

## Grade - General Competition Rules

### 1 INTRODUCTION

Document Purpose – outline the specific procedures and requirements common to all senior grade competitions as played in the Cricket Illawarra local competition.

Reference terms means

- 'Association' – the governing committees of the above body.
- '1G' – First Grade
- '2G' – Second Grade
- '3G' – Third Grade
- '4G' – Fourth Grade
- '1WG' – Women's Cricket
- 'OLG' – Other Lower Grades

#### 1.1 The Competition

Association responsibility – prepare a senior grade cricket competition for players (male & female).

Competition structured & conduct – to maximise participation and enjoyment for all players.

Participant responsibility (Club, team, official, player) – to ensure each fixture is played in the finest spirit of the game of cricket.

#### 1.2 Authority of Association

As part of the Associations' responsibility, it has the authority to take an appropriate course of action considered necessary to ensure standards and practices are upheld. This may include the imposition of fines, penalties, suspensions, or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

#### 1.3 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.

The players, umpires, and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

**Responsibility of captains** –always ensuring that play is conducted within the Spirit of the Game & Laws.

**Violence** – there is no place for any act of violence on the field of play.

## 1.4 The Traditions and Etiquette of Cricket

The Association believes it is vital to maintain, and in some cases recapture, the spirit and traditions in which cricket is played. The values of honesty, fair play, respect for others, accepting the umpire's decision, courtesy and self-discipline are enshrined in the game. Coaches, captains, players, and administrators have responsibility for upholding these traditional values which make cricket such a great game.

### Fielders

- Enter the field of play after the umpires
- The captain should lead the team onto the field
- Between deliveries keep an eye on the captain for a possible change of position - Keep position, don't stray
- Remember position for each bowler and each batter
- Get the ball back to the bowler promptly
- Do not engage in unnecessary comments or actions in the guise of enthusiasm and motivation of own team
- Do not engage in frivolous appealing
- Only players in line with the wickets should appeal
- Do not charge the umpire when appealing
- Indicate immediately if you have not completed a fair catch
- Do not engage in chatter or movement likely to distract the batter
- Do not engage in any form of sledging
- Always signal to the umpire when the ball reaches the boundary
- Do not sit on the ground - even if having a drinks break or a wicket has fallen - Avoid walking on the pitch
- Acknowledge a significant score (50 and/or 100) scored by a batter
- Acknowledge a bowler's good performance - clap him off the field

### Bowlers

- Always say 'thank you' to the umpire when passing to him, or receiving from him, your hat and/or jumper - never throw them or leave on the stumps or on the ground
- Always accept the umpire's decision
- If questioning the umpire on a point, do it calmly and politely - accept his response
- If the non-striker is leaving his crease early a quiet word via the umpire should solve the problem
- Apologise to the batter immediately if a high full-pitched delivery accidentally slips out

- Do not engage in any form of sledging

### **Batters**

- Enter the field of play after the fielding side
- When asking for 'guard' say 'please'
- Always be ready to receive the ball when the bowler is ready to start his run-up
- Apologise if for some reason, such as adjustment to equipment, you have cause to make the bowler wait
- Accept the umpire's decision - when given out walk immediately without any show of emotion
- Do not engage in comments or gestures likely to cause conflict with the bowler or fielders
- As the incoming batter, cross the outgoing batter on the field of play
- Always have clothing and equipment comfortable and fully adjusted so as not to cause delays when you are the incoming batter - When taking runs always run to the side of the pitch

### **General**

- Show respect for your captain, team-mates, opponents, umpires, and the game's traditional values
- Do not be arrogant in victory nor surly in defeat
- When the 'home' team, create a hospitable environment for opponents and umpires - Put team interests above your own
- Show self-discipline both on and off the field
- Look the part - clothing and equipment should be clean, tidy, and properly worn - Show appreciation of the efforts of workers within the game - for example, the people who provide lunches and afternoon teas, ground staff and club officials
- Always be punctual for matches and training sessions
- At the end of the match shake hands with opponents and thank the umpires
- After the day's play participate in social interaction with teammates, opponents, and umpires - it is amazing how much you can learn about the game on such occasions
- Take the opportunity to form new friendships and acquaintances

If you can observe and practise all the above, you will gain maximum enjoyment from this great game and make it equally enjoyable for the other participants. You will also have made a significant contribution to the maintenance of the spirit and traditions of the game.

*Note: This set of guidelines was prepared by Ric Evans, Director of Umpiring and Dean Holder, Director of Coaching for the WACA.*

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## 2 COMPETITION PROCESSES

### 2.1 Local Rules

#### 2.1.1 Organisation

Local rules are organised, outlined and detailed in separate documents to facilitate ease of reference, clarity and consistency. These documents govern for all competitions the;

- Association Competition Administration rules (ACAR PCA-00),
- Grade General Competition conditions (GPC-GC PCG-00), □ Specific format playing conditions (GPC PCG-0X) & Appendices, □ Codes & policies.

#### 2.1.2 Rule Precedence

- Local rules and playing conditions are developed utilising the current MCC Laws of Cricket.
- Local rule & MCC rules conflict – the local rule shall be binding.

#### 2.1.3 Reference Documents

All approved reference documents can be found on the website.

#### 2.1.4 Alterations to Rules

Any rule or policy that requires changing or clarification, the written consent to such change from a majority of member Clubs shall suffice in making the change effective until such time as the amendment can be ratified by an Association general meeting.

## 2.2 Use of Cloud Database System

PlayHQ will be used for processing player and fixture information (see ACAR-Cricket Digital Transformation System).

## 2.3 Draws & Fixtures

### 2.3.1 Display

All competition draws & fixtures will be available and displayed via

- Association & per Club cloud portal
- MyCricket mobile app

### 2.3.2 Draw Alterations

1. Emergency cases – Association Competition Manager may alter the program with respect to dates of play and venues on which fixtures will be played.
2. Alteration notice – any changes necessary after the Wednesday prior to the fixture, the Association shall advise the respective Clubs and umpires accordingly.
3. Exception gazetted public days – no cricket played Christmas Day, Boxing Day and New Year Day.

### 2.3.3 Venue Allocation

1. Fixtures must be played on the venue as programmed.
  - a) Any matches played at venues not programmed, without prior approval by CIMC, or delegate, will be deemed “no match” and no result and no points will be awarded.

2. Venue surface – played on Turf or synthetic covered pitches
  - a) Turf pitch – 1G, 2G, Underage fixture, where practicable.
  - b) Synthetic covered pitch – lower grade fixture, or where programmed on turf.
3. Relocation of fixtures for any reason – not permitted without prior CIMC, or delegate, approval.
  - a) See 2.3.3.1 (a)
4. Changing a venue unfit for play
  - a) Only permitted – due to damage to a pitch or ground, and only when approved in advance by CIMC, or delegate.
  - b) Not permitted – due to weather conditions on the day.
5. Venue relocation request timing
  - a) Evening before the fixture – CIMC may accept a request to be considered before 17:00 on the day before the match. CIMC in its sole discretion may reschedule a match giving both teams notifications before 09:00 on the day of the match.
  - b) Game day exemptions are not available, teams arriving at a venue finding a pitch or ground damaged and unplayable are to consider the match abandoned.
6. Relocations at any stage will only occur at CIMC, or delegate, discretion and then only if spare venues are available.

