



CRICKET
ACT

ACT PREMIER CRICKET RULEBOOK

2025/26

All Competitions

TABLE OF CONTENTS

1.1	Glossary	6
1.2	Interpretation and application of Rules	7
1.3	Responsibility of Clubs	8
2.	Code of Conduct	9
2.1	Purpose	9
2.2	The Code	9
2.3	The Preamble Laws of Cricket 2017 Code (2nd Edition - 2019)	9
2.4	General behaviour	9
2.5	Breach of Code	10
2.6	Powers of Discipline Committee	10
2.7	Penalty Guidelines	11
3.	Breaches of Rules	12
4.	The Competitions	14
4.1	The Competitions	14
4.2	Conditions of play for Competitions	14
4.3	Premier Clubs	14
4.4	The Club Championship	14
4.5	Competitions to be played in accordance with approved draws	14
4.6	Format of the 2 Day Competitions (including Semi-Finals & Finals)	14
4.7	Format of the 1 Day & Lynne O'Meara Premiership Cup Competitions (including Semi-Finals & Finals)	15
4.8	Format of the 1st Grade T20 2nd Grade T20 & Glenda Hall Shield Competitions (including Semi-Finals & Finals)	16
4.9	Format of the 3rd to 6th Grade T20 Competitions (including Semi-Finals & Finals).	17
4.10	Ground allocation For Semi-Finals & Finals in all Competitions	18
5.	Eligibility requirements in all Competitions (including Semi-Finals & Finals)	19
5.1	General eligibility requirements	19
5.2	Special eligibility requirements for Women's Grade Competition	19
5.3	Eligibility requirements for Semi-Finals & Finals in Premier Competitions	19
5.4	Special eligibility requirements for Semi-Finals and Finals in 6th Grade for Clubs with multiple 6th Grade sides	21
5.5	Special eligibility requirements for Semi-Finals & Finals in Premier Competitions for junior players	21
5.6	Eligibility requirements for Semi-Finals & Finals in Women's Competitions	21
5.7	Consequences of playing an ineligible person in all Competitions	21
6.	General Rules for all Competitions	22
6.1	Laws of cricket to apply	22
6.2	Grounds and Match day conditions	22
6.3	The Players	22
6.4	Attire of Players and approval of uniforms	22
6.5	Umpires	23
6.6	Time keeping	23
6.7	Scorers & scoring	23
6.8	The ball	24
6.9	The bat	24
6.10	The pitch, creases & pitch markings	24
6.11	The wickets	24
6.12	Ground & pitch preparation	24
6.13	Upkeep & maintenance of turf pitches	24
6.14	Sightscreens	24
6.15	Covers prior to a Match	25
6.16	Covers during a Match	25
6.17	Intervals	25
6.18	Start & end of play	25
6.19	Innings, follow on, declarations & forfeiture of innings	25
6.20	The result & forfeiture of Matches	25
6.21	The over	26
6.22	Scoring runs & boundaries	26
6.23	Dead ball	26
6.24	No balls	26
6.25	Wides	26

6.26	Byes and Leg byes	26
6.27	Fielder's absence & substitutes	26
6.28	Batter's innings & runners	26
6.29	Practice on the field	26
6.30	Wicket-keepers & fielders	26
6.31	Dismissals of batters	26
6.32	Fair & unfair play	26
6.33	Non-pitching deliveries	26
6.34	Players' conduct	26
6.35	Lightning	26
6.36	Injury prevention for young bowlers	26
6.37	Helmets	27
7.	Administrative obligations for all Competitions	29
7.1	Match day submission of Match scores & results	29
7.2	Confirming or disputing results	29
7.3	Ground Reports	29
7.4	Captains Reports on Appointed Umpires	29
7.5	Defaulters	29
7.6	Commercial Guidelines	30
8.	Additional Conditions of Play in the 2 Day Competitions (including Semi-Finals & Finals)	31
8.1	Additional Conditions of Play in the 2 Day Competition (including Semi-Finals & Finals)	31
8.2	Match format for 1st Grade (including Semi-Finals & Finals)	31
8.3	Match format for 2nd Grade (including Semi-Finals & Finals)	31
8.4	Match format for 3rd & 4th Grade (including Semi-Finals & Finals)	31
8.5	Player attire	31
8.6	Hours of play (including Semi-Finals & Finals)	31
8.7	Intervals (including Semi-Finals & Finals)	31
8.8	Making up lost playing time	32
8.9	Delay to start or no play on the first day of a Match	32
8.10	Number of overs to be bowled in a day	32
8.11	Requirement to bowl minimum overs before scheduled finish time	32
8.12	Wicket or interruption to play within 2 minutes of scheduled finish	33
8.13	Extra Time	33
8.14	The result	33
8.15	Competition points	33
8.16	Replacement Rule – Representative Commitments	33
8.17	Fast short pitched bowling	34
8.18	Summary of playing conditions in 2 Day Competitions	36
9.	Additional Conditions of Play in the 1 Day Competitions (including Semi-Finals & Finals)	37
9.1	Additional Conditions of Play in the 1 Day Competitions (including Semi-Finals & Finals)	37
9.2	Match format for 1st Grade & 2nd Grade (including Semi-Finals & Finals)	37
9.3	Match format for 3rd,4th,5th & 6th Grade (including Semi-Finals & Finals)	37
9.4	Minimum number of overs to obtain a result	37
9.5	Player attire – 1st, 2nd 3rd & 4th Grade	37
9.6	Player attire – 5th & 6th Grade	37
9.7	Hours of play (including Semi-Finals & Finals)	37
9.8	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)	37
9.9	Time for innings	38
9.10	Reduction of overs if playing time is lost – first innings of a Match	38
	<i>Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.10.</i>	38
9.11	Reduction of overs if playing time is lost – second innings of a Match	38
	<i>Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.10..</i>	38
9.12	Failure to bowl required overs in time	38
9.13	Powerplays	38
9.14	Fielding restrictions, including Powerplays	39
9.15	Maximum number of overs per bowler	39
9.16	Fast short pitched bowling	39
9.17	Free Hit After a No ball	39
9.18	Wides	40
9.19	The result	40
9.20	Tied Semi-Finals and Finals Matches	40
9.21	Procedure for the Super Over	40
9.22	Error! Bookmark not defined.	

9.23	Competition Points	41
9.24	Summary of playing conditions in 1 Day Competitions	42
10.	Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals)	43
10.1	Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals)	43
10.2	Match format for all Grades	43
10.3	Minimum number of overs to obtain a result	43
10.4	Player attire	43
10.5	Hours of play (including Semi-Finals & Finals)	43
10.6	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)	43
10.7	Time for innings	43
10.8	Reduction of overs if playing time is lost – first innings of a Match	43
	<i>Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.10.</i>	43
10.9	Reduction of overs if playing time is lost – second innings of a Match	43
	<i>Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.10.</i>	44
10.10	Failure to bowl required overs in time	44
10.11	Powerplays	44
10.12	Fielding restrictions	44
10.13	Maximum number of overs per bowler	44
10.14	Fast short pitched bowling	44
10.15	Free Hit After a No ball	45
10.16	Wides	45
10.17	The result	45
10.18	Competition Points	46
10.19	Tied Semi-Finals, Finals and Knockout Round Matches	46
10.20	Procedure for the Super Over	46
10.21	Summary of playing conditions in T20 Competitions	47
11.	Additional Conditions of Play in the Women's Competitions (including Semi-Finals & Finals)	48
11.1	The Players (including extra Players)	48
11.2	Player attire	48
11.3	The innings in Women's Competitions	48
11.4	The over in Women's Competitions	49
11.5	Fast short pitched bowling in Women's Competitions	49
11.6	Free Hit After No ball	49
11.7	Wides in Women's Competitions	49
11.8	Withdrawal from a Women's Competition	49
11.9	Match format for Lynne O'Meara Premiership Cup	50
11.10	Minimum number of overs to obtain a result in a Lynne O'Meara Premiership Cup Match	50
11.11	Hours of play (including Semi-Finals & Finals) in Lynne O'Meara Premiership Cup Matches	50
11.12	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals) in Lynne O'Meara Premiership Cup Matches	50
11.13	Time for innings in Lynne O'Meara Premiership Cup Matches	50
11.14	Reduction of overs if playing time is lost in Lynne O'Meara Premiership Cup Matches – first innings of a Match	51
11.15	Reduction of overs if playing time is lost in Lynne O'Meara Premiership Cup Matches – second innings of a Match	51
11.16	Failure to bowl required overs in time in Lynne O'Meara Premiership Cup Matches	51
11.17	Powerplays	51
11.18	Fielding restrictions, including Powerplays	51
11.19	Maximum number of overs per bowler in Lynne O'Meara Premiership Cup Matches	52
11.20	The result in Lynne O'Meara Premiership Cup Matches	52
11.21	Tied Semi-Finals and Finals Matches	52
11.22	Procedure for the Super Over	52
11.23	Competition Points for Lynne O'Meara Premiership Cup Matches	53
11.24	Match format for all Glenda Hall Shield matches	53
11.25	Minimum number of overs to obtain a result in Glenda Hall Shield Matches	53
11.26	Hours of play (including Semi-Finals & Finals) in Glenda Hall Shield Matches	53
11.27	Scheduled Intervals & drinks breaks (including Semi-Finals & Finals) in Glenda Hall Shield Matches	53
11.28	Time for innings in Glenda Hall Shield Matches	53
11.29	Reduction of overs if playing time is lost in Glenda Hall Shield Matches– first innings of a Match	53
11.30	Reduction of overs if playing time is lost in Glenda Hall Shield Matches– second innings of a Match	53
11.31	Failure to bowl required overs in time in Glenda Hall Shield Matches	53
11.32	Powerplays	54
11.33	Fielding restrictions in Glenda Hall Shield Matches	54
11.34	Maximum number of overs per bowler in Glenda Hall Shield Matches	54
11.35	The result in Glenda Hall Shield Matches	54
11.36	Competition Points	55
11.37	Tied Semi-Finals and Finals in the Glenda Hall Shield	55

