



## 1 INTRODUCTION

This document outlines the specific procedures and requirements common to all senior grade competitions as played in the Cricket Illawarra local competition.

The terms within the rules means

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

### 1.1 The Competition

The Association has the responsibility to conduct a senior grade cricket competition for players (male & female). The competition is to be structured and conducted to maximise participation and enjoyment for all players.

Every club, official and player participating in the Association competition has the responsibility to ensure each match 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** – The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

**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.

### Fieldsmen

- 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 batsman
- 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 batsman
- 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 batsman
- 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 batsman immediately if a high full-pitched delivery accidentally slips out
- Do not engage in any form of sledging

### Batsmen

- 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 fieldsmen
- As the incoming batsman, cross the outgoing batsman 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 batsman - 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 team mates, 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 of 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),
- Grade General Competition conditions (GPC-GC),
- Specific format playing conditions (GPC) & Appendices,
- Codes & policies.

#### 2.1.2 Rule Precedence

Local rules and playing conditions are developed utilising the current MCC Laws of Cricket. Should any local rule and the 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 MyCricket

MyCricket system will be used for processing player and match information (see ACAR-MyCricket).

### 2.3 Draws & Fixtures

#### 2.3.1 Display

A full list of draws for all competitions will be available and displayed on MyCricket.

#### 2.3.2 Draw Alterations

1. In cases of emergency the Association Competition Manager may alter the program with respect to dates of play and the venues on which matches will be played.
2. Should any changes become necessary after the Wednesday prior to the match the Association shall advise the respective Clubs and umpires accordingly.
3. No cricket is to be played on the gazetted public holidays of Christmas Day, Boxing Day and New Year's Day.

#### 2.3.3 Venue Allocation

1. All matches must be played on the venues as programmed.
2. Matches will be played on Turf or synthetic covered pitches. 1G, 2G, Under Age matches will be played on turf pitches, where practicable. All other lower grade matches will play on turf or synthetic pitches.
3. Relocation of matches for any reason is not permitted without the Association Competition Manager permission.
4. Venues may only be changed if deemed unfit for play due to damage to a pitch or ground.
5. Venues will not be changed if a ground is unfit for play due to weather conditions on the day.
6. Relocation requests will not be considered after 8:00pm of the evening before the match, unless teams arriving at a venue on the day find a pitch or ground damaged and then may request a venue change.
7. Relocations will only occur at the Association Competition Manager discretion if spare venues are available.

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

1. If Council has prepared wickets on Friday and it subsequently rains, playing of the matches are in the hands of the umpires (captains in non-umpired matches). Matches may be transferred to synthetic with prior Association consent.
2. If Council is not able to prepare any wickets (due to rain), turf wicket matches can be transferred to synthetic wickets if sufficient spare synthetic wickets are available for all matches.

### 2.3.4 Format Structure

1. Premiership Competitions
  - First Grade (1G) – combination of Two-Day and One-Day matches.
  - Second Grade (2G) – combination of Two-Day and One-Day matches.
  - Third Grade (3G) – limited over One-Day matches.
  - Fourth Grade (4G) – limited over One-Day matches.
  - Other Lower Grade – limited over One-Day matches.
2. Champions Competitions
  - Twenty20 Competition (All Grades) – limited 20 over matches based on team nomination numbers.
  - Under Age Competitions – limited over matches based on team nomination numbers.

## 2.4 Team Entry

### 2.4.1 Entry Procedure

1. A Club, when entering teams preseason;
  - a) must be fully financial at that time to be accepted.
  - b) must enter 1 team in each of the top three premierships grades, unless otherwise approved.
  - c) may enter additional teams in the lowest premiership grade.
  - d) may nominate in other specific non premierships competitions.
  - e) must provide applications in writing in the prescribed manner and indicate the number of intending players currently registered across all grades.
  - f) must submit applications on or before the closing date specified for nominations.
2. Incorrect information and processing of team entry information shall render the application void and applications will not be accepted.

### 2.4.2 Teams in same Grade

A Club having 2 or more teams in the same grade shall be known and distinguished by Club colours.

### 2.4.3 Late or Withdrawn Entries

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

### 2.4.4 Team Captain Contacts

1. Each team entry shall include and advise its team captain – name and contact details.
2. Details of captain are to appear and be displayed on each Club website by October 1.
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 ACAR-Clearances and Registration)
2. Underage format competitions – players will qualify according to their own age as at August 31 of the current season.