#### 2.3.3.1 Ground Transfer Policy – (Turf to Synthetic) – (Lower Grades)

1. Council wicket preparation completed (Friday) and subsequently rains,
  - a) playing of fixtures rests in the hands of the umpires (captains in non-umpired fixtures).
  - b) fixture cannot be transferred to synthetic wickets without the prior approval of CIMC.
2. Council is not able to prepare any wickets (due to rain)
  - a) turf wicket fixtures cannot be transferred to synthetic wickets without the prior approval of CIMC

#### 2.3.4 Format Structure

1. Premiership Competition (Limited Over Competition)
  - First Grade (1G) – limited over One-Day format
  - Second Grade (2G) – limited over One-Day format
  - Third Grade (3G) – limited over One-Day format
  - Fourth Grade (4G) – limited over One-Day format
  - Women's Cricket (1WG) – Twenty20 format
  - Other Lower Grade – limited over One-Day format
2. Twenty 20 Competition  
Twenty20 Competition– limited 20 over format based on team nomination numbers.
  - First Grade T20 Competition
  - Second Grade T20 Competition
  - Third Grade T20 Competition
  - Fourth Grade T20 Competition

### 2.4 Team Entry

#### 2.4.1 Entry Procedure

1. Club, when entering team's preseason;
  - a) must be fully financial at that time to be accepted.

- b) accept Association competition invite (via Cloud system)
  - c) must enter 1 team in each of the top three premierships grades, unless otherwise approved prior to 25<sup>th</sup> September.
  - d) may enter additional teams in the lowest premierships grade.
  - e) may nominate in other specific non premierships competitions.
2. Team nomination method (Cloud system) – must
    - a) Create a team in each preferred competition
    - b) Allocate the registered player names to team – minimum per team to suit that format
    - c) Be submitted on or before the specified system closing date
  3. Incorrect information and processing – may render the application void and not accepted.

### 2.4.2 Teams in same Grade

1. Club having 2 or more teams in the same grade
  - a) shall be known and distinguished by Club colours, and for all intents and purposes be separate teams with a cohort of player assigned to, and affiliated with, that team.
  - b) CIMC acknowledges that some level of cross-over between “same grade teams” is logical due to illness, injury, work schedule and others BUT CIMC reserves it’s right to intervene and determine the eligibility of any player, at any time and for any reason where that player is involved in a “same grade team” situation; always considering the best interests of the players and the game in the CI area of control.

### 2.4.3 Late or Withdrawn Entries

1. Club nominating or withdrawing a team after the specified closing date
  - a) may incur a fine for any redrafting required of the competition draws.
  - b) Late applications may not be accepted based on current draw structures.

### 2.4.4 Team Captain Contacts

1. Per Team entry requirement – advise team captains – name and contact detail.
2. Displaying Team Contact Detail
  - a) via Club portal website, entered by October 1.
  - b) Setup format (see image) – Portal >My Organisation >Overview > Contacts

Contact information

First name*	Last name*	Position*	Email	Phone	Visibility ?
⋮ Joe Citizen	G2 captain	Senior Coach	mail@mail.com	0432987654	👁️ 🗑️

3. Failure to comply may result in a fine or a deduction of points.

## 3 THE PLAYERS

### 3.1 Player Eligibility

1. Each player must be duly registered with the Association. (see PCA-000-Participant Processing)
2. Age Eligibility Date – determines player age in season (see PCA-000- Participant Processing-Age Eligibility)
3. Underage format competitions – players will qualify according to their own age (as at the prescribed age date of the current season).

4. Minimum Age qualification – 13 years of age (as at the prescribed age date of the current season) to play in senior competitions, subject to
  - a) the written parental consent being submitted to their Club.
  - b) the approved Club representatives making application to the Association (see Re-grades).
  - c) prior to being registered with a SENIOR playing role and playing their first game.

## 3.2 Qualification of Players

### 3.2.1 A Qualified Player

1. A person to be a qualified player, must be;
  - a) a registered player. (see Player Eligibility)
  - b) eligible to play within the grade and or competition for which they are playing. (see Player Eligibility & Player Grading)
2. No player may be nominated in or play for more than one team
  - a) in the same round of any competitions, unless as a Representative replacement player or interchange player. (see Two-Day format)
  - b) on the same date, except as a substitute. (see Substitute player)
  - c) or unless approved in advance by CIMC, or delegate.

### 3.2.2 Player Grading

1. Player grading will
  - a) apply across all competition formats.
  - b) be based on regular competition period (playing days).
  - c) have their available playing days separated and be specific to a particular type of competition.
2. A player, CANNOT play (without a re-grade approval);
  - a) Representative Player – lower than 1G in the same season once selected in the Association Senior Open Age (and or any higher-level Open Age) representative team.
  - b) External Player Transfer Inwards – lower than 2G having transferred (and cleared) into the Association boundary having played 1G for their Ex-club in the previous or current season.
  - c) Within Association boundary – lower than 3G after playing a 1G game in the preceding season, regardless of the number of games played in the current season.
  - d) Two grades lower than their highest grade played in that season.

Example: a re-grade is required from 1G to 3G, 2G to 4G and 3G to 5G

3. Player Performance – where performances (either past or current) clearly indicate a player is playing in a grade below their ability, the Association reserves the right to re-grade a player from a lower to a higher grade.

### 3.2.3 Playing across teams in Same Grade

Players are INTERCHANGEABLE between teams, where a Club has multiple teams in a grade; however restrictions may apply for a final series qualification. (see Final Series)

### 3.2.4 Bye in a Grade

Should a club have a bye in a graded competition, any player selected by that club in that grade in the preceding round must apply for a re-grade to be eligible to play in a lower grade in the bye round only.

Examples: if a club has a bye in

- a) 1G, then any player that played in that club's previous 1G game must obtain a re-grade to play in a lower grade in the bye round.
- b) 3G, then any player that played in that club's previous 3G game must obtain a re-grade to play in a lower grade in the bye round.

### 3.2.5 Breach of Qualifications

1. Teams found playing an unqualified player (i.e. not registered correctly, incorrect clearance, incorrect by age, incorrect by grade or team, etc.), shall incur (after investigation and at the Association discretion) any of, or a combination of;
  - a) the loss of points for that fixture (or fixtures) and/or
  - b) a team grading infringement adjustment penalty (see Competition Points).
2. Should a loss of points be imposed, the opposing team will be awarded the maximum points gained from any fixture within that particular grade round concerned.

## 3.3 Re-grade Application

1. Application protocol
  - a) Club concerned responsibility – seek required approval; 3 days in advance of match
  - b) Association responsibility – consider all player re-grade applications and advise 1 day in advance of match.
2. Application requirement – to be accepted, must
  - a) Be submitted by the approved Club representatives.
  - b) Be provided in writing on the prescribed form, in effect at the date of the application.
  - c) Clearly state all the facts to the player performances.
3. Application timing – to be considered, must be
  - a) submitted prior to the rounds concerned.
  - b) emailed and received by the Association no later than
    - ☐ Preliminary rounds – 9pm Thursday
    - ☐ Final Series rounds – 6pm Wednesday
4. Association processing

- a) provide written confirmation (via email) of decisions to the club concerned no later than  Preliminary rounds – 6pm Friday  
 Final Series rounds – 11:59pm Thursday
5. Non-compliance / non response / non-affirmation – renders that player ungraded and unqualified and subject to the relevant grading rules.