11.38	Procedure for the Super Over in Glenda Hall Shield Matches	55
11.39	Summary of playing conditions in Women’s Competitions	55

Interpretation and implementation of Rules

1.1 Glossary

In these Rules:

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

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

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

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

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

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

Board means the board of Cricket ACT;

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

Clubs means:

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

and where the context requires, refers to a side representing a Club in a Match;

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

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

Competition Draw has the meaning given to it in Rule 4.5.1;

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

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

Competition Rounds has the meaning given to it in Rule 4.5.2(b);

Concussed Player has the meaning given to it under Rule 6.38.2;

Consecutive Grades means any 2 consecutively graded sides of a Club in Competition (e.g. a Club's Third Grade and Fourth Grade sides);

Constitution means the Constitution of Cricket ACT;

Cricket ACT means the Australian Capital Territory Cricket Association Inc;

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

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

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

Duckworth Lewis Stern method means the mathematical formulation designed to calculate the target score for the side batting second in a limited overs cricket match interrupted by weather or other circumstances referred to in these Rules;

fast short pitched delivery has the meaning given to it in Rule 8.18.2, Rule 9.16.2, Rule 10.14.2 and Rule 11.4;

Forfeit has the meaning given to it by Rule 6.20.3;

Grade means a Grade assigned to a particular Competition;

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

Home Grounds are as follows for each Premier Club:

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

Law means a law of the Laws of Cricket;

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

Match means a cricket match played between 2 sides in a Competition and includes Semi-Finals and Finals;

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

Player means a person who is named on a Team Sheet as a player in a Match and where the context requires, includes a batter, bowler, fielder and wicket-keeper;

Premier Clubs means the Clubs described as the Premier Clubs in Rule 4.3.1;

Premier Competitions means the Competitions named in Rule 4.1.1;

Premier Cricket Working Group means the committee made up of Club representatives performing the functions of the Grade Cricket Committee constituted in accordance with the By-Laws;

Representative Commitments has the meaning given to it in Rule 8.16.1;

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

- (a) Australia in a Test, First Class, 1 Day International, or T20 match (male or female);
- (b) a State in a First Class or 1 Day Domestic or other match (male or female);
- (c) a State or Territory in a 2nd XI match (however named);
- (d) a Big Bash or WBBL franchise;
- (e) a State or Territory (or Cricket Australia) at a Cricket Australia carnival;
- (f) a Regional Bash side;
- (g) ACT Southern Districts;
- (h) Cricket ACT or ACT Schools;
- (i) a Cricket ACT Youth Performance squad; or
- (j) any other squad or program notified by Cricket ACT to the Clubs as a Representative Squad or Program;

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

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

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

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

Scorer has the meaning given to it under Rule 6.7.2;

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

1.1.2 In these Rules, unless the context otherwise requires:

- (a) “registered as a player” means having complied with a Club’s process of registration that entitles the person to represent that Club as a Player in a Match or Matches;
- (b) the singular includes the plural, and a gender includes every other gender;
- (c) “including” means “including, but not limited to”;
- (d) if the date on or by which a thing must be done is not a business day, the thing must be done on or by the next business day;
- (e) a reference to an annexure means an annexure to these Rules; and
- (f) where a word or expression is defined in these Rules, another part of speech or grammatical form of that word or expression has a corresponding meaning.

1.2 Interpretation and application of Rules

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

1.2.2 The Administering Body has no power to:

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

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

- (a) to correct an error made in the preparation of the Rules in accordance with Rule 1.2.1; or
- (b) in accordance with Rule 1.2.5.

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

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

1.2.6 These Rules are subject to and incorporate any policy of Cricket ACT relating to health and safety of Players and Umpires (and any amendment to such a policy) once that policy (or its amendment) is approved by the Administering Body.

Note: Cricket ACT policies relating to health and safety of Players and Umpires can be found at <https://www.cricketact.com.au/publications-and-resources>.

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

1.2.8 The Competitions Manager is to advise the Clubs and ACTCAUSC of amendments to the Rules as soon as practicable after those amendments are made.

- 1.2.9 Subject to these Rules, an Administering Body may delegate to the Competitions Manager, in writing, such of its powers as the Administering Body deems necessary.
- 1.2.10 These Rules are subordinate to the Constitution, are to be interpreted in the context of the Constitution and are invalid to the extent of any inconsistency between the Constitution and these Rules.

1.3 Responsibility of Clubs

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

2. CODE OF CONDUCT

2.1 Purpose

- 2.1.1 The adoption of this Code of Conduct (the **Code**), as set out in this Rule 2 and in Annexure A, by Cricket ACT and all Clubs is to ensure that the spirit and traditions of the game of cricket are observed.
- 2.1.2 By the adoption of the Code, Cricket ACT and the Clubs undertake that they will act appropriately to ensure that the spirit and traditions of the game of cricket are maintained.
- 2.1.3 In this regard, Cricket ACT and the Clubs formally recognise the Preamble to the Laws - The Spirit of Cricket (included as Rule 2.3) to be an integral part of the Code.
- 2.1.4 This Code only applies to conduct by a person in connection with a Competition administered under these Rules.

2.2 The Code

- 2.2.1 The Code incorporates:
 - (a) this Rule 2 and Annexure A;
 - (b) the Preamble to the Laws of Cricket (including as it relates to the Captains being responsible at all times for ensuring that play is conducted within the spirit of the game);
 - (c) Law 41;
 - (d) Law 42;
 - (e) Rule 6.5.11;
 - (f) Rule 6.37;
 - (g) Rule 8.17;
 - (h) Rule 9.16;
 - (i) Rule 10.14; and
 - (j) Rule 11.4.
- 2.2.2 The Code applies to Players, Umpires, Officials and members of Clubs and applies in respect of all Competitions, all Matches, representative competitions, representative matches and any match or event organised by or involving Cricket ACT.
- 2.2.3 Ignorance of the requirements of any of the provisions set out in the Code (including ignorance of the Laws of Cricket) is not a valid or justifiable excuse for a breach of the Code, nor is it a reason for the Disciplinary Committee not finding a person guilty of any charge(s) or not imposing a penalty after finding a person guilty of a breach of the Code.

2.3 The Preamble Laws of Cricket 2017 Code (2nd Edition - 2019)

- 2.3.1 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.
- 2.3.2 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.

- 2.3.3 Respect is central to the Spirit of Cricket:
- 2.3.4 Respect your Captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.
- 2.3.5 Accept the umpire's decision.
- 2.3.6 Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you.
- 2.3.7 Congratulate the opposition on their successes and enjoy those of your own side. Thank the officials and your opposition at the end of the match, whatever the result.
- 2.3.8 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.

2.4 General behaviour

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

Note: See also Rule 6.34.3.

2.4.6 Players and Umpires must not smoke within the boundary of any ground during the hours of play of a Match day.

2.4.7 For the purpose of Rule 2.4.6, "smoke" has the meaning given to it by the *Smoke-Free Public Places Act 2003* (ACT) and includes the use of personal vaporisers.

Note: See also Rule 6.34.5.

2.4.8 It is the responsibility of the Captain to ensure that their side confirms with the general behaviours sets out in Rule 2.4.

2.5 Breach of Code

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

- (a) any Player or Official participating in a match (where the breach is alleged to have occurred);
- (b) an Umpire officiating in a match where the breach is alleged to have occurred;
- (c) the CEO or any other employee of Cricket ACT; or
- (d) any member of the Board.

2.5.2 Any report made under Rule 2.5.1 must be made in writing to the Competitions Manager by noon on the first working day after the end of the Match.

2.5.3 The Competitions Manager must consider any report received under Rule 2.5.2 and determine whether or not to charge the person who is the subject of the report with a breach or breaches of the Code.

2.5.4 Nothing in Rule 2.5.3 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when determining whether or not to charge a person under Rule 2.5.3.

2.5.5 A person's past conduct may be taken into account by the Competitions Manager when deciding whether or not to charge a person or in determining the level of the offence.

2.5.6 The Competitions Manager must:

- (a) forward a copy of any report received under Rule 2.5.2 (whether or not a Charge is laid);
- (b) provide details of any charge made against the person, including the level of the offence (the **Charge**); and
- (c) provide details of any proposed penalty to be imposed upon the person (with or without reference to the Penalty Guidelines set out in Rule 2.7) (the **Proposed Penalty**);

in writing to the secretary of the Club of the reported person (or in the case of an Appointed Umpire, the ACTCAUSC) before 5:00pm on the first working day after the end of the Match from which the report arose.

2.5.7 The Club of the reported person, through the Club's secretary (or the ACTCAUSC through the Council's secretary), may respond to any

report and inform the Competitions Manager whether the Charge and Proposed Penalty:

- (a) is accepted by the relevant person; or
- (b) is disputed

before 10:00pm on the second working day after the end of the Match from which the report arose.

2.5.8 If the Club (or the ACTCAUSC) does not respond before 10:00pm on the second working day after the end of the Match from which the report arose, or the Charge is accepted, the Discipline Committee will impose the Proposed Penalty.

2.5.9 If a Charge or Proposed Penalty is disputed, the charge will be heard by the Discipline Committee at a hearing convened for that purpose.

2.6 Powers of Discipline Committee

2.6.1 Upon hearing a charge, the Discipline Committee may:

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

2.7 Penalty Guidelines

Level of Offence	Penalty Guideline
Level 1	Reprimand and/or a suspension of 1 Premier Match, which may be suspended for a period of up to 12 months, and in the case of club officials a fine of up to \$500.
Level 2	Suspension of 1 or 2 Premier Matches and in the case of club officials a fine of up to \$500
Level 3	Suspension of 2 to 4 Premier Matches and in the case of club officials a fine of up to \$500.
Level 4	Suspension of 5 or more Premier Matches or a life ban and in the case of club officials a fine of up to \$500 and/or suspension from the Association.