3. 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 match.

## 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)

### 3.2.2 Player Grading

1. Player grading will
  - a) apply across all competition formats.
  - b) be based on competition playing days.
  - c) have their 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) Lower than 3G after playing a 1G match in the preceding season, regardless of the amount of matches 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 performances – 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 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.

Example: if a club has a bye in 1G, then any player that played in that club's previous 1G match 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) a fine for each offence , and/or
  - b) the loss of points for that match (or matches) and/or
  - c) 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 match within that particular grade round concerned.

### 3.3 Re-grade Applications

1. The Association will consider all player re-grade applications and it is the responsibility the Club concerned to seek approval.
2. For re-grade applications to be accepted and considered it must
  - a) be submitted by the approved Club representatives.
  - b) be provided in writing on the prescribed form.
  - c) clearly state all the facts to the player performances.
  - d) be submitted prior to the rounds concerned.
  - e) be emailed and received by the Association no later than
    - Preliminary rounds – 9pm Thursday
    - Final Series rounds – 6pm Wednesday
3. The Association will provide written confirmation (via email) of decisions to the club concerned no later than
  - Preliminary rounds – 6pm Friday
  - Final Series rounds – 11:59pm Thursday
4. Failure to comply renders that player ungraded and unqualified and subject to the relevant grading rules.

### 3.4 Dispensations

1. The Association (for final series player qualification eligibility purposes) may consider dispensations relating to injuries of players who are likely to be unavailable for matches over an extended period.
2. For dispensation applications to be accepted and considered it 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 match(s) concerned in the preliminary rounds.

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

3. It is the 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 match may replace, or be replaced by, a player in a grade match 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 match 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 match 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 Team List.

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

### 3.6 Dress Standards

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

## 4 MATCH SET-UP

### 4.1 The Umpires

#### 4.1.1 Responsibility of Umpires

1. Umpires have a responsibility to ensure that:
  - 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
  - matches are played fairly and in the intended 'Spirit of Cricket'.
2. Umpires and captains should confer before the match and agree on the match conditions and any differing rule interpretations.

#### 4.1.2 Appointment of Umpires

1. The Association reserves the right to appoint umpires to matches as appropriate. (see ACAR-Official Umpires Appointments)
2. Appointed Umpires shall be the central umpire(s).
3. When one appointed umpire is in attendance, the square leg umpire must at all-times are a team member from the batting team.
4. If the appointed Umpire(s) is not present at the specified start time, both teams are to appoint an umpire.

#### 4.1.3 Changing Umpires

Team appointed umpires should only be changed during a break in play and after consultation with the previous umpire regarding the match 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. Any 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. Each team will provide a competent scorer and the appropriate scoring material (score books / sheets, pens,) for the match.
2. Scoring methods can be manual on scoresheets and electronic using MyCricket Live Score App.
3. Manual scoring method must be maintained throughout the match in case of any electronic method failure.

### 4.2.2 Electronic Scoring

- Live scoring is encouraged.
  - MyCricket only allows 1 device per match to Live score, while also uploading data at frequencies throughout the match or after the match.
  - In addition the Team list nomination requirements will then need to be met by both teams. (see Match Result-Submission of MyCricket Results-Team Lists)
1. Teams wishing to Live score must agree on which team Live scores. Home team has preference.
  2. Any scorer wishing to score by a device shall
    - a) prior to play, fully charge the device battery;
    - b) during inclement weather, power the device only by battery;
    - c) at the end of every over, save all records;
    - d) during every scheduled interval, print / display a full score record as required.

### 4.2.3 Scorers Protocol

1. Positioning – both teams' scorers are to sit together to allow regular score checks. Preferably away from distractions. (Note Covid Rules)
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. Match 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 & Match conclusion – agreement is reached on all figures, match result is signed off (see Match Result requirements)
5. Discrepancies – follow requirement in Match Result-Declaration of Winner.
6. MyCricket Data Entry – all after match requirements to be met (see Match Result-Submission of MyCricket Results).

## 4.3 Risk Management (Game Day Checklist)

1. Team officials / Umpires are responsible for ensuring the Game Day Checklist is completed on each day before the start of play via the
  - JLT App (mobile device) preferred method
  - JLT form (paper copy).
2. Home team officials complete the form WITH the Visiting team officials & umpires confirming agreement to conditions.
3. Completed checklists are to be emailed / returned to the Club Secretary for safekeeping.
4. Failure to comply on every day of every match 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 checks by the Association.