### 3.4 Dispensations

1. Purpose – final series player qualification eligibility altered by an injury, illness or external event.
  - a) In the first instance Cricket Illawarra requires that every request for dispensation must be made at the time the injury or illness or external event was first understood to have impacted the player availability.
  - b) CIMC will not consider any request for dispensation where the cause of the incident and the claim for dispensation are more than 5 days apart. Any appeal against clause 3.4.3 shall be via the CI Constitutional dispute resolution process.

CIMC may consider requests for dispensation only if 3.4.2 and 3.4.3 are not breached, and then and only if unique and special circumstance may apply.

2. Dispensation application – to be accepted and considered, must
  - a) be submitted by the approved Club representatives.
  - b) be provided in writing.
  - c) clearly state all the player circumstances (nature and likely duration).
  - d) be received prior to the commencement of fixture(s) concerned in the preliminary rounds.

The Association will acknowledge receipt of an application (no approval given at that point).

3. Final Series Dispensation application – Club's responsibility to
  - a) again make a player re-grade application at the time of the final series.
  - b) maintain and provide any likely documented evidence (dated at the time of original notification) to support such an application.

### 3.5 Representative Duties

1. Player Guidelines & Selection – conditions apply (see ACAR-Representative Cricket).
2. A player or official selected in any official Association or higher representative fixture may replace, or be replaced by, a player in a grade fixture on either day (as applicable) subject to the provisions of this rule and with the prior Association approval.
3. Application & Notification
  1. Club – make written application to the Association prior to Thursday midnight before Day 1 of the fixture seeking such a replacement (see Re-grades).
  2. Association – best endeavours made to advise the opposing Club and at least one Official Umpire in the fixture concerned, prior to the commencement of the days play in question, of the player(s) concerned.
  3. Team Captain – show and indicate players concerned on official game day Team Line-up.
  4. The principle of replacement of players will apply to all lower grade teams so affected in the Club involved.
4. Player Qualification
  1. Representative Player – rep fixture period will be counted as a playing day(s) in the grade concerned.

2. Representative Replacement Player – fixture will be counted as a playing day(s) in the higher grade.

### 3.6 Dress Standards

1. Player requirement – observe the dress standards as stated (see ACAR-Playing Apparel).
  - With discretion, umpires are empowered to request players be attired correctly.
2. Team official duty – first instance to inform any offender of the dress standard and not allow any player to participate unless they conform.
3. Persistent infringements – dealt with by the Association who may fine a club, suspend a player, or deduct competition points.

## 4 GAME PROTOCOL

### 4.1 The Umpires

#### 4.1.1 Responsibility of Umpires

1. Umpires have a responsibility to ensure
  - they have a thorough knowledge and understanding of MCC laws and local rules of play
  - Laws/rules are applied with objectivity while officiating □ the conduct of all participants is of the highest standards, and □ games are played fairly and in the intended 'Spirit of Cricket'.
2. Umpires and captains should confer before the game and agree on the playing conditions and any differing rule interpretations.

#### 4.1.2 Appointment of Umpires

1. Association reserves the right to appoint umpires to fixtures as appropriate. (see ACAR-Official Umpires Appointments)
2. Appointed Umpires shall be the central umpire(s).
3. One appointed umpire in attendance – square leg umpire must a team member from the batting team
4. Appointed Umpires do not present at the specified start time – both teams are to appoint an umpire.

#### 4.1.3 Changing Umpires

Changing team appointed umpires should only occur during a break in play and after consultation with the previous umpire regarding the playing agreements.

#### 4.1.4 Players as Umpires

1. Captains are to ensure all players acting as an Umpire (whether bowlers end or square leg),
  - a) act within the spirit of the game.
  - b) are suitably attired.
  - c) not smoke or consume alcohol at any time.
  - d) adhere to the Umpires code & guidelines (see Website Policy-Player Umpire Square Leg Guidelines).
2. Player umpire failing to adhere to the Umpires Code will
  - a) be removed from the field by the Official Umpire (or captain) and then replaced with another player umpire
  - b) cause their Club to be fined for each offence.

3. Each Official Umpire in their match report will report offences.

## 4.2 Scorers & Scoring

### 4.2.1 Scoring & Method

1. Team responsibility – each team provide a competent scorer and the appropriate scoring material (score book / sheets, pens, electronic device) for the game.
2. Scoring method – can be a combination
  - a) manual on scoresheets, and or
  - b) electronic scoring application via a device.
3. Manual scoring method must be maintained during the game in case of an electronic method failure.

### 4.2.2 Electronic Scoring

- Electronic scoring is encouraged.

- PlayHQ Scoring

Access via a web browser on either Desktop, Tablet & Mobile

Login detail – enabled via Club administrator [Log In | PlayHQ](#)

Scoring application – allows

- only 1 device per game to score,
- frequent uploading of game data during or after the game (Wi-Fi or 4G)

1. Electronic scoring requirement
  - a) Prior to Game Day – team line-up nomination requirement will then need to be met by both teams (see Game Day Result-Submission of Cloud System Results-Team Lists)
  - b) Scoring team – competing team agreement needed. Home team has preference.
2. Electronic scoring best practice
  - a) close all other programs / browsers running on your device
  - b) close any other tabs running within your browser
  - c) keep Operating System up to date
  - d) prior to play, fully charge the device battery
  - e) during inclement weather, power the device by battery only
  - f) during every scheduled interval, print / display a full score record as required.

### 4.2.3 Scorers Protocol

1. Positioning – both team scorers are to sit together to allow regular score checks. Preferably away from distractions.
2. Regular Score Checks – at the completion of each over, agree on
  - full details of player batting & bowling figures, - bowling order & spells,
  - progressive run total & overs.
3. Game Guidance & Assistance – scorers are empowered to advise the umpire and fielding captain when bowling and batting restrictions are approaching or have been met.
4. Innings & Game conclusion – agreement is reached on all figures; game result is signed off (see The Game Result requirements)
5. Discrepancies – follow requirement in The Game Result-Declaration of Winner.

6. Cloud System Data Entry – all after game requirements to be met (see The Game Result-Submission of Cloud System Results).

### 4.3 Risk Management (Game Day Checklist)

1. Team official / Umpire responsibility – ensure the Game Day Checklist is completed on each day before the start of play via the [Marsh Insurance Check List](#)
2. Checklist method
  - Home team officials – complete the form
  - Visiting team officials – confirm agreement to conditions.
  - Completed checklists – emailed / returned to the Club Secretary for safekeeping.
3. Non-compliance – on every day of every fixture may,
  - a) jeopardise any future insurance claims
  - b) result in club / team officials being held liable for damages if sued
  - c) result in the loss of competition points based on random Association checks

### 4.4 Young Bowler Restrictions

#### 4.4.1 Age of Bowlers

1. For the purposes of this clause, where Umpires are not appointed the responsibility falls entirely to the fielding captain.
2. Team captains in all competitions must indicate on their declared Team list for each game those members who are aged between 13 & 19 years in that season.
3. Players OWN age is determined at registration and used for whole season (see ACAR-Age Eligibility)

#### 4.4.2 Maximum Overs

No medium pace or fast bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a days' play, set out below:

<i>Age at midnight 31 August (Age)</i>	<i>Maximum Overs in a Spell</i>	<i>Maximum Overs in a Day's Play</i>
Under 19 (18, 17)	7	20
Under 17 (16, 15)	6	16
Under 15 (14, 13)	5	12

*Note: maximum overs in a day also includes any overs bowled in a junior competition that morning.*

#### 4.4.3 Minimum Rest Period

1. 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.
2. A bowler who has bowled a spell of fewer than the maximum of overs set out in (2) above may resume bowling prior to the completion of the minimum rest period as defined in (a) above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

3. For the purpose of calculating a bowler's minimum rest 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 15 minutes shall count as 2 overs from each end.