3. BREACHES OF RULES

- 3.1.1 Alleged breaches of the Rules by a Club or a person may be reported by:
- (a) any Player or Official participating in a Match (in connection with which the breach is alleged to have occurred);
 - (b) an Umpire officiating in a Match where the breach is alleged to have occurred;
 - (c) the CEO or any employee of Cricket ACT; or
 - (d) any member of the Board.
- 3.1.2 Other than a breach of the Code of Conduct, a breach of the Rules by a person (including a Player) is considered a breach of the Rules by the Club the person is registered with as a Player, or if not registered as a Player, the Club the person is most closely associated with, unless a Club can satisfy the Administering Body, in its absolute discretion, otherwise.
- 3.1.3 Any report of an alleged breach made under Rule 3.1.1 must be made in writing to the Competitions Manager by noon on the second working day after the end of the Match.
- 3.1.4 Promptly after receiving a report under Rule 3.1.3, the Competitions Manager must:
- (a) inform the Club the subject of the report of the receipt of the report and the details of the report; and
 - (b) request that Club to respond to the report as it sees fit, within a reasonable timeframe specified by the Competitions Manager.
- 3.1.5 The Competitions Manager must consider any report received under Rule 3.1.2 and any response received within the specified timeframe under Rule 3.1.4 and determine whether or not to refer the report to the Administering Body for adjudication.
- 3.1.6 Without limiting any power or responsibility of an Administering Body, and subject to Rule 3.1.12, it is the responsibility of the Administering Body to adjudicate on alleged breaches of the Rules by Clubs and persons and impose penalties on Clubs and persons where the Administering Body determines that a breach has occurred.
- 3.1.7 The Administering Body will perform the role described under Rule 3.1.6 at a meeting of the Administering Body, either as scheduled or specifically convened for the purpose.
- 3.1.8 When adjudicating upon an alleged breach of these Rules, the Administering Body will not include any representative of a directly affected Club or Clubs, though the Administering Body may request a representative or representatives of a directly affected Club or Clubs to provide it with information it considers relevant to the adjudication of the alleged breach.
- 3.1.9 The Administering Body will make decisions in relation to breaches of Rules and the application of penalties by consensus.

- 3.1.10 A breach of the Rules by a Club adjudicated by the Administering Body to be:
- (a) because of careless or casual disregard of the Rules, a genuine mistake made in its application of or understanding of the Rules, or ignorance of the Rules, is a **Minor Breach**;
 - (b) because of an intentional breach of the Rules or a deliberate disregard of the Rules, or a continued Minor Breach or series of Minor Breaches, whether or not the Administering Body has previously adjudicated on those Minor Breaches, is a **Significant Breach**; and
 - (c) because of an intentional breach of the Rules or a deliberate disregard of the Rules *and* intended to advantage the Club that committed the breach (including by disadvantaging 1 or more other Clubs) is a **Major Breach**.
- 3.1.11 When adjudicating upon an alleged breach of these Rules or applying a penalty, the Administering Body may take into account any information that it, in its absolute discretion, considers relevant (including without limitation, evidence from video or audio recorded material or any person, any guidelines made by the Administering Body, past conduct of a Club, Player or person, the effect of the breach on the result of a Match, a person or the reputation of Cricket ACT or the Competitions).
- 3.1.12 For the avoidance of doubt, if a person is reported to the Competitions Manager for a breach of the Code of Conduct, the matter must be managed in accordance with the provisions of Part 2 without consideration by the Administering Body.
- 3.1.13 In respect of a Minor Breach only, the Administering Body may delegate its responsibilities under Rule 3.1.6 to the Competitions Manager.
- 3.1.14 If a Club breaches a Rule, regardless of whether it is a Minor Breach, Significant Breach or Major Breach, and the breach is capable of remedy, the Club must remedy that breach as quickly as is reasonably possible.
- 3.1.15 If a Club breaches a Rule, regardless of whether it is a Minor Breach, Significant Breach or Major Breach, and the breach is capable of remedy by the Competitions Manager, the Competitions Manager may remedy that breach.
- 3.1.16 Remedy of a breach under Rule 3.1.14 or Rule 3.1.15 does not excuse a Club from the breach, but may be taken into account by the Administering Body when determining a penalty (if any).
- 3.1.17 In addition to Rule 3.1.20 and irrespective of any action taken by an Umpire in a relevant Match,
- (a) for Minor Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 10 Competition Points;

- (b) for Significant Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 20 Competition Points, which may be applied in full or in part to a future season;
 - (c) for Major Breaches, the Administering Body may impose a reprimand and/or a penalty of a deduction of up to 50 Competition Points which may be applied in full or in part to a future season.
- 3.1.18 The Administering Body may make guidelines that it may refer to, but will not be bound by, for the purposes of imposing a penalty.
- 3.1.19 If the Administering Body imposes a penalty of a deduction of Competition Points on a Club, the points penalty may be imposed across 1 or more Competitions (at the Administering Body's absolute discretion) and may cause a Club to be on less than zero points at any time in 1 or more Competitions.
- 3.1.20 In addition to imposing any penalty under Rule 3.1.17, if the Administering Body considers, in its absolute discretion, that the breach of Rule (regardless of whether the breach is a Minor, Significant or Major Breach) had or had the potential to have a direct bearing on the result of a Match, the Administering Body may overturn the result of that Match by declaring the Match drawn or abandoned or by declaring the Match won, either on first innings or outright, by the Club that did not commit the breach.
- 3.1.21 If the Administering Body overturns the result of a Match in accordance with Rule 3.1.20:
 - (a) for the purposes of the Competition in which the Match was played, each Club will be awarded Competition points in accordance with the result declared by the Administering Body (and additional to any penalty imposed under Rule 3.1.17); and
 - (b) for the purposes of the statistical records of Cricket ACT, all Players' scores and figures will stand, other than the scores and figures of any Player that was not eligible to play in the Match (in accordance with Rule 5.7.1).

4. THE COMPETITIONS

4.1 The Competitions

- 4.1.1 The Premier Competitions are:
- (a) the men's 2 Day Competitions contested by the Clubs over 4 Grades;
 - (b) the men's 1 Day Competitions, contested by the Clubs over 6 Grades; and
 - (c) the men's Twenty Twenty (T20) Competitions contested by the Clubs, over 5 Grades.
- 4.1.2 The Women's Grade Competitions are:
- (a) the Lynne O'Meara Premiership Cup contested by the Clubs that nominate to contest it; and
 - (b) the Glenda Hall Shield contested by the Clubs that nominate to contest it.
- 4.1.3 The Administering Body of all Competitions is the Premier Cricket Working Group.

4.2 Conditions of play for Competitions

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

4.3 Premier Clubs

- 4.3.1 The Premier Clubs are:
- (a) Australian National University Cricket Club;
 - (b) Eastlake Cricket Club;
 - (c) Ginninderra Cricket Club;
 - (d) North Canberra Gungahlin Cricket Club;
 - (e) Queanbeyan District Cricket Club;
 - (f) Tuggeranong Valley Cricket Club;
 - (g) Western District and University of Canberra Cricket Club; and
 - (h) Weston Creek Molonglo Cricket Club.

4.4 The Club Championship

- 4.4.1 In addition to the Competitions, the Premier Clubs will compete each season for the Club Championship.
- 4.4.2 The Club Championship will be determined by the results of the Premier Clubs (excluding Semi-Final and Final results) in the Premier Competitions and the Women's Competitions in accordance with the methodology set out at Annexure B.
- 4.4.3 If 2 or more Clubs tie for first position in the Club Championship in any season they will be jointly awarded the Club Championship.

4.5 Competitions to be played in accordance with approved draws

- 4.5.1 The Premier Competitions and the Women's Competitions must be played in accordance with a draw approved by Cricket ACT (**Competition Draw**), subject to any variation

approved by the Administering Body (or its authorised delegate), in its absolute discretion.

Note: Nothing in these Rules prevents a Club or Clubs requesting a change to a Competition Draw, including for making provision for a limited overs Final to be replayed if that Match is abandoned or drawn.

- 4.5.2 Competition Draws approved by Cricket ACT must for each Match:

- (a) specify the Competition that each Match forms part of;
- (b) be organised into Rounds of Matches (**Competition Rounds**), Semi-Finals and Finals, and specify the date or dates that each Match will be played;
- (c) specify the scheduled starting time and finishing time of each Match;
- (d) name the Clubs to play in each Match (except in the case of Semi-Finals and Finals or in Competition Rounds where the sides playing will be determined at the completion of the Competition Rounds); and
- (e) allocate a ground that each Match is to be played on (except in the case of Semi-Finals and Finals or in Competition Rounds where the grounds to be used will not be determined until completion of the Competition Rounds).

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

4.6 Format of the 2 Day Competitions (including Semi-Finals & Finals)

- 4.6.1 Unless otherwise specified the Competition Draw, in the 2 Day Competitions, each Club will be drawn to play 1 Match against each other Club in the Competition Rounds for Competition Points.

Note: The awarding of Competition Points in the 2 Day Competitions will be in accordance with Rule 8.15.1.

- 4.6.2 At the end of the Competition Rounds, in each Grade the Clubs will be ranked according to the Competition Points earned in the Competition Rounds.

- 4.6.3 If, at the end of the Competition Rounds, 2 or more Clubs in a Competition are equal on Competition Points in a Grade, each Club's quotient will be calculated and those Clubs with equal Competition Points will be ranked in accordance with their respective quotients from highest to lowest.

- 4.6.4 For the purposes of Rule 4.6.3, the quotient will be determined as follows:

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

Where Q is the quotient and:

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

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

c = the total number of runs scored against the Club in the Competition Rounds; and
d = the total number of wickets the Club has taken in the Competition Rounds.

