clarity, a batsman cannot be out stumped off a No ball free hit, but can be out Hit the ball twice, Obstructing the field and Run out.

Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 28 shall apply), or
- b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change his/her mode of delivery for the free hit delivery.

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

21.2 Ball bouncing over head height of striker will be deemed a no ball.

21.3 A ball that does not pitch on the playing surface (synthetic strip or cut turf pitch) shall be deemed a no ball. A ball that hit the concrete edge of a synthetic strip and deviates in an unnatural way shall also be deemed a no ball.

22 Wide ball

Law 22 shall apply subject to the following:

22.1 A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump – See Appendix 1) shall be a Wide provided he maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

22.2 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.

22.3 A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

- i) the ball passes between the striker and the stumps.
- ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

23 Bye and leg bye

Law 23 shall apply.

24 Fielder's absence; substitutes

Law 24 shall apply subject to the following:

24.1 If a fielder fails to take the field with his side at the start of the match or at any time later, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

If the player is absent from the field:

24.1.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the length of playing time for which he was absent.

24.1.2 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in clauses 24.1.1 and 24.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal such as a pulled muscle) whilst participating earlier in the match and consequently has been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

24.2 This law shall not apply in the first three rounds of the 2023/2024 season. (the games starting at 11:30am)

25 Batsman's innings; runners

Law 25 shall apply with the addition of:

25.1 All junior batsmen (U/18 players) must wear a helmet at all times while batting.

26 Practice on the field

Law 26 shall apply.

27 The wicket-keeper

Law 27 shall apply subject to the following:

27.1 At all times when keeping up to the stumps, any junior player (U/18) acting as a wicket keeper shall wear a helmet with grill fitted and protector.

28 The fielder

Law 28 shall apply with the addition of the following:

28.1 Any Under 18 player, if fielding closer than 7 metres from the batting crease must wear a helmet and protector, except those fielding in the quadrant from point to the wicketkeeper.

28.1.1 No Under 18 player may stand closer than 2 metres from the centre of the wicket, measured from stump to stump.

The following additions to Law 28 shall only apply to One Day matches;

28.2 Limitation of on side fielders

- a) At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side.
- b) At the instant of the bowler's delivery, there shall not be more than 2 fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.
- c) In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.3 Restrictions on the placement of fielders

28.3.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.3.2 At the instant of delivery

- a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
- d) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table following. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- e) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".

28.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the tables below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5

29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9

29 The wicket is down

Law 29 shall apply.

30 Batsman out of his/her ground

Law 30 shall apply.

31 Appeals

Law 31 shall apply.

32 Bowled

Law 32 shall apply.

33 Caught

Law 33 shall apply.

34 Hit the ball twice

Law 34 shall apply.

35 Hit wicket

Law 35 shall apply.

36 Leg before wicket

Law 36 shall apply.

37 Obstructing the field

Law 37 shall apply.

38 Run out

Law 38 shall apply.

39 Stumped

Law 39 shall apply.

40 Timed out

Law 40 shall apply.

41 Unfair play

Law 41 shall apply subject to the following:

41.1 DANGEROUS & UNFAIR BOWLING

Law 41.2 applies subject to the following;

- a) A bowler shall be limited to two (2) fast short pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall call and signal "Wide".
- e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowlers end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched

delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forth with. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires will then report the matter to the Governing Body who shall take such action as is considered appropriate against the captain and the bowler concerned.

41.2 Sight screen adjustment (Time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batsmen. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

42 Player's conduct

Law 42 shall NOT apply. HDCA Competition Rule 2 shall apply.

Appendix 1 – Pitch Markings (Wide guidelines)