#### 4.4.4 Change of Bowling Type

1. Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
2. If the bowler begins with medium pace (or faster), the bowler is subject to the playing conditions throughout the day; and
3. 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.

#### 4.4.5 Responsibility of Fielding Captain

1. Fielding Captain is responsible 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. 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.
2. If the Umpire becomes 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.
3. 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.

#### 4.4.6 Breach of Bowling Limitations

Failure to enforce these restrictions will result in;

1. First offence: the offending Club will receive a warning letter from the Association.
2. Second offence: Final warning to club – any further breach by ANY team in the club will result in loss of points gained (or a further loss of maximum first innings points if the game was already lost) for the current game and any previous offences.
3. Any subsequent breach by that Club will result in the matter being dealt with by the Association

#### 4.5 Substitute Fielder

1. Definition – a substitute is a player who is acting as a fielder only and is not listed on the official team list.
2. Acting as a substitute fielder
  - a) Player must be a registered player
  - b) Player CANNOT bat or bowl
  - c) When used – umpires and opposing team officials are to be informed.
3. Any infringement will be dealt with under the Player qualification rule.

## 5 EQUIPMENT

### 5.1 Equipment Responsibility

1. Nominated Home team – responsibility
  - a) Ground equipment – provide stumps, bails, boundary markers and spares, if necessary,
  - b) Position ground equipment – within 15 minutes of the scheduled start time of play,
  - c) Pitch crease lines – freshen & remark
  - d) Game venue facilities – organise the opening & closing
2. Each team – responsibility provide
  - Appropriate team playing equipment (helmets, batting pads and gloves, field equipment, etc.), - Scoring material,
  - Balls required for bowling and fielding,
  - Measuring device (tape measure, rope, or string) to accurately measure the boundary size each day.
    - Bowling markers at both ends for marking of the bowler's run-ups.
3. Non-compliance – may render the offending team
  - liable to a fine, loss of points or the game being awarded to the away team, as determined by the Association.

### 5.2 The Ball

1. Only approved balls shall be used and will be advised to Clubs prior to the season commencing.
2. Ball – types and weight to be used are listed in the specific format playing conditions.
3. Penalty for not adhering to this Rule is a fine in each instance

### 5.3 Field Boundary

also see PC-Appendices-Field Boundary diagram

1. Boundary size –
  - a) Aim to provide the largest playing area available with the preferred boundary size measured from the centre of the pitch;
    - Turf pitch grounds – 75 metres recommended (65m minimum, 80m maximum)
    - Synthetic pitch grounds – 65 metres recommended (50m minimum, 70m maximum)
  - b) Sizes may be modified in part or whole, to compensate for varying ground sizes however recommendations should be adhered to.
2. Boundary definition –
  - Ground Marking – ideally marked permanently with a continuous line (paint or mower cut)
  - Turf pitch ground – ideally with ground marking and can be positioned from the centre of the playing square
  - Synthetic pitch ground – optional & ideally with ground marking
  - Highlighted using plastic PVC cones, domes or markers no more than 20 metres apart
  - Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked
  - All aspects to be agreed to by umpires and/or captains.
3. Boundary obstacles – any obstacles within the boundary must be allotted run scored prior to the start of play and be appropriately sectioned off.

## 5.4 Covering the Pitch

1. General
  - All participants in every fixture are to strive to maximise opportunities to play.
2. Pitch Covers – are to be made available at each
  - a) Club main turf ground and be used in all fixtures, unless otherwise Association approved.
  - b) lower grade turf grounds (where possible) and be used in fixtures.
  - c) Hessian underlay shall be used in conjunction with covers.
  - d) Synthetic pitches may be covered as required
3. Cover Laying & Removal
  - a) Responsibility – nominated home club.
  - b) Covering area – the pitch (and bowlers' approaches where possible) must be protected against rain up to the commencement of play and for the duration of the game.
  - c) Timing – must be laid as late as possible (7pm) overnight prior to the days play and, □ if the weather is fine, raised as early as possible (8am latest) the next morning.
    - if it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.
  - d) Game on consecutive days – at the conclusion of the day's play, the officiating umpires and visiting captain shall satisfy themselves that the covers have been properly laid prior to the following day's play.
  - e) Pitch Condition – if the pitch is wet beforehand or too wet at the time the covers are to be laid – □ Home club is permitted to exercise discretion as to whether to cover or not cover the pitch. □ Association must be notified by 7pm latest if covers are not used on the day.
  - f) Game has been abandoned – covers must be removed from the pitch, wicket square and outfield on the day of the game abandonment.
4. Non-compliance Penalty
  - Penalty based on creditable and documented evidence will be:
    1. A fine and the loss of competition points for the offending home team. The opposition team will receive the maximum competition points gained from any game in that particular grade round.
    2. A fine for the non-removal after abandonment.
5. Form of Pitch Covering
  - All pitch covers are to be appropriate and are to be:
    - a) minimum of 30m x 10m in size, to cover pitch and bowlers' approaches
    - b) made of a suitable material (not single layer landscaper's plastic)
    - c) used over a hessian underlay, which covers the pitch area; and
    - d) used in accordance with methods approved and distributed by the Association (see PC-AppendicesProcedures for use of Covers).
6. Final Series
  - In any Final Series the Association shall determine the requirements and responsibility.

## 6 GAME CONDITIONS

### 6.1 Playing Times

Hours of Play & conditions – stated within in each format playing conditions.

### 6.1.1 Definition of Lost Time

1. Definition of Interruptions to Play – any unforeseen circumstance that stops play from commencing or continuing resulting in batting time being lost.

Example: a player injury, lost ball, playing conditions unsafe, weather conditions, grounds unfit for play.

2. Lost Time Procedure – detailed steps within in each format playing conditions.

## 6.2 Wet Weather

### 6.2.1 Powers

Whenever weather and venue conditions warrant, the Association shall

- a) have the power to cancel or abandon fixtures (including the final series), prior to play commencing on any day,
- b) be the sole judge as to the fitness for play of any ground in these circumstances,
- c) have the power to adjudicate on the fitness of the ground for play, in cases of disagreements after play commences.

### 6.2.2 Council Procedures

1. Where Wollongong City Council has;
  - a) Closed or made venues unavailable – all scheduled fixtures will be cancelled.
  - b) NOT closed or made venues unavailable – a decision shall be made on the game day morning.

### 6.2.3 Notifications

1. The Association once a decision is made will on the day,
  - a) notify the local media & via social media of any cancellations.
  - b) post an Association website notice, listing details of cancellations and venue closures that have been advised.
2. Cancellations should clearly advise the specifics for any competitions.
3. Radio cancellations for the Illawarra area typically occur regularly after news bulletins.