- 4.6.5 Unless otherwise specified in the Competition Draw, at the end of the Competition Rounds, the 4 Clubs in each Competition ranked highest under Rule 4.6.2 will play Semi-Finals as follows:
- (a) the highest ranked Club will play the 4th highest ranked Club; and
 - (b) the 2nd highest ranked Club will play the 3rd highest ranked Club.
- 4.6.6 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals.
- 4.6.7 The result of a Semi-Final will be in accordance with Rule 8.14 (and for the avoidance of doubt, a Club that loses the Match on the first innings, but wins the Match outright, will be the winner).
- 4.6.8 If a Semi-Final ends:
- (a) ends in an outright tie;
 - (b) ends in a tie on the first innings and there is no outright winner;
 - (c) ends in a draw without a result on the first innings; or
 - (d) is abandoned,
- the higher ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.6.9.
- 4.6.9 Following the Semi-Final, a Final will be played in each Grade between the winning Clubs of each Semi-Final played in that Grade.
- 4.6.10 If, in accordance with a Competition Draw, no Semi-Finals are played, the Final will be played between the 2 Clubs in each Competition ranked highest under Rule 4.6.2.
- 4.6.11 The highest ranked Club playing in a Final will be the Designated Club for that Final.
- 4.6.12 The result of a Final will be in accordance with Rule 8.14 (and for the avoidance of doubt, a Club that loses the Match on the first innings, but wins the Match outright, will be the winner).
- 4.6.13 The Club that wins the Final in a Grade will be awarded the premiership for that Grade.
- 4.6.14 If a Final:
- (a) ends in a tie on the first innings and there is no outright winner;
 - (b) ends in a draw; or
 - (c) is abandoned,
- the higher ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.6.13 and be awarded the premiership for that Grade.
- 4.6.15 If the Final ends in an outright tie, then both Clubs that played in that Final will be awarded joint premiership for that Grade.

4.7 Format of the 1 Day & Lynne O'Meara Premiership Cup Competitions (including Semi-Finals & Finals)

- 4.7.1 Unless otherwise specified in a Competition Draw, in the men's 1 Day Competitions in 1st to 4th Grade and the Lynne O'Meara Premiership Cup, each Club will be drawn to play 1 Match against each other Club in the Competition Rounds for Competition Points in accordance with the Competition Draw.
- 4.7.2 All Matches played in the men's 5th Grade Competition will be played for Competition Points between sides from the participating Clubs in accordance with the Competition Draw.
- Note: The awarding of Competition Points will be in accordance with Rule 9.20.*
- 4.7.3 At the end of the Competition Rounds, in each Grade and in the Lynne O'Meara Premiership Cup, unless otherwise specified in the relevant Competition Draw, the Clubs will be ranked according to the Competition Points earned in the Competition Rounds.
- 4.7.4 If, at the end of the Competition Rounds, 2 or more Clubs in a Competition are equal on Competition Points, positions will be determined by calculating a Net Run Rate (NRR) and the Clubs with equal Competition Points will be ranked in accordance with their respective NRR from highest to lowest.
- 4.7.5 NRR is calculated by deducting from the average number of runs per over scored by a Club in a Competition, the average number of runs per over scored against that Club in that Competition.
- 4.7.6 In the event of a side being all out in less than its full quota of overs in a Match, the calculation of its Club's NRR shall be based on the full quota of overs to which the side would have been entitled and not on the number of overs in which it was dismissed.
- Note: For the purpose of Rule 4.7.6, the use of the full quota of overs applies only to the batting innings with the actual number of overs bowled used for the bowling innings.*
- 4.7.7 Only Matches where results are obtained will count for the purpose of NRR calculations.
- 4.7.8 Where:
- (a) a Match is abandoned, but a result is achieved under the Duckworth Lewis Stern method, for NRR purposes side 1 will be accredited with side 2's Par Score on abandonment off the same number of overs faced by side 2: or
 - (b) a Match is concluded but with Duckworth Lewis Stern method having been applied at an earlier point in the Match, side 1 will be accredited with 1 run less than the final Target Score for side 2 off the total number of overs allocated to side 2 to reach the target.
- 4.7.9 Unless otherwise specified in a Competition Draw, at the end of the Competition Rounds,

- the 4 Clubs in each Competition ranked highest will play Semi-Finals as follows:
- (a) the highest ranked Club will play the 4th highest ranked Club; and
 - (b) the 2nd highest ranked Club will play the 3rd highest ranked Club.
- 4.7.10 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals.
- 4.7.11 The result of a Semi-Final will be in accordance with Rule 9.19 and Rule 9.20.
- 4.7.12 If a Semi-Final:
- (a) ends in a tie because a Super Over could not be completed (see Rule 9.20.2);
 - (b) ends in a draw; or
 - (c) is abandoned,
- the higher-ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.7.13.
- 4.7.13 Following the Semi Final, a Final will be played in each Competition between the winning Clubs of each Semi-Final played in that Competition.
- 4.7.14 If, in accordance with a Competition Draw, no Semi-Finals are played, the Final will be played between the 2 Clubs in each Competition ranked highest under Rule 4.7.3.
- 4.7.15 The highest ranked Club playing in a Final will be the Designated Club for that Final.
- 4.7.16 The result of a Final will be determined in accordance with Rule 9.19 and Rule 9.20.
- 4.7.17 The Club that wins the Final in a Competition will be awarded the premiership for that Competition.
- 4.7.18 Subject to the provision of a Reserve Day in a Competition Draw, or any variation to the Competition Draw approved under Rule 4.5.1 that allows for the Final to be replayed, if a Final:
- (a) ends in a draw; or
 - (b) is abandoned,
- the higher-ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.7.17 and be awarded the premiership for that Competition.
- 4.7.19 Subject to the provision of a Reserve Day in a Competition Draw, or any variation to the Competition Draw approved under Rule 4.5.1 that allows for the Final to be replayed, if a Final ends in a tie because a Super Over could not be completed (see Rule 9.20.2) then both Clubs that played in the Final will be awarded joint premiership for that Competition.
- 4.8 Format of the 1st Grade T20 2nd Grade T20 & Glenda Hall Shield Competitions (including Semi-Finals & Finals)**
- 4.8.1 Unless otherwise specified in a Competition Draw, in the 1st Grade T20 Competition and the 2nd Grade T20 Competition, each Club will be drawn to play 1 Match against each other in the Competition Rounds for Competition Points.
- 4.8.2 In the Glenda Hall Shield Competition Matches will be played between participating Clubs for Competition Points in accordance with the Competition Draw.
- Note: The awarding of Competition Points will be in accordance with Rule 10.18.*
- 4.8.3 At the end of the Competition Rounds, in the 1st Grade T20 Competition, the 2nd Grade T20 Competitions and the Glenda Hall Shield Competition the participating Clubs will be ranked according to the Competition Points earned in the Competition Rounds.
- 4.8.4 If, at the end of the Competition Rounds, 2 or more Clubs in a Competition are equal on Competition Points, positions shall be determined by calculating a NRR and the Clubs with equal Competition Points will be ranked in accordance with their respective NRR from highest to lowest.
- 4.8.5 NRR is calculated by deducting from the average number of runs per over scored by a Club in a Competition, the average number of runs per over scored against that Club in that Competition.
- 4.8.6 In the event of a side being all out in less than its full quota of overs in a Match, the calculation of its Club's NRR shall be based on the full quota of overs to which the side would have been entitled and not on the number of overs in which it was dismissed.
- Note: For the purpose of Rule 4.8.5, the use of the full quota of overs applies only to the batting innings with the actual number of overs bowled used for the bowling innings.*
- 4.8.7 Only Matches where results are obtained will count for the purpose of NRR calculations.
- 4.8.8 Where:
- (a) a Match is abandoned, but a result is achieved under the Duckworth Lewis Stern method, for NRR purposes side 1 will be accredited with side 2's Par Score on abandonment off the same number of overs faced by side 2; or
 - (b) a Match is concluded but with Duckworth Lewis Stern method having been applied at an earlier point in the Match, side 1 will be accredited with 1 run less than the final Target Score for side 2 off the total number of overs allocated to side 2 to reach the target.
- 4.8.9 At the end of the Competition Rounds, the 4 Clubs in each Competition ranked highest will play Semi-Finals as follows:
- (a) the highest ranked Club will play the 4th highest ranked Club; and
 - (b) the 2nd highest ranked Club will play the 3rd highest ranked Club.
- unless otherwise determined in the Competition Draw.
- 4.8.10 The highest ranked Club and the 2nd highest ranked Club will be the Designated Club for the respective Semi-Finals unless otherwise determined in a Competition Draw.