## 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 match 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 match was already lost) for the current match 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. A substitute is defined as a player who is acting as a fielder only and is not listed on the official team list.
2. To act as a substitute fielder a player must be a registered player and may NOT bat or bowl.
3. The Umpires and opposing team officials are to be informed when a substitute player is being used.
4. Any infringement will be dealt with under the Player qualification rule.

## 5 EQUIPMENT

### 5.1 Equipment Responsibility

1. Nominated Home team – responsibility
  - a) Providing the ground equipment (stumps, bails, boundary markers and spares if necessary),
  - b) Positioning the ground equipment within 15 minutes of the scheduled start time of play,
  - c) Freshen & remarking crease lines
  - d) Organising the opening & closing of facilities etc. at the match venue.
2. Each team – responsibility providing
  - 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. Compliance – Failure to comply may render the offending team liable to a fine, loss of points or the match 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 Boundaries

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 –

- Turf pitch ground – ideally marked permanently with a continuous line (paint or mower cut) and can be positioned from the centre of the playing square
  - Synthetic pitch ground – optional & ideally marked permanently with a continuous line
  - Highlighted by the use of 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 match are to strive to maximise opportunities to play.
2. Pitch Covers
  - a) Pitch covers are to be made available at each Club main turf ground and be used in all matches, unless otherwise Association approved.
  - b) Pitch covers are to be made available and used in matches (where possible) at lower grade turf grounds.
  - c) Hessian underlay shall be used in conjunction with covers.
  - d) Synthetic pitches may be covered as required
3. Laying & Removal
  - a) Nominated home club shall be responsible for the pitch covering.
  - b) The pitch (and bowlers' approaches where possible) must be protected against rain up to the commencement of play and for the duration of the match.
  - c) Pitch covers 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.
  - d) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.
  - e) Match 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.
  - f) If the pitch is wet beforehand or too wet at the time the covers are to be laid, the home club is permitted to exercise discretion as to whether to cover or not cover the pitch. The Association must be notified by 7pm latest if covers are not used on the day.
  - g) Match has been abandoned – covers must be removed from the pitch, wicket square and outfield on the day of the match 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 match 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) 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-Appendices-Procedures for use of Covers).
6. Final Series  
In any Final Series the Association shall determine the requirements and responsibility.

## 6 MATCH 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 matches (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

Where Wollongong City Council has;

- a) Closed or made its venues unavailable, all matches scheduled will be cancelled.
- b) NOT closed or made its venues unavailable, a decision shall be made on the 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 a MyCricket 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
  - A venue has been closed by Wollongong City Council,
  - A venue has been declared unfit for play by the Association (prior to commencing play), or
  - A Council curator is present at a ground for the purpose of wicket preparation and shall be in their control until deemed fit for play and hands control to the officiating umpires, or
  - The Umpires consider conditions to be a danger to the players' safety (at the commencement or during play).
2. Umpires shall be guided in their decision by noting and applying 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. Teams participating in matches not cancelled by the Association must proceed to the allocated venue (unless representatives have mutually agreed on the match day 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. Matches 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. Matches 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 match, 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 match.
3. The Association shall be empowered to award the match 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. Teams are required to remain at the venue should there be a disagreement;
  - 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 Match Results

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

## 6.4 Forfeit

### 6.4.1 Protocol

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

### 6.4.2 Forfeit / Match 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 at least
    - (1G) 10 players in attendance
    - (2G) 10 players in attendance
    - (3G) 9 players in attendance

The match will be played as a normal match and the result will stand until the Association investigates the match.

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

#### 6.4.3 Incorrect Number of Players

1. Should a club have the incorrect number of players during a match, it 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 match a forfeit and will incur a fine and or a loss of points.

#### 6.4.4 Fine Penalty

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 match 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 matches 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. No smoking is 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 match may consume alcohol between the time the match 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 match and shall forfeit any points gained. Where such team lost the match, 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 MATCH RESULT

### 7.1 Declaration of Winner

1. The declaration of the winning team for a match shall be
  - a) the team, which both captains, umpires or team officials have agreed as being the winner of the match; and
  - b) made by the officials countersigning of scorebooks immediately after the match 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 match result or scorecard.