*(Local radio stations details I98 FM: 42234170 or 42234198 and Wave FM: 42752965 or 42745444)*

## 6.3 Fitness for Play

1. Pitches and grounds are fit for play unless
  - venue has been closed by Wollongong City Council,
  - venue has been declared unfit for play by the Association (prior to commencing play), or
  - Umpires consider conditions to be dangerous to player safety (at commencement or during play).
2. Umpires' decision-making guide
  - Note and apply MCC LAW 2.7, 2.8, 2.11 for adverse conditions of ground, weather, and light.
  - 'The umpires together decide that conditions are dangerous or unreasonable, then play will be suspended'.

### 6.3.1 Team Procedure

1. Fixture not cancelled by the Association – participating teams must proceed to the allocated venue (unless on the game day representatives have mutually agreed that play is abandoned), otherwise forfeiture of points could result.

2. The Association and the officiating Umpires must be immediately informed of any abandonment.

### 6.3.2 Disagreement as to Fitness for Play

1. Fixture with Official Umpire(s) appointed
  - 2 umpires – both together shall adjudicate whether to suspend or start.
  - 1 umpire – solely shall adjudicate whether to suspend or start.
2. Fixture with NO Official Umpire appointed, where
  1. an appointed official Umpire or an Association member is present nearby, who is otherwise not involved in the game, is available – they shall have the power to adjudicate on fitness of the ground for play.
  2. NO appointed official Umpire or an Association member is NOT available to adjudicate – the captains together shall determine and adjudicate.
  3. Any final disagreement – each Captain shall submit a report, in writing, through their Club Secretary to the Competition Manager within 48 hours of the competition fixture.
3. The Association shall be empowered to award the game to the non-offending team where such suspension of play or delay is not considered to be justified in accordance with this Rule.

### 6.3.3 Remaining at Venue

1. Fitness for Play Disagreement – teams are required to remain at the venue,
  - a) At the start of play – for at least half the scheduled playing time.
  - b) After commencing play – the time required, should there be a possibility of play continuing.
2. Captains may agree to abandon play prior to these times.

### 6.3.4 Wet Weather Game Results

Results must be entered into Cloud System by the stipulated time regardless of whether play proceeded or not. (see The Game Result-Submission of Cloud System Results)

## 6.4 Forfeit

### 6.4.1 Protocol

1. Team unable to fulfil its engagement – shall notify the Association of its intention to forfeit no later than Wednesday prior to the game.
2. Association shall
  - a) have discretionary powers in dealing with all forfeited games referred to it.
  - b) under no circumstances, approve a request for a game to be deferred without a justifiable reason. A team, unable to fill its engagement, shall forfeit the game.
  - c) Forfeiting team submission explaining the cause of a forfeit is deemed frivolous – forfeiting team may incur a fine and or a loss of points.

### 6.4.2 Forfeit / Game Delay Procedure

1. A team will be deemed to have forfeited if,
  - a) 15 minutes after the scheduled start time on any playing day, it does not have at least 7 players in attendance. (If play is delayed at the direction of the Umpires the re-scheduled start time will be taken as the new start time).
  - b) 30 minutes after the scheduled start time on any day, it does not have in attendance at least
    - (1G) 10 players
    - (4G) 7 players

- (2G) 10 players      □ (OLG) 7 players
- (3G) 9 players      □ (1WG) 7 players

Game will be played as a normal game and the result will stand until the Association investigates.

2. After a game has commenced, refuses to proceed with the game, the game will be deemed to have been lost (forfeited) by that team.
3. Any team that forfeits a game shall be dealt with under the Forfeit Protocol rule.

#### 6.4.3 Incorrect Number of Players

1. Club having the incorrect number of players during a game, must provide evidence explaining the situation to the Association.
2. If the Association considers that the situation was NOT out of the Club control and the players concerned, it may declare the game a forfeit and will incur a fine and or a loss of points.

#### 6.4.4 Fine Penalty

1. A team which forfeits
  - a) without notice as per clause (1-Protocol) will be subject to a fine for each offence.
  - b) will be responsible for all game related expenses (ground & umpires).
  - c) will incur a fine in the first instance.
  - d) will incur an increased fine for each repeated instance.
  - e) three games may, at the Association discretion, be withdrawn from the competition. (A club must show just cause why it should not be excluded).

#### 6.4.5 Points Penalty

A team which forfeits will be deemed to be forfeiting all grades (and teams) lower than the forfeited grade. (see Competition Points-Forfeits)

#### 6.5 No Smoking or Drinking

1. Smoking is NOT permitted at any outdoor sporting event (on the field or at council grounds at any time). (See [NSW Health Fact Sheet](#)).
2. No alcohol is allowed on the ground during the hours of play.
3. No player, umpire or anyone else participating in a game may consume alcohol between the time the game begins and the time when stumps are officially drawn on that day.
4. The team of any player or player umpire breaching this rule shall be regarded as having lost the game and shall forfeit any points gained. Where such team lost the game, a first innings points shall be deducted from the total points gained by that team for the season.
5. All breaches of this policy shall be reported and handled in accordance with the Associations' Code of Conduct (Grade) document.

## 7 THE GAME RESULT

### 7.1 Declaration of Winner

1. Declaration of the winning team for a game shall be
  - a) the team, which both captains, umpires or team officials have agreed as being the winner of the game; and

- b) made by the officials countersigning of scorebooks immediately after the game and prior to leaving the ground.
2. Failure to signoff – in the event of any further dispute will render the dispute invalid and result in no points being awarded.
3. Score sheets – copies must be kept for any possible scrutinising of a disputed game result or scorecard.

#### 7.1.1 Mistakes in Scoring

1. After leaving the field of play, books reveal an error affecting the result – play shall recommence and continue, providing time permits, until the correct result is achieved.
2. Discrepancy between the batting and bowling figures – innings score shall be based on the bowling analysis, with the batting then adjusted accordingly.

#### 7.1.2 Disputed Games & Protests

1. Disputed game protocol,
  - a) game shall be played / completed under protest.
  - b) dispute reasons must be noted on the scoresheet, otherwise the result will stand.
  - c) both teams must provide and send the original sheet / email to the Association for ruling.
2. All protests / disputes / grievances shall be reported and handled in accordance with the Associations' Disputes document.

### 7.2 Submission of Cloud System Results

#### 7.2.1 Procedure

1. Frequency – required on a weekly basis by each team for all game results and player statistics.
2. Data Entry – either team can enter the game results first, noting that it does so for both teams. (see Full scorecards)
3. Second Team Entry (Opposing team) – checks the accuracy & updates, and confirms the result (i.e. game result now agreed).

#### 7.2.2 Nominated Team Line-up

1. Purpose – to facilitate electronic scoring and or smooth manual processing of full scorecards by opposing teams.
2. Club requirement & timing – enter its nominated game day team line-up in the Cloud system,
  - a) via the Web Based cloud platform only (not E-scoring platform)
  - b) Pre-game – evening prior to each game,
  - c) After game – update and only include player names who participated in the game, whether have batted or bowled or not.