- 4.8.11 The result of a Semi-Final will be in accordance with Rule 10.17 (and Rule 10.19).
- 4.8.12 Following the Semi Final, a Final will be played in each Competition between the winning Clubs of each Semi-Final played in that Grade.
- 4.8.13 If a Semi-Final:
- ends in a tie because a Super Over could not be completed (see Rule 10.19.2);
 - ends in a draw; or
 - is abandoned,
- the higher-ranking Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.8.12.
- 4.8.14 The highest ranked Club playing in a Final will be the Designated Club for that Final.
- 4.8.15 The result of a Final will be determined in accordance with Rule 10.17 and Rule 10.19.
- 4.8.16 The Club that wins the Final in a Competition will be awarded the premiership for that Competition.
- 4.8.17 Subject to the provision of a Reserve Day in a Competition Draw, or any variation to the Competition Draw approved under Rule 4.5.1 that allows for the Final to be replayed, if a Final:
- ends in a draw; or
 - is abandoned,
- the higher-ranking Club that played in that Final will be deemed to be the winning Club for the purposes of Rule 4.9.20 and be awarded the premiership for that Grade.
- 4.8.18 Subject to the provision of a Reserve Day in a Competition Draw, or any variation to the Competition Draw approved under Rule 4.5.1 that allows for the Final to be replayed, if a Final ends in a tie because a Super Over could not be completed (see Rule 10.19.29.20.2) then both Clubs that played in the Final will be awarded joint premiership for that Competition.
- 4.9 Format of the 3rd to 6th Grade T20 Competitions (including Semi-Finals & Finals).**
- 4.9.1 Unless otherwise specified in a Competition Draw, in the T20 Competitions in 3rd to 6th Grade, the Clubs will be seeded in accordance with the method described in Annexure G, divided into pools, and each Club will play in a round or rounds of Matches (the **Knockout Round(s)**) in accordance with the Competition Draw.
- Note: For the purposes of a Knockout Round(s) the Designated Club is the higher seeded club participating in the Match, irrespective of whether that Club is first named in the draw.*
- Note: The Grade of Club's into pools and the seeding of Clubs may be unrelated, meaning that a Club's seeded position in a Competition may have absolutely no bearing on the pool it is placed in.*
- 4.9.2 The result of a Match in a Knockout Round(s) (**Knockout Match**) will be in accordance with Rule 10.17 (and Rule 10.19) and a Club that loses a Knockout Match will be eliminated from the relevant Competition.
- 4.9.3 If 2 unseeded Clubs play in a Match, the Designated Team will be determined by the Competitions Manager, in his or her absolute discretion.
- 4.9.4 Following the competition of all Matches in the Knockout Round(s), the 2 Clubs in a pool that have not been eliminated from the Competition will play a Semi-Final.
- 4.9.5 For the purposes of the Club Championship only, any Premier Club that plays in a Semi-Final will be awarded 2 Competition Points.
- 4.9.6 In each pool, the Club with the highest NRR following the Knockout Round(s) will be the Designated Club for the respective Semi-Final.
- 4.9.7 If 2 Clubs playing in a Semi-Final have the same NRR, the Designated Club will be the higher seeded Club.
- 4.9.8 If 2 unseeded Clubs playing in a Semi-Final have the same NRR, the Designated Team will be determined by the Competitions Manager, in his or her absolute discretion.
- 4.9.9 NRR is calculated by deducting from the average number of runs per over scored by a Club in a Competition, the average number of runs per over scored against that Club in that Competition.
- 4.9.10 In the event of a side being all out in less than its full quota of overs in a Match, the calculation of its Club's NRR shall be based on the full quota of overs to which the side would have been entitled and not on the number of overs in which it was dismissed.
- Note: For the purpose of Rule 4.9.10, the use of the full quota of overs applies only to the batting innings with the actual number of overs bowled used for the bowling innings.*
- 4.9.11 Only Matches where results are obtained will count for the purpose of NRR calculations.
- 4.9.12 Where:
- a Match is abandoned, but a result is achieved under the Duckworth Lewis Stern method, for NRR purposes side 1 will be accredited with side 2's Par Score on abandonment off the same number of overs faced by side 2: or
 - a Match is concluded but with Duckworth Lewis Stern method having been applied at an earlier point in the Match, side 1 will be accredited with 1 run less than the final Target Score for side 2 off the total number of overs allocated to side 2 to reach the target.
- 4.9.13 The result of a Semi-Final will be in accordance with Rule 10.17 (and Rule 10.19).
- 4.9.14 Following the Semi Final, a Final will be played in each Grade between the winning Clubs of each Semi-Final played in that Grade.
- 4.9.15 If a Knockout Match:
- ends in a tie because a Super Over could not be completed (see Rule 10.19.2)

- (b) ends in a draw; or
(c) is abandoned,
the Designated Club that played in that Knockout Match will be deemed to be the winner for the purposes of Rule 4.9.4.
- 4.9.16 If a Semi-Final:
(a) ends in a tie
(b) ends in a draw; or
(c) is abandoned,
the Designated Club that played in that Semi-Final will be deemed to be the winner for the purposes of Rule 4.9.14.
- 4.9.17 The Club with the highest NRR determined under Rule 4.9.9 playing in a Final will be the Designated Club for that Final.
- 4.9.18 If 2 Clubs playing in a Final have the same NRR, the Designated Club will be the higher seeded club will be deemed to be the winner for the purposes of Rule .
- 4.9.19 The result of a Final will be determined in accordance with Rule 10.17 (and Rule 10.19).
- 4.9.20 The Club that wins the Final in a Grade will be awarded the premiership for that Grade.
- 4.9.21 Subject to the provision of a Reserve Day in a Competition Draw, or any variation to the Competition Draw approved under Rule 4.5.1 that allows for the Final to be replayed, if a Final:
(a) because a Super Over could not be completed (see Rule 10.19.2);
(b) ends in a draw; or
(c) is abandoned,
both Clubs will be awarded the premiership jointly for that Grade.
- 4.9.22
- 4.10 Ground allocation For Semi-Finals & Finals in all Competitions**
- 4.10.1 Competition Finals in 1st Grade will be played at Manuka Oval if it is made available by the relevant Ground Authority, or, if Manuka Oval is not made available, Phillip Oval, if it is made available by the relevant Ground Authority.
- 4.10.2 Unless as otherwise provided for in a Competition Draw, and subject to Rule 4.10.1 and Rule 4.10.3, Semi Finals and Finals in all Competitions will be played at a Home Ground of the Designated Club, provided the ground is determined by the Competitions Manager to be suitable to host a Semi-Final of a Final.
- 4.10.3 If not otherwise specified in a Competition Draw and if no Home Ground of a Designated Club is available (either because it is being used by the Designated Club in a higher Grade, it will not be made available by a Ground Authority or it is not determined suitable (see Rule 4.10.6)) for a Semi-Final or a Final, then the Competitions Manager will allocate a ground to play the Match on.
- 4.10.4 In allocating a ground under Rule 4.10.3, the Competitions Manager:
- (a) must take into consideration the suitability of all available grounds;
(b) may (but is not obliged to) take into account any request from a Designated Club to play the Match at a specific ground; and
(c) must not allocate a ground that is a Home Ground of the Club opposing the Designated unless:
(i) the Designated Club has agreed to play the Match at that ground; or
(ii) no other grounds are available (either because they are being used for another Match, will not be made available by a Ground Authority or are not determined suitable).
- 4.10.5 The allocation of grounds for Semi-Finals and Finals under this Rule 4.10 must be approved by the Administering Body before the beginning of the Match.
- 4.10.6 In determining the suitability of a ground for use in a Semi-Final or Final under this Rule 4.10 the following factors will be taken into consideration:
(a) the ratings that the ground has received in Ground Reports throughout the season in all Competitions;
(b) facilities such as change rooms, toilet facilities and a functional kitchen available at the ground;
(c) availability of covers, sightscreens and scoreboard at the ground (and the effectiveness of each).
- 4.10.7 Nothing in Rule 4.10 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when making a determination on the suitability of a ground.

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

5.1 General eligibility requirements

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

Note: for a definition of "registered as a player" see Rule 1.1.2(a).

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

- 5.1.3 The Administering Body may:

- (a) require any person who has played, or is intending to play, in a Match to provide evidence of registration with the relevant Club or evidence that the person is not registered with more than 1 Club (or evidence in relation to any relevant claim that the person may have made); and
- (b) without limiting any power of the Disciplinary Committee, suspend the person from playing in any Match if the Administering Body is not satisfied that the person:
 - (i) is registered as a player with a Club; or
 - (ii) is not registered as a player with more than 1 Club.

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

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

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

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

Note: A person who is a Concussed Player may be selected in a Match and included on a Team Sheet but must not participate in any part of the Match until they cease to be a Concussed Player in accordance with Rule 6.38.7.

- 5.1.7 Subject to Rule 5.3.8 and Rule 8.16, a person is not eligible to play in more than 1 Match in the same Round of Matches (but may field as a substitute).

- 5.1.8 Despite Rule 5.1.2:

- (a) a person registered to as a player with a junior cricket club in the ACT may also register as a player with a Club;
- (b) a person registered as a player with a Club may also register as a player with another Club for the purposes of taking part in a Women's Competition; and
- (c) a person registered as a player with a Club may also register as a player with another Club for the purposes of taking part in Competition not administered under these Rules.

- 5.1.9 A person is not eligible to play in a Match (including, for the avoidance of doubt, a Semi-Final or a Final) in a Competition 2 or more Competition Grades than the Competition Grade the person last played in without the prior consent of the Competitions Manager.

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

5.2 Special eligibility requirements for Women's Grade Competition

- 5.2.1 Subject to Rule 5.2.2, any person contracted to Cricket ACT as a player or named in the "Meteors Development Squad" and is older than under 19 level are not eligible to play in a Match in the Women's Grade Competition.

- 5.2.2 Rule 5.2.1 does not apply to a person classified by Cricket ACT as a "Meteors Development Squad Pathway Player".

- 5.2.3 In addition to the general eligibility requirements set out in Rule 5.1, person yet to turn 14 years old at midnight on 31 August of the year of the commencement of the relevant season, is not eligible to play in a Match in the Women's Grade Competition (including, for the avoidance of doubt, a Semi-Final or a Final) without the prior consent of Competitions Manager.