### 7.1.1 Mistakes in Scoring

1. If after leaving the field of play, the 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 Matches & Protests

1. In the event of a disputed match,
  - a) the match shall be played under protest.
  - b) the reasons for the dispute must be noted on the scoresheet, otherwise the result will stand.
  - c) both teams must provide and send the original sheet 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 MyCricket Results

### 7.2.1 Procedure

1. Frequency – required on a weekly basis by each team for all match results and player statistics.
2. First Data Entry – Either team can enter the match results first, noting that it does so for both teams. i.e.
  - full match scorecards are required – both team scores, overs, itemised sundries
  - any match comments (if applicable)
  - update match result (use correct ladder result code)
3. Second Team Entry (Opposing team) – checks the accuracy and confirms the result (i.e. match result now agreed).

### 7.2.2 Team Lists

1. Pre-match timing – the evening prior to each match, Clubs are required to enter their teams in MyCricket in order to facilitate the MyCricket Live Score App and or smooth manual processing of full scorecards by opposing teams.
2. After match – update and only include player names who participated in the match whether have batted or bowled or not.

### 7.2.3 Summary Scores

Match Summary deadline – entered no later than 9:30am the next day (All grades) in MyCricket to allow for media publication of match scores and leading individual performers

Match Score detail – wickets & runs, all extras itemised; overs bowled (to the ball level) & max over entitlement; match result selecting correct MyCricket code.

### 7.2.4 Scorecards

Full Player scorecards (including player batting, bowling & fielding analysis and adjusting team lists) must be entered no later than

- (1G) – 9:30am the next day
- (Other grades) – ideally 9:30am the next day (for inclusion in media reports) but within 24 hours after match completion

Player Batting detail – Batting position in scorecard; How out – with opposition fielder & bowler names (or Not out, retirements); Run scored (plus 4s & 6s); Balls faced & time (optional); Fall of wicket score

Player Bowling detail – bowling order position in scorecard; itemised over & maidens bowled, wickets taken, runs conceded; itemised wides & no balls (optional). *(Note: values must be included in runs conceded)*

Player Fielding detail – itemised outfield catches, wicket keeper catches, assisted runouts, unassisted runouts, stumpings

### 7.2.5 Final round & Semi-final Results

1. After the completion of both the last competition round and semi-finals; match results are to be submitted as early as possible (8:00pm) on the match day.
2. Where match result is in dispute; the Association must be notified by 8:00pm on the match day.

### 7.2.6 Match Reports

#### 7.2.6.1 Captains’ Reports

Captains’ reports on an appointed official umpire(s) performance in their matches must be entered into MyCricket within 2 days (11:59pm) after the match completion. (Excludes final series)

#### 7.2.6.2 Umpires’ Reports

Match reports are required by Official umpire(s) appointed to all matches and must be entered into MyCricket within 2 days (11:59pm) after the match completion.

### 7.2.7 Submitting Results Late

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

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

#### 7.3.1.2 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 matches played –
    - the points table will be adjusted accordingly to the bye points prior to the withdrawal.
    - all team stats per match for those matches to be readjusted to neutral effect (for & against overs, wickets & runs).
  - b) after the halfway point, all matches played –
    - the match points earned and all team stats per match will be retained.
    - all matches post withdrawal will be classed as byes.
2. In both cases however all player statistics will be retained.

#### 7.3.1.3 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 match 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
Offending team match adjustment	
Two-day & One-Day match (quotients)	10 wickets
Limited over match (NRR)	Maximum overs for match

### 7.3.2 Ladders & Correctness

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

### 7.3.3 Competition Placing

1. The 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 match), 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 match and the match 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 actually 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 matches have been played to award such titles.

### 7.4.2 Club Championship

1. Championship determination – at the completion of the preliminary premiers competition rounds for teams competing in the 1G, 2G, 3G, 4G and any other lower Grades.
2. Championship calculation – summing for each Club the points gained by its highest placed team per grade on the points ladder (one team per grade). 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 are;
  - 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

**Scheduled Competition Days** = number of preliminary playing days set down for a particular grade competition for which a team can be nominated (excludes any final series days)

**Available Player Days** = playing days in which a player was nominated as a team member during the scheduled competition days

**Competition Rounds** = preliminary rounds set down for a competition for which a team can be nominated (excludes any final series rounds)

**Final Series** = quarter-finals, semi-finals & finals

**Final Series round** = specific qualifying round being a quarter-final or semi-final or (quarter-final/semi-final on same day or weekend) or final match.