#### 7.2.3 Full Scorecards

1. Purpose – allow
  - media publication of game scores & leading individual performers.
  - linking game stats to MyCricket App
  - determining any manual allocation of game points for ladders
2. Full Scorecard deadline
  - a) entered within 72 hours after game commencement into cloud system (auto lockdown)

- b) (All grades) – 9:30am the next day (for any media report inclusion)
3. Game Details – standard required reflecting the game play order
  - a) Teams – Line-up Adjustment
    - update & only include players who participated in the game, whether have batted, bowled or not.
    - Indicate captain & wicketkeeper
    - Update temporary fill-in names (via Scoring) to a registered player
  - b) Game Score detail
    - wickets & runs, overs bowled (to the ball level) & max over entitlement, all out option
    - game result selecting correct system code
    - all extras itemised (within batting detail).
  - c) Toss – indicate winner & preference
4. Scorecard Player Statistics (per inning)
  - a) Batting detail
    - Batter name & repositioning block in order of scorecard batting position
    - Run scored (plus 4s & 6s); Balls faced (optional)
    - How out – with opposition fielder & bowler names (or Not out, retirements)
    - Extras – itemised (balancing to Game Score)
    - Fall of wicket – player & score
  - b) Bowling detail
    - Bowler name & reposition block in order of scorecard bowling position
    - itemised over & maidens bowled, wickets taken, runs conceded; itemised wides & no balls (optional). (*Note: values must be included in runs conceded*)
  - c) Fielding detail
    - add player names to opposition batter scorecard – fielder as outfield catches, wicket keeper catches, assisted runouts, unassisted runouts, stumpings & bowler

#### 7.2.4 Final round & Semi-final Results

1. After the completion of the last competition round and semi-final round
  - a) Game results – to be submitted as early as possible (8:00pm) on the game day.
  - b) Game result in dispute – Association must be notified by 8:00pm on the game day.

#### 7.2.5 Game Reports

##### 7.2.5.1 Captain Report

1. Purpose – Captain reporting on appointed official umpire(s) performance in their game
2. Timing requirement – entered in the designated program after the game completion. (Excludes final series)
  - a) (1G, 2G) – within 2 days (11:59pm)
  - b) (1WG, Lower Grades) – within 4 days (11:59pm)

##### 7.2.5.2 Umpire Report

1. Purpose – appointed Official umpire(s) recording their game aspects & conditions
2. Timing requirement – entered in Officials HQ within 2 days (11:59pm) after the game completion.

#### 7.2.6 Submitting Results Late

1. Results not submitted by the times specified above,
  - a) may result in fines on a per team basis for each offence (per result & per report)

- b) In addition, continual offending teams may face loss of points.
- 2. Latitude given before penalty applies
  - a) Team nomination, Summary Scores, Scorecards – 1 warning per team
  - b) Captain reports – 2 warnings per team

### 7.3 Competition Points

#### 7.3.1 Point Allocations

Ladder point values allocated are stated within in each format playing conditions.

##### 7.3.1.1 Uneven Bye Grades

1. First period of Bye rounds completed by all teams
  - a) Ladder to be reviewed & show each team average points earned over all preceding rounds (i.e. highlighting how that team has performed)
  - b) Ladder average points recorded & rounded to nearest whole value
2. Team receives a second bye
  - a) Recorded rounded average points are manually added for that team in that bye round, or
  - b) Unless that round is a total wash out, then manually add the 'Cancelled' wash out points.
3. Benefit – approach is the fairest to all teams & is based on current performance & presiding conditions at that point in time (still maintaining a familiar ladder standard)

##### 7.3.1.2 Grading Infringement Team Penalty

<i>Result</i>	<i>Points / Penalty</i>
Offending team	0
Non-Offending team	Maximum points gained from any game in that round and grade
Offending team game adjustment	
Two-day & One-Day format (quotients)	10 wickets
Limited over format (NRR)	Maximum overs for game

##### 7.3.1.3 Team Withdrawal

1. Should a team be withdrawn from a particular competition during the season which creates a bye, a) prior to halfway point, all games played –
  - ☐ the points table will be adjusted accordingly to the bye points prior to the withdrawal.
  - ☐ all team stats per game for those games to be readjusted to neutral effect (for & against overs, wickets & runs).
 b) after the halfway point, all games played –
  - ☐ the game points earnt and all team stats per game will be retained. ☐ all games post withdrawal will be classed as byes.
2. In both cases however all player statistics will be retained.

##### 7.3.1.4 Forfeit Penalty

A forfeiting team will

- a) be deemed to be forfeiting in all its Clubs grades (and teams) lower than the forfeited grade. Points allocated as per table.
- b) in addition will have a team game type penalty applied.

<i>Result</i>	<i>Points / Penalty in specific Grade</i>
Offending team	0
Non Offending team	Maximum points in round
Grades below	
<ul style="list-style-type: none"> <li>• Offending Club team(s)</li> <li>• Non offending Club team(s) played</li> <li>• Non offending Club team(s) not played</li> </ul>	0 Points earned Maximum points in round
<i>Result</i>	<i>Points / Penalty in specific Grade</i>
Offending team game adjustment	
Two-day & One-Day format (quotients)	10 wickets
Limited over format (NRR)	Maximum overs for game

### 7.3.2 Ladders & Correctness

1. Ladder Tables – are automatically generated from the ‘game result codes’ entered.
2. Ladder Points Clarifications – requests can be made by contacting the Association competition Manager.
3. Ladder Points Accuracy Disputes – all applications must be in writing to the Association (via Club officials) within 7 days of publication (i.e. after Game status being made ‘Final’).

### 7.3.3 Competition Placing

1. Final Competition Ladder positions for team ranking is determined, ordered and differentiated by;
  1. Competition points earned, and if equal
  2. Separation factor – either Quotients, Team Net Run Rate
2. Separation factor type used is stated within in each format playing conditions.

#### 7.3.3.1 Calculation of Net Run Rate

1. Net Run Rate (NRR) = (Runs For / Overs Faced) – (Runs Against / Overs Bowled)
2. Team ranking position = higher NRR value
3. In the calculation of NRR regarding overs
  1. (Uninterrupted game), a team NRR overs are:
    - a) ‘All out’ in less than its full quota of overs is deemed to have faced its full quota of overs (not the overs it faced)
    - b) Is not ‘All out’ is then deemed to only receive the actual overs faced to the exact ball. (e.g. 16.2 overs)
  2. (Delayed or interrupted game and the game becomes less than the scheduled overs per team) a team NRR overs are:
    - a) Team batting second – at the rate achieved in its innings based on the revised number of overs.
    - b) Team batting first – at the rate achieved in its innings based on the revised number of overs to which it would have been entitled.

#### 7.3.3.2 Calculation of Quotients

1. Quotient from averages = (Runs For / Wickets Lost) / (Runs Against / Wickets Taken)
2. Team ranking position = higher quotient value
3. In the calculation of quotients for wickets, a team that

- a) declares its innings closed shall be deemed to have lost only the number of wickets fallen.
- b) is dismissed with less than 11 team players for that format shall be deemed to be 'All out' and adjusted to 10 wickets taken in that format.

## 7.4 Claims to Titles

### 7.4.1 General

1. Minor Premiers = team leading on the point score at the end of normal competition rounds.
2. Premiers = team winning the normal competition.
3. Champions = team winning all other competitions.
4. Titles not awarded – if the Association is of the view that insufficient fixtures have been played to award such titles.

### 7.4.2 Club Championship

1. Championship determination – at the completion of the preliminary premierships competition rounds for teams competing in the 1G, 2G, 3G, 4G and any other lower Grades.
2. Championship calculation
  - a) summing for each Club the points gained by its highest placed team per grade on the points ladder (one team per grade).
  - b) Points gained summed = 1G x4, 2G x3, 3G x2, 4G x1.