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

- 5.3.1 In addition to the general eligibility requirements set out in Rule 5.1 and Rule 5.2 and subject to Rule 5.4, for Semi-Finals in:

- (a) a 1 Day Competition, a person is eligible to play in a Semi-Final in a Grade if the total number of 1 Day Matches played by the person in that Grade and any lower Grade for the Club the person is to represent is greater than or equal to 40% of the 1 Day Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure F);
- (b) a 2 Day Competition, a person is eligible to play in a Semi-Final in a Grade if the total number of 2 Day Competition Matches played by the person in that Grade and any lower Grade for the Club the person is to represent is greater than or equal to 40% of the 2 Day Competition Matches

- played by the Club in that Grade at the date of the Semi-Final (refer to Annexure F);
- (c) a T20 Competition a person is eligible to play in a Semi-Final in a Grade if the total number of T20 Matches played by the person in that Grade and any lower Grade for the Club the person is to represent is greater than or equal to 40% of the T20 Competition Matches played by the Club in that Grade at the date of the Semi-Final (refer to Annexure F);
 - (d) a 1 Day Competition, 2 Day Competition or, a T20 Competition, a person is eligible to play in a Semi-Final in a Grade if the total number of matches played by the person in that Grade and any lower Grade in the 1 Day Competition, the 2 Day Competition or the T20 Competition for the Club the player is to represent is greater than or equal to 40% of the total number of Matches played by the Club in that Grade in the 1 Day Competition, the 2 Day Competition and the 1st Grade T20 Competition at the date of the Semi- Final (refer to Annexure F).
- 5.3.2 For the purposes of Rule 5.3.1:
- (a) a Match has been played by a Club if the Match commences (i.e. if a ball is bowled);
 - (b) a person has played in a Match if the person was named on a Team Sheet for a Match, including as a replacement for a Concussed Player, that has been played and was present at the ground and able to take part in the Match;
 - (c) if, in accordance with these Rules, a person is named on Team Sheets for more than 1 Match on the same day or days, the person will be deemed to have played 1 Match in the lower of the 2 relevant Grades;
 - (d) Semi-Finals and Finals in a Competition will not be considered as a Match;
 - (e) a person who, as reasonably determined by the Competitions Manager, did not play in a Match because of Representative Commitments will be deemed to have played that Match in the Grade that the player last played in (regardless of the total number of Matches that person has played in that Grade); and
 - (f) for the avoidance of doubt, no distinction will be made between Matches played in a 1 Day Competition, Matches played in a 2 Day Competition and Matches played in a T20 Competition when calculating the number of Matches played by a person or by a Club when determining eligibility under Rule 5.3.1(d) only.
- 5.3.3 Nothing in this Rule 5.3 prevents the Competitions Manager from:
- (a) requiring any person or Club to provide evidence or information; and/or
- (b) requesting an opinion or recommendation from the Administering Body, in making a determination under Rule 5.3.2(e).
- 5.3.4 Subject to Rule 5.1, and Rule 5.3.5(c), a person who is eligible to play in a Semi-Final in a Premier Competition is eligible to play in a Final in that Competition.
- 5.3.5 Subject to Rule 5.4.2, if a Club has sides in Consecutive Grades playing in a Semi-Final or a Final:
- (a) a person who is eligible to play the Semi-Final or Final in the lower Grade is eligible to play the Semi-Final or Final in the next higher Grade, regardless of the number of Matches played by the person or the Club in the higher Grade;
 - (b) a person who is eligible to play the Semi-Final or Final in the higher Grade is eligible to play the Semi-Final or Final in the next lower Grade, regardless of the number of Matches played by the person or the Club in the lower Grade; but
 - (c) a person who is eligible to play in a Semi-Final in a lower Grade under Rule 5.3.5(a), but who does not play in the Semi-Final of the lower Grade is not eligible to play in the Final of the next lower Grade under Rule 5.3.4, unless the Club also has a side playing a Final in the higher Grade; and
 - (d) nothing in this Rule 5.3.5 makes a person eligible to play in a Semi-Final or Final in a Grade more than 1 Grade lower than the Grade that the person is eligible for under Rule 5.3.1 or Rule 5.3.4.
- 5.3.6 Clubs:
- (a) playing in a Semi-Final or Final in a Competition; or
 - (b) potentially playing in a Semi-Final where the Competition Draw schedules a Knockout Match (or equivalent) followed by a Semi-Final on the same day or same weekend; or
 - (c) potentially playing in a Final where the Competition Draw schedules a Semi-Final followed by a Final on the same day or same weekend
- must lodge their selected sides for the Semi-Final or Final with the Competitions Manager before 5:00pm of the Wednesday before the relevant Semi-Final or Final is played and the Competitions Manager will notify the Club of any ineligible person selected in a side before 5:00pm of the Thursday before the relevant match commences.
- 5.3.7 Failure by the Competitions Manager to notify a Club that a person is ineligible to play in a Semi-Final or Final under Rule 5.3.6:
- (a) is not a breach of Rule 5.3.6;
 - (b) does not make a person eligible to play; and
 - (c) is not a defence to a breach of Rule 6.3.2.

- 5.3.8 If a person is eligible to play a Semi-Final or Final in more than 1 Grade, then the person may play in any number of those Matches, provided at all times that the person does not play in more than 1 Match on any day.
- 5.4 Special eligibility requirements for Semi-Finals and Finals in 6th Grade for Clubs with multiple 6th Grade sides**
- 5.4.1 In addition to the general eligibility requirements set out in Rule 5.1, if a Club has more than 1 side in the 6th Grade Competition, a person is eligible to play in a Semi-Final or Final if the total number of Matches played by the person in the particular 6th Grade side playing in the Semi Final or Final is greater than or equal to 40% of the total number of Matches played by that particular side in the 6th Grade Competition.
- 5.4.2 If a Club has more than 1 side in the 6th Grade Competition, a person who has not played 40% or more of the total number of Matches played by a particular side in the 6th Grade Competition can only be eligible to play in for that side in a 6th grade Semi-Final or Final under Rule 5.3.5 if that person has not played 40% or more of the total number of Matches played by another side in the 6th Grade Competition.
- 5.5 Special eligibility requirements for Semi-Finals & Finals in Premier Competitions for junior players**
- 5.5.1 A Club may request that a junior player be deemed by the Competitions Manager to be eligible to play in a Semi Final or Final without having qualified under Rule 5.3.
- 5.5.2 Nothing in Rule 5.5.1 prevents the Competitions Manager from referring any request for consent under Rule 5.5.1 to the Administering Body for its opinion or recommendation on the request.
- 5.6 Eligibility requirements for Semi-Finals & Finals in Women's Competitions**
- 5.6.1 In addition to the general eligibility requirements set out in Rule 5.1, for Semi-Finals in:
- (a) the Lynne O'Meara Premiership Cup, a person is eligible to play in a Semi-Final if the total number of Lynne O'Meara Premiership Cup Matches played by the person is greater than or equal to 40% of the Lynne O'Meara Premiership Cup Matches played by the Club at the date of the Semi-Final (refer to Annexure F);
 - (b) the Glenda Hall Shield, a person is eligible to play in a Semi-Final if the total number of Glenda Hall Shield Matches played by the person is greater than or equal to 40% of the Glenda Hall Shield Matches played by the Club at the date of the Semi-Final (refer to Annexure G);
 - (c) the Lynne O'Meara Premiership Cup and the Glenda Hall Shield, a person is eligible to play in a Semi-Final in either the Lynne O'Meara Premiership Cup and the Glenda Hall Shield if the total number of matches played by the person in Lynne O'Meara Premiership Cup and the Glenda Hall Shield for the Club is greater than or equal to 40% of the total number of Matches played by the Club in the Lynne O'Meara Premiership Cup and the Glenda Hall Shield at the date of the Semi-Final (refer to Annexure G).
- 5.6.2 For the purposes of Rule 5.6.1:
- (a) a Match has been played by a Club if the match commences (i.e., if a ball is bowled);
 - (b) a person has played in a Match if the person was named on a Team Sheet for a Match that has been played and was present at the ground and able to take part in the Match;
 - (c) a person has played in a Match if the person was named on a Team Sheet for a Match and the match was forfeited by the opposing Club (provided that the Team Sheet is electronically uploaded and also emailed to the Competitions Manager by 12.00pm of the Monday following the scheduled Match);
 - (d) Semi-Finals and Finals in a Women's Competition will not be considered as a Match;
 - (e) a person who, as reasonably determined by the Competitions Manager, did not play in a Match because of Representative Commitments will be deemed to have played that Match; and
 - (f) for the avoidance of doubt, no distinction will be made between Matches played in Lynne O'Meara Premiership Cup and the Glenda Hall Shield when calculating the number of matches played by a person or by a Club when determining eligibility under Rule 5.6.1(c) only.
- 5.6.3 Nothing in this Rule 5.6 prevents the Competitions Manager from:
- (a) requiring any person or Club to provide evidence or information; and/or
 - (b) requesting an opinion or recommendation from the Administering Body.
- 5.7 Consequences of playing an ineligible person in all Competitions**
- 5.7.1 In addition to any penalty imposed on a Club by the Administering Body under Rule 3.1.17, if a person plays in a Match (including a Semi-Final or a Final) despite being ineligible to do so, that Player's scores and figures will not be recorded in the statistical records of Cricket ACT.