**Consecutive teams** = 1G/2G, 1G/2G/3G, 2G/3G (and so on). However, 1G /3G, 2G/4G (and so on) are NOT consecutive teams.

### 8.2.2 General Qualifications

1. For final series player qualification purposes, any playing days lost in matches may be considered and taken into account for any
  - a) Abandoned matches, forfeited matches or byes provided a result and team list had been submitted (see Submission of MyCricket Results-Team Lists).
  - b) Dispensations provided notification had been received (see The Player-Dispensation).
  - c) Player (or as an official) who represented in any official Association or higher Representative match during the playing of any particular competition matches. These representative matches shall be treated as playing days within those particular competitions at the time in which the player would have last played.
2. The qualification requirements may be varied upon application to the Association (see The Player-Re-grade Applications timings required).
3. A player may only play in one grade of a final series round scheduled on one weekend unless being a substitute fielder or as otherwise stated.

### 8.2.3 Premiership Competition Qualifications

1. To qualify to participate in the final series, a player must have played in at a minimum
  - a) Days requirement –
    - (i) 10 days of the scheduled competition days for 1G, 2G, 3G;
    - (ii) 9 days of the scheduled competition days for 4G (T20 days may be considered on application);

plus
  - b) Grade requirement – 5 days of their last ‘available player days’ within that particular grade or coming from a lower grade, plus
  - c) Team requirement (if multiple club teams) – 5 days of their last ‘available player days’ within that particular team or coming from a lower grade

EXAMPLE: if scheduled competition days = 17 days. A player then requires a minimum 10 days plus from their last 10 playing days at least 5 days within that particular grade (and team) or may come from a lower grade to qualify for that grade.

### 8.2.4 Premiership Lower Grade Team Pre-Match Checks

1. Where two premierships final series rounds may be scheduled on consecutive days, clubs involved for each team are to submit a full list of all players (plus possible replacements) being considered for these rounds for pre-match qualification checks.
2. 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 requirements.
3. The Association will then verify and notify any ineligible players.

### 8.2.5 Champions Competition Qualifications

1. Twenty 20 – (Note: Game 4-T20 PC Law 1 [B] & [E]) – to qualify to participate in the final series, a player must have played in at minimum

- a) Round requirement – 2 rounds of the scheduled competition rounds plus
- b) Grade requirement – 2 rounds of their rounds within that particular grade or coming from a lower grade, plus
- c) Team requirement (if multiple club teams) – 2 rounds of their rounds within that particular team or coming from a lower grade

EXAMPLE: if scheduled competition rounds = 5 rounds.

A player then requires a minimum 2 rounds plus at least 2 rounds within that particular grade (and team) or may come from a lower grade to qualify for that grade.

2. Under Age Competitions – to qualify to participate in the final series, a player must have played on at least 50 percent (fraction ignored) of the rounds in that particular competition.

### 8.2.6 Consecutive Teams (All Competitions)

1. For a specific finals series round, a club with teams in consecutive grades may select a player from the higher grade in the next lower consecutive grade (where the player may not have met that next lower grade requirement). However Rule 3.2.2 -Player Grading takes precedence.
2. All players participating in winning teams shall then automatically qualify within that grade for the next final series round.
3. Any players participating in losing teams will then need to meet the qualification requirements for the next final series round.
4. (Premiership competition only) Players being used as interchange players –
  - a) may only be used between 1G and 2G. 3G players cannot be used in 2G.
  - b) clauses (1) above does not apply, with clause (3) being required for the next final series round.

## 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. In this series type, the 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. In this series type, the initial team ranking may change depending on the match 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. In this series type, the initial team ranking may change depending on the match 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. In this series type, the initial team ranking may change depending on the match 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 Match Result – Abandoned, Draw or Tie

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

## 8.4 Venues

### 8.4.1 Allocation

1. All final series matches shall be played on the best available pitches and grounds.
2. Competition manager may nominate reserve venues, where possible and appropriate.

### 8.4.2 Setup

1. Nominated home team responsible for ground set up and must 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 shall be entirely in the hands of the officiating umpires.
2. Should the allocated venue be deemed unplayable for any reason; the match may be transferred to a suitable alternate reserve venue in consultation with the Competition manager.

#### 8.5 Umpire Appointments

If available and where possible, at least one accredited official umpire will be appointed per match starting from the highest grade.

### 9 TROPHIES

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