## 8 FINAL SERIES

### 8.1 Type of Final Series

1. Format Details – each competition format will be determined each season.
  - Contested (or not)
  - Dates (with or without reserve days),
  - Type & structure (number of teams & how contested),
  - Playing conditions (stated within each format playing conditions).
2. General structuring considerations
  - a) 2-Stage type
    - Semi-finals – (pools in a division) – Teams 1v4, 2v3 across the pools
    - Semi-finals – (pools in a division) – Teams 1v2 across the pools
    - Semi-finals – Teams 1v4, 2v3
    - Final – SF winners
  - b) 3-Stage type
    - Semi-finals – (4 team) – Teams 1v2, 3v4
    - Semi-finals – (8 team single division only) – Teams 1v 8, 2v7, 3v6, 4v5
    - Semi-finals – (6 team single division only with Lucky Loser) – Teams 1v 6, 2v5, 3v4
    - Preliminary Final – SF winners
    - Final – SF winner v PF winner or PF winners
  - c) Other types
    - Final only – Teams 1v2
    - First 'pass the post' or other such format

## 8.2 Player Eligibility & Qualification

### 8.2.1 Definitions

**Premiership Competition Period** = total playing days scheduled for a specific grade competition over the season (regular rounds only & excludes any final series rounds), in which a team line-up can be nominated

**T20 Competition Period** = total playing days scheduled for a specific grade T20 competition over the season (regular rounds only & excludes any final series rounds), in which a team line-up can be nominated

**Available Player Days** = total playing days in which a player was nominated within a team line-up during the regular competition period; this may comprise any of: -

- Participated in a match that was completed – evidenced by entry of teams and scores and match results into PlayHQ within 48 hours of match completion.
- Participated in a match that commenced but was not completed – evidenced by entry of teams and scores and no-result into PlayHQ within 48 hours of match completion.
- Nominated in PlayHQ (at 19:00 the day prior to the scheduled match) for a match that did not commence due to weather or external factors.
- Nominated in PlayHQ (at 19:00 the day prior to the scheduled match) for a match that did not commence due to forfeit by the opposition. Note; the players in the forfeiting team cannot claim Available Player Days.

**CIMC** = Cricket Illawarra Management Committee or such sub-committee as delegated by CIMC

**Final Series** = full range & types of final series rounds

**Final Series round** = specific round type e.g.

- quarter-final, semi-final, preliminary final, or final or
- any combination of the above occurring on same day or weekend

### 8.2.2 General Qualifications

1. Purpose – final series player qualification & eligibility
2. Finals Eligibility Criteria
  - a) The finals eligibility requirements for any player to play finals in any competition will be 50% of scheduled games (rounded up to the next whole number) PLUS 1 game.
    - I. i.e. a 10-round competition will have 6 games as the final's eligibility criteria ( $10 \times 50\% = 5 + 1 = 6$ )
    - II. i.e. a 17-round competition will have 10 games as the final's eligibility criteria ( $17 \times 50\% = 8.5$ , rounded up to  $9 + 1 = 10$ )
  - b) The finals eligibility criteria will not be amended for situations where entire rounds are not played – the teams that are properly entered into PlayHQ will be credited with that round or rounds.
  - c) The finals eligibility criteria will not be amended for situations where play is not possible due to unforeseen circumstances – the teams that are properly entered into PlayHQ will be credited with that round or rounds.
3. Finals Eligibility Functionality (PlayHQ)
  - a) CIMC will set in PlayHQ for each grade the Finals Eligibility Criteria for a player to be selected in a team that plays finals.
  - b) Eligibility criteria not met – player will be disabled from the line-up selection in a finals fixture.

- c) Non-eligible player is required – club can make a request to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au) to override the finals eligibility status for the player to be selected. Such request will be resolved by CIMC, or such delegated person / body as delegated by CIMC.
4. Days / Games Played Report (PlayHQ)
  - a) Purpose
    - I. generate a list of the games played in a team by each player in a season (Excel format).
    - II. Usable as a variation application supporting document
  - b) To generate report, select
    - I. Request a report from [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au)
5. Available Player Days (PlayHQ)
  - a) Purpose – view a player season availability fixture list
    - I. Each player registered in PlayHQ can access their own records and determine their status with respect Finals Eligibility.
    - II. Each Club Administrator can access each players status and inform the Club and the player of the Finals Eligibility.
    - III. Any additional information can be requested from [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au)
6. Player days lost due to special circumstances, for inclusion into Available Player Days.
  - a) Representative Player – any player who, by participating in representative cricket, is unable to participate or be nominated in a scheduled match MAY, by application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au), be credited with that missed match within their Available Player Days.
    - I. Note; the application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au) must be contemporaneous to the event – post-dated or late requests will not be considered.
    - II. Note; representative cricket includes Cricket Illawarra, Greater Illawarra Cricket Zone, Country Cricket NSW, Cricket NSW, Australian Cricket Board, NSW Combined High Schools, NSW Catholic High Schools – other events by specific request.
    - III. Note; representative cricket includes active participation, officiating or team management duties.
    - IV. Note; representative cricket includes travel to / from any representative event.
  - b) Player unavailability due to injury / illness – any player who through injury or illness is unable to participate or be nominated in a scheduled match MAY, by application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au) be credited with that missed match or matches within their Available Player Days.
    - I. Note; the injury or illness must have been caused by active participation in Club or Cricket Illawarra or Representative Cricket activities which includes training, game day, travel to and from and any activity specifically required by the Club or Cricket Illawarra.
    - II. Note; the injury or illness must be supported by a doctor's certificate and the application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au) must be contemporaneous to the event – post-dated or late requests will not be considered.
    - III. Note; a player who is required to provide care for another player affected as per Note I and II MAY be entitled to a credit for any missed days.
    - IV. Note; injury or illness that results from activities that have no linkage to cricket activity, requirements of a Club or requirement of Cricket Illawarra will not be considered for credit to Available Player Days.

For example: -

If Player A is asked to assist with coaching a junior team and in transit trips over a pothole causing a twisted ankle and subsequently misses a match, then CI would expect the player would be credited with that missed player day.

If Player B is asked to work overtime and suffers a work-related injury and a missed match, then CI does not expect that player would be credited with the missed player day.

If Player C has an injury of undisclosed origin, or of foreign origin, then that injury will not be considered.

- c) Player unavailability due to Employment – players whose employment specifically requires the player not to participate in cricket activity MAY, by application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au) be credited with that missed match or matches within their Available Player Days.
- I. Note; the application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au) must be contemporaneous to the issue becoming known – post-dated or late requests will not be considered.
  - II. Note; the requirement in the employment engagement must be documented, be specific and not be a unilateral requirement.
  - III. Note; unavailability due to regular rosters as a normal part of the employment contract will not be accepted.
  - IV. Note; unavailability due to relocation into the Cricket Illawarra region during the cricket season as part of the normal employment contract will not be accepted.
  - V. Unavailability due to agreed, additional work hours or shifts or rosters will not be accepted.
- d) Dispensation – Special dispensation may be requested by application to [competition@cricketillawarra.org.au](mailto:competition@cricketillawarra.org.au). Such special dispensation will be resolved by CIMC or delegated to a person / body as delegated by CIMC

### 8.2.3 Pre-Final Series Round – Grade / Team Line-up Check

1. Purpose – where final series rounds may be scheduled on same or consecutive days
2. Player Check & Approval Process
  - a) Club responsibility – Teams are to submit a full list of all players (plus possible replacements) being considered for these rounds for pre-game qualification checks.
  - b) Player lists must
    - Contain the players full name and against each name, their number of available player days within that grade / team
    - Be submitted within The Player-Re-grade Applications timing requirement.
  - c) Association responsibility
    - Verify and notify any ineligible players.
    - Once approved, override the finals eligibility status & allocated the player to be selected.