6. GENERAL RULES FOR ALL COMPETITIONS

6.1 Laws of cricket to apply

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

6.2 Grounds and Match day conditions

- 6.2.1 Matches must not be played on any ground that has not been released for play by the relevant Ground Authority or that is not fit for play.
- 6.2.2 In the absence of express notice from the Ground Authority that a ground has not been released or is not fit for play, the Appointed Umpires (if any) will determine whether or not the Ground has been released for play or is fit for play.
- 6.2.3 In the absence of express notice from the Ground Authority and the absence of Appointed Umpires, Law 2.7 will not apply and the Captain of the Designated Club, acting reasonably, must determine whether or not the ground has been released for play or is fit for play.
- 6.2.4 If a Ground Authority decides a ground will not be released for play on any day of a Match, the Ground Authority should advise a representative of the Designated Club as soon as reasonably possible.
- 6.2.5 If the Designated Club receives notice under Rule 6.2.4, all reasonable steps must be taken by the Designated Club to inform the opposing Club and the Competition Manager as soon as possible.
- 6.2.6 The Competitions Manager, an Appointed Umpire or the Captain of the Designated Club during a Match where no Appointed Umpire is present may
 - (a) cancel or suspend play in any Match or Matches; or
 - (b) in the case of the Competitions Manager only, alter the playing conditions of any Match or Matchesdue to actual, forecast, or potential ground, weather or any other conditions or circumstances that may affect the health or safety of Players and/or Umpires.
- 6.2.7 When cancelling or suspending play or altering playing conditions under Rule 6.2.6, the Competitions Manager, an Appointed Umpire or Captain (as relevant) must consider and comply with all policies of Cricket ACT relating to health and safety of Players and Umpires.
Note: Cricket ACT policies relating to health and safety of Players and Umpires can be found at <https://www.cricketact.com.au/publications-and-resources>

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

6.3 The Players

- 6.3.1 Law 1 applies as modified by these Rules (particularly the Additional Conditions of Play) and any relevant policies of Cricket ACT relating to health and safety of Players and Umpires.
Note: Cricket ACT policies relating to health and safety of Players and Umpires can be found at <https://www.cricketact.com.au/publications-and-resources>
- 6.3.2 A person must not play, and a Club must not allow a person to play for that Club, in a Match (including, for the avoidance of doubt, a Semi-Final or a Final) unless the person is eligible play in that Match.
Note: Eligibility requirements for all Competitions (including Semi-Final and Finals) are set out in Part 5.
- 6.3.3 Subject to any Rule permitting the replacement of a Player in a Match, a person must not play in a Match unless the person is nominated as a Player in writing prior to the toss on a Team Sheet for the Match.
- 6.3.4 A Team Sheet must:
 - (a) include notice of the age of any Player to whom Rule 6.36 (bowling age restrictions) applies;
 - (b) identify any Players to be replaced and any replacement Players under Rule 8.16 and the days on which they will be playing;
 - (c) identify any Player being shared as a Player for the opposing side under Rule 11.1.5 (on the Team Sheet for both sides); and/or
 - (d) identify any Player taking part in a Match who is registered as a player for a Club not taking part in the Match under Rule 11.1.6.

6.4 Attire of Players and approval of uniforms

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

Body for consideration in accordance with the Apparel Guidelines.

6.4.5 In all Competitions:

- (a) without limiting Rule 6.37, protective helmets of any colour may be worn by batters and fielders (including bowlers);
- (b) Players may only wear white hats or caps, or approved hats or caps of the Club they represent;
- (c) protective equipment other than helmets, leg guards, and batting and wicket-keeping gloves, must be worn under Player's clothing; and
- (d) at any time that a Player from the batting side is acting as an Umpire, the Player must wear apparel which clearly distinguishes him or her from the fielding side.

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

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

6.5 Umpires

6.5.1 Law 2 applies, as modified by these Rules.

6.5.2 Law 2.1 does not apply in any Competition.

6.5.3 Law 2.2 does not apply in any Competition.

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

Note: If only 1 Appointed Umpire is present at any times during a Match, for the purposes of these Rules, 'Appointed Umpires' refers to that Appointed Umpire alone.

6.5.5 If only 1 or no Appointed Umpires are present at any time during a Match, the Captain of the batting side must nominate a person or persons (that may or may not be Players) to act as an Umpire or as Umpires during the Match.

Note: If only 1 or no Appointed Umpire is present at any time during a Match, "Umpire" also refers to the person or persons nominated by the Captain of the batting side to act as an umpire or umpires for the time being.

6.5.6 When only 1 Appointed Umpire is present at a Match, the Appointed Umpire will always act as the bowler's end umpire, unless otherwise agreed by the ACTCAUSC and the Administering Body before the commencement of the Match.

6.5.7 When no Appointed Umpires are present at a Match, the Captains will perform the role of the umpires under Law 2.3, Law 2.4, Law 2.5, Law 2.6, and Law 2.8.

6.5.8 Any decision to suspend play in a Match under Law 2.8.2 or not to resume play in a Match under Law 2.8.3 (including under Rule 6.35) made by the Captains under Rule 6.5.7 must

made in accordance with the Spirit of Cricket as that term is described in Rule 2.3.

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

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

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

6.5.11 All Players will treat Appointed Umpires and Umpires with respect and in accordance with the Spirit of the Game.

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

6.6 Time keeping

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

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

6.7 Scorers & scoring

6.7.1 Law 3 applies.

Clubs must use all reasonable endeavours to ensure that Matches in all Competitions are scored electronically using the PlayHQ E-Scoring system or otherwise in accordance with directions given by the Competitions Manager and must also keep score in a scorebook.

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

6.7.3 Each Club is encouraged (but is not required) to provide a Scorer who is not a Player to keep score for each Match, particularly in 1st Grade.

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

- 6.7.5 The Captain of each side competing in a Match must confirm the progress/result of the Match following the completion of each day's play by initialling the relevant page or pages of the scorebook.
- Note: In the event of a discrepancy between scores, bowling figures are to take precedence over batting scores. If scores cannot be agreed, the matter must be referred to the Competitions Manager for a ruling.*
- 6.7.6 In any Match where the Duckworth Lewis Stern method is to be used to calculate a target score, Scorers must use either:
- the PlayHQ E-Scoring Duckworth Lewis Stern Calculator; or
 - if the PlayHQ E-Scoring Duckworth Lewis Stern Calculator is not available, another computer or smart phone Duckworth Lewis Stern calculator application agreed by the Captains
- to do so
- 6.8 The ball**
- 6.8.1 Law 4 applies, as modified by these Rules.
- 6.8.2 Clubs must only use a brand and type of ball approved for use in the relevant Competition by these Rules (an **Approved Ball**).
- Note: Approved Balls are listed at Annexure E.*
- 6.8.3 The fielding side must provide to the Umpires the ball it intends to use prior to the commencement of the innings and the umpire may require the fielding side to replace the ball if it is not an Approved Ball or is otherwise, in the reasonable opinion of the Umpires, not suitable for use.
- 6.9 The bat**
- 6.9.1 Law 5 applies, as modified by these Rules.
- 6.9.2 Law 5.7.2 and Law 5.8 do not apply.
- 6.9.3 The blade of a bat must not exceed 10.8cm (4.25 inches) in width.
- 6.10 The pitch, creases & pitch markings**
- 6.10.1 Law 6 and Law 7 apply, as modified by these Rules.
- 6.10.2 Marks must be placed on pitches in accordance with the directions at Annexure C to assist Umpires identify the "protected area" as described in Law 41.11.
- Note: Additional markings are required in 1 Day Competitions and T20 Competitions as shown in Annexure C.*
- 6.11 The wickets**
- 6.11.1 Law 8 applies.
- 6.12 Ground & pitch preparation**
- 6.12.1 Law 9 applies, as modified by these Rules.
- 6.12.2 Unless otherwise directed by the Competitions Manager, a Club must prepare, or arrange for the preparation of, the ground and pitch for play in any Match drawn to be played on one of its Home Grounds regardless of whether or not the Club is playing in that Match.
- 6.12.3 The Club responsible for the preparation of the ground and pitch must use all reasonable endeavours to ensure that both the ground and the pitch are prepared in a satisfactory way and Law 9.3 only has application to the extent that the activities it describes are reasonably controllable by the relevant Club.
- 6.12.4 Satisfactory ground preparation includes (but is not limited to):
- providing an outfield in a condition that is safe to play on and grass at a length that provides an opportunity for the Match to be played in a fair manner;
 - having all boundary and any fielding restriction markings clearly marked in accordance with the Additional Conditions of Play (if any) of the Competition being played; and
 - for Matches played over more than 1 day, preparing a ground in as near as same condition as possible on each day of the Match.
- 6.12.5 Satisfactory pitch preparation includes (but is not limited to):
- having due regard to the guidelines for the preparation of a cricket pitch (see Annexure C);
 - having all markings clearly marked in accordance with 6.10.2 and the Additional Conditions of Play (if any relevant) of the Competition being played;
 - preparing the pitch to a standard that is safe and provides an opportunity for the Match to be played in a fair manner; and
 - for Matches played over more than 1 day:
 - if the Match is played on consecutive days, the relevant Laws will apply; or
 - if the Match is played over 2 weekends, subject to Rule 6.12 the pitch must be newly prepared for the second weekend's play in as near as same condition as it was on the first weekend of the Match.
- 6.12.6 If, between playing days of a Match played over more than 1 day, the pitch is damaged or becomes unfit to play (however caused), the Captains may agree to continue the Match on another pitch at the same ground and the Match will continue and the end result will stand.
- 6.12.7 If another pitch is used in accordance Rule 6.12.6, this must be noted in the Ground Report.
- 6.13 Upkeep & maintenance of turf pitches**
- 6.13.1 Clubs are responsible for ensuring the upkeep, maintenance and preparation of pitches at each of the Club's Home Grounds.
- 6.14 Sightcreens**
- 6.14.1 Clubs are encouraged to provide sightcreens for Matches in all Competitions.

6.15 Covers prior to a Match

- 6.15.1 Law 10 applies as modified by these Rules.
- 6.15.2 Subject to Rule 6.15.12, Clubs must cover the pitch and surrounding wicket area to protect it from damage by water (**Covers**) on the night or nights before play in a Match at its Home Grounds where 1st Grade and 2nd Grade Matches are to be played (and are encouraged to cover the pitch and surrounding wicket area at other Home Grounds).
- 6.15.3 Rule 6.15.2 applies regardless of whether or not the Club is playing in the Match that is to be played on its Home Ground.
- 6.15.4 The Covers must cover the pitch and surrounding wicket area and prevent the ingress of water on to the pitch and surrounding wicket area.
- 6.15.5 A hessian underlay or underlays should be used on the pitch under Covers when Covers are to be used overnight or for an extended period of time.
- 6.15.6 Covers should be laid as late as practical prior to each day's play to minimise the potential for adverse effects of the Covers on the wicket.
- 6.15.7 If the Club responsible for the covering the pitch under Rule 6.15.2 considers that there will be no benefit in covering the pitch prior to a day's play in a Match, the Club may notify the other Club or Clubs playing in the Match of its intention not to cover the pitch prior to that day's play.
- 6.15.8 Notice under Rule 6.15.7 must be given:
- (a) by the secretary of the Home Club;
 - (b) in writing (including by email);
 - (c) to the secretary of the other Club or Secretaries of the other Clubs playing in the Match; and
 - (d) at least 24 hours before the scheduled start time of the relevant day's play.
- 6.15.9 If a Club notified of a Home Club's intention not to cover the pitch under Rule 6.15.7 agrees that there will be no benefit in putting down Covers prior to a day's play in a Match, the Club may notify the Home Club that it agrees that the pitch is not required to be covered.
- 6.15.10 Notice under Rule 6.15.9 must be given:
- (a) by the secretary of the other Club or Secretaries of the other Clubs playing in the Match;
 - (b) in writing (including by email);
 - (c) to the secretary of the Home Club.
- 6.15.11 Any notice given under Rule 6.15.9:
- (a) cannot be revoked or modified; and
 - (b) does not require the Home Club to not cover the pitch.
- 6.15.12 If all Clubs that receive notice under Rule 6.15.7 of the Home Club's intention not to put down Covers give notice under Rule 6.15.10 of its agreement that there is no benefit in covering the pitch, the Home Club will

not breach Rule 6.15.2 if does not cover the pitch prior to the relevant day's play.

- 6.15.13 Nothing in this Rule 6.15 should be taken to discourage a Club from covering the pitch during its preparation and prior to the night before a Match or relieve a Club from any of its obligations under Rule 6.12.

6.16 Covers during a Match

- 6.16.1 Subject to Rule 6.35, during Matches played at grounds with Covers available:
- (a) if play has been suspended under Law 2.8 due to rain, the pitch and surrounding wicket area must be covered;
 - (b) if the Appointed Umpire or Appointed Umpires reasonably consider that rain is imminent, they may suspend play and require the pitch and surrounding wicket area to be covered; or
 - (c) if there is no Appointed Umpire present, the Captains may agree that rain is imminent and suspend play and cover the pitch and surrounding wicket area.

6.17 Intervals

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

6.18 Start & end of play

- 6.18.1 Law 12 applies as modified by these Rules (particularly the Additional Conditions of Play).
- 6.18.2 Law 12.6, Law 12.7 and Law 12.8 do not apply.

6.19 Innings, follow on, declarations & forfeiture of innings

- 6.19.1 Law 13, Law 14 and Law 15 apply, as modified by these Rules.
- 6.19.2 For the purposes of Law 13.1, all agreements in relation to Match length and format are included in these Rules (particularly in the Additional Conditions of Play) and nothing in Law 13.1 allows Clubs to agree to vary the length or format of a Match beyond what is expressly provided for in these Rules.

6.20 The result & forfeiture of Matches

- 6.20.1 Law 16 applies.
- 6.20.2 For the purposes of Law 16.4, all agreements in relation to the results of Matches are included in these Rules (particularly in the Additional Conditions of Play).
- 6.20.3 A Club will have Forfeited a Match if:
- (a) less than 7 persons eligible to play in the Match from that Club are present at the ground 30 minutes after the scheduled time for commencement of the Match; or
 - (b) the Competitions Manager has been notified by a Club that it will Forfeit the Match.
- 6.20.4 If a Club Forfeits a Match:
- (a) it will be deemed to have conceded the Match in accordance with Law 16.3.1;

- (b) be penalised 2 competition points in the relevant Competition (which may cause a Club to be on less than zero points in that Competition); and
 - (c) the opposing Club, unless it has also Forfeited the Match, will be deemed to have won the Match and will be awarded the maximum points gained in other Matches in that Round of the relevant Competition, including any bonus Competition Points awarded to any Club (for the avoidance of doubt, if all other Matches in that Round in the relevant Competition are drawn, the side will be awarded the relevant number of points for a drawn or abandoned Match).
- 6.20.5 Clubs must not contrive results in any Match, including (without limitation) for the purpose of receiving Competition Points.
- 6.20.6 Nothing in Law 16.8 prevents the Umpires from referring a disputed result to the ACTCASUC, the Administering Body, the Competitions Manager or any third party for an opinion or recommendation on the dispute.

6.21 The over

- 6.21.1 Law 17 applies as modified by these Rules.
- 6.21.2 In any circumstances where limits apply to the number of overs that a Player can bowl in:
 - (a) a Match;
 - (b) an innings of a Match;
 - (c) a spell of bowling; and/or
 - (d) a day
 part of an over bowled under Law 17.8, by both the replaced Player and the replacement Player, will be considered to be a complete over bowled by each for the purposes of the limit of overs that can be bowled.

6.22 Scoring runs & boundaries

- 6.22.1 Law 18 and Law 19 apply.

6.23 Dead ball

- 6.23.1 Law 20 applies.

6.24 No balls

- 6.24.1 Law 21 applies.

6.25 Wides

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

6.26 Byes and Leg byes

- 6.26.1 Law 23 applies

6.27 Fielder's absence & substitutes

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

6.28 Batter's innings & runners

- 6.28.1 Law 25 applies.

6.29 Practice on the field

- 6.29.1 Law 26 applies.

6.30 Wicket-keepers & fielders

- 6.30.1 Laws 27 and 28 apply.

6.31 Dismissals of batters

- 6.31.1 Laws 29 to 40 (inclusive) apply.

6.32 Fair & unfair play

- 6.32.1 Law 41 applies, as modified by Rule 6.33.

6.33 Non-pitching deliveries

- 6.33.1 Law 41.7 applies.

6.34 Players' conduct

- 6.34.1 Law 42 applies, as modified by these Rules.
- 6.34.2 Law 42 only applies as it relates to Level 4 offences, as set out in Law 42.5 and Law 42.6.
- 6.34.3 In addition to the actions described in Law 42.5, a breach of Rule 2.4.5 and/or Rule 2.4.6 is a Level 4 offence.
- 6.34.4 For the avoidance of doubt, Law 42 and its modified application by these Rules does not affect the operation of Rule 2 and any action taken by an Umpire under Law 42 does not limit the actions that can be taken under Rule 2.
- 6.34.5 An Umpire must not allow a Match to continue during any time in which a Player is in breach of Rule 2.4.6.

6.35 Lightning

- 6.35.1 If thunder follows a lightning flash by forty seconds or less, the conditions of ground and weather are deemed to be dangerous for the purposes of Law 2.8 and play must be suspended immediately. If the thunder and lightning flash are within thirty seconds no person may remain on, or enter, the field of play, including to place covers on a pitch, for 30 minutes
- 6.35.2 If during the suspension of play under Rule **Error! Reference source not found.**6.35.1 a lightning flash is followed by thunder less than 30 seconds later, the conditions of the ground and weather are continued to be deemed dangerous for the purposes of Law 2.8 and play will remain suspended, and no person may enter the field of play, for 30 minutes after that flash.

6.36 Injury prevention for young bowlers

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

Age of Player (see Rule 6.36.9)	Maximum overs per spell	Maximum overs per day
Under 19	7	21
Under 17	6	16
Under 15	5	12
Under 13	4	8

- 6.36.2 A Player to whom Rule 6.36.1 applies must also be rested between spells of bowling:
- for a minimum of 60 minutes (including the lunch and tea interval and any unscheduled breaks in play) in any 2 Day Competition; and
 - for a minimum of 30 minutes (including the lunch interval and any unscheduled breaks in play) in any 1 Day or T20 Competition, the Lynne O'Meara Cup Competition, or the Glenda Hall Shield Competition.
- 6.36.3 It is the responsibility of a Player's Captain to ensure that a Player does not bowl more overs than the Player is limited to in a Match or any spell of bowling in a Match and is given the required period of rest between spells of bowling.
- 6.36.4 If an Umpire becomes aware of a breach of Rule 6.36.1 or Rule 6.36.2 they must direct the Captain to have another Player complete the over (in accordance with Law 17.8 and Rule 6.21.2).
- 6.36.5 If a Player to whom Rule 6.36.1 applies changes between medium pace (or faster) and spin bowling during a day's play:
- if the Player begins with medium pace (or faster) the Player is subject to the playing condition throughout the day; and
 - if the Player begins with spin bowling and changes to medium pace (or faster) the playing condition applies from the time of the change (regardless of whether the Player reverts to bowling spin), and any overs of spin bowling bowled prior to the change will not be counted in either the current spell or the daily limit.
- 6.36.6 A Player who has bowled a spell of less than the maximum spell permitted for their age may bowl again prior to the completion of the necessary break, but this will be considered an extension of the same spell so that the Player's maximum spell limit will still apply and following the completion of the spell, the normal break between spells will apply and the break within the spell is disregarded.
- 6.36.7 A partial over will constitute 1 over for the purposes of calculating the numbers of overs bowled in a day and a spell of bowling.
- 6.36.8 If a Player bowls in another match prior to a Match, then all overs bowled in that other match shall count towards the daily limit.

- 6.36.9 For the purposes of the table in Rule 6.36.1, a Player's age is their age at 31 August of the year that the relevant season commences.

6.37 Helmets

- 6.37.1 A Player must wear a Cricket Helmet at all times in a Match when:
- batting;
 - at the time of delivery, the Player is wicket-keeping within 1 metre of the stumps; or
 - at the time of delivery, the Player is fielding within 7 metres of the centre of the popping crease at the striker's end, unless the Player is behind the wicket on the off-side.
- Note: a Player batting is not required to wear a helmet when at the non-striker's end, provided that the batter is wearing a helmet prior to the next time that the batter takes guard.*
- 6.37.2 An Umpire must not allow a Match to continue during any time in which a Player is not in compliance with Rule 6.37.1(a).
- 6