### 8.2.4 Consecutive Club Teams (All Competitions)

1. Application – Clubs with teams qualifying for a final series round in consecutive grades. i.e.
  - a) Next immediate level one grade above or below, or
  - b) within same grade (multiple teams)
  - c) However, Rule 3.2.2 -Player Grading takes precedence.
2. For a specific final series round – a player
  - a) not qualified for that unique grade team by PlayHQ will require Association approval to be selected.

- b) may only play in one grade scheduled on one weekend unless being a substitute fielder or as otherwise stated.
3. Unique Grade / Team Player Eligibility – players participating within
  - a) Winning team – will automatically qualify within that unique grade / team for the next final series round.
  - b) Losing team – will then need to meet the qualification requirements for the next final series round.

### 8.2.5 Premiership Competition Qualifications

1. Player Participation – to qualify, a player must have qualified in accordance with 8.2.2 General Qualifications and
  - a) been named in an official team line-up within PlayHQ during season, &
  - b) met the minimum playing requirement and Available Playing Days.

Minimum Playing Requirement as Available Player Days as per 8.2.3. and must have played 3 of their last 5 'Available player games / days' within that grade

- or coming from a lower grade (qualified or non-qualified team)
- c) Clubs with multiple teams in a Grade can pick any player qualified in that Grade to play in any team participating in a quarter-final or semi-final in that Grade (whichever is the earliest played final)  
HOWEVER:
  - any player who participates in a losing quarter-final team is no longer eligible for selection in any remaining Club teams in that Grade for a subsequent semi-final or final, AND
  - Any player who participates in a losing semi-final team is no longer eligible for selection in any remaining Club teams in that grade for the subsequent final.

### 8.2.6 T20 Competition Qualifications

- a) Twenty 20 – to qualify to participate in the final series, a player must have qualified in accordance with 8.2.2 General Qualifications qualified in accordance T20 rounds –
  - i A player will be graded as per their last previous premierships and or T20 competition match played.
  - ii No Senior Open Age representative player (previous season or current) can play lower than 1G or be used in two matches (double up).
- b) For player eligibility and qualification purposes, a match played in the highest grade will count first.
- c) Player re-grading process applies to and across both any future premierships and T20 competitions.
- d) Association reserves the right to grade a player up in the T20 competition.
- e) Breach of Player Double Up rule – if exceeded it will be considered an ineligible player has played in the lower of the two grades played, and that will mean a penalty applied in the lower grade only (see GPC- GC- Breach of qualifications) and no penalty to the higher grade.

## 8.3 Contesting Teams

### 8.3.1 Initial Team Ranking

Teams ranked in order of having the highest number of competition points, with ultimate placing, if necessary, determined by the Separation factor.

### 8.3.2 Team Ranking (2-Stage Series Type)

1. Initial team ranking remains fixed throughout the whole final series (No second chance for any team).
2. Semi-finals (SF)

- Winners move to final
  - Losers eliminated
3. Final
- SF winners = higher ranked team having advantage in case of total washout.

### 8.3.3 Change of Team Ranking (4 Team 3-Stage Series Type)

1. Initial team ranking may change depending on the game outcome (win or loss) after the semi-final stage.
2. Semi-finals (SF) – 1v2, 3v4
  - (i) Teams 1 & 2 – each receive a second chance advantage for its season consistency
    - Winner moves straight to final
    - Loser moves to preliminary final
  - (ii) Teams 3 & 4 – each have no second chance advantage
    - Losing team eliminated
3. Preliminary final (PF)
  - SF 1v2 loser = higher ranked team (being its second chance advantage to playing again)  SF 3v4 winner = lower ranked team
4. Final
  - SF 1v2 winner = higher ranked team (being its second chance advantage only)  PF winner = lower ranked team

### 8.3.4 Change of Team Ranking (8 Team 3-Stage Series Type)

1. Initial team ranking may change depending on the game outcome (win) after the semi-final stage (No second chance for any team).
2. Semi-finals (SF) – Teams 1v8, 2v7, 3v6, 4v5
  - Winning teams = move to next stage
  - Losing teams = eliminated
3. Preliminary Final (PF)
  - SF Winners = ranking changed with each then ranked by its initial team ranking order – Highest to lowest
  - (PF1) Highest rank v Lowest rank, (PF2) Second rank v Third rank
  - Winning teams = move to final
  - Losing teams = eliminated
4. Final
  - PF winners = ranking based on PF ranking order.

### 8.3.5 Change of Team Ranking (6 Team 3-Stage Series Type with Lucky Loser)

1. Initial team ranking may change depending on the game outcome (win or loss) after the semi-final stage.
2. Semi-finals (SF) – Teams 1v6, 2v5, 3v4
  - (i) Teams 1 to 3 – one team only may receive a second chance advantage for its season consistency
    - Winning teams = move to next stage
    - Losing teams = each then ranked by its initial team ranking. Initial highest ranked (Lucky Loser) moves to next stage, others eliminated
  - (ii) Teams 4 to 6 – each have no second chance advantage
    - Winning teams = move to next stage

- Losing teams = eliminated
- 3. Preliminary Final (PF)
  - SF Winners = ranking changed with each then ranked by its initial team ranking order – Highest to lowest
  - SF Lucky Loser = ranking changed to lowest PF ranked team moving forward (being its second chance advantage to playing again)
  - (PF1) Highest rank v Lucky Loser, (PF2) Second rank v Third rank
- 4. Final
  - PF winners = ranking based on PF ranking order (any Lucky Loser is lowest ranked)

### 8.3.6 Game Result – No Result, Cancelled or Tie

In all series types – highest ranked team from the contesting sides in the game declared winner and advances to the next stage.

## 8.4 Venues

### 8.4.1 Allocation

1. Pitch & Ground – all final series fixtures shall be played on the best available.
2. Reserve venues – Competition manager may nominate, where possible and appropriate.

### 8.4.2 Setup

1. Responsibility – nominated home team to set up ground and provide the stumps, bails & boundary markers as required.
2. Teams may be allocated additional or shared duties as required.

### 8.4.3 Fitness for Play

1. Fitness for play
  - a) Pre-Game Day – entirely in the hands of the Association
  - b) Game Day – entirely in the hands of the officiating umpires.
2. Allocated venue deemed unplayable for any reason
  - a) fixture may be transferred to a suitable alternate reserve venue
  - b) How – umpires and teams' agreement, in consultation with the Competition manager.

## 8.5 Umpire Appointment

1. If available and where possible – at least one accredited official umpire appointed per fixture
2. Appointment Procedure – commencing from the highest grade

## 9 TROPHIES

Association Awards and Trophies will be issued and handled in accordance with the Association Grade Awards & Trophy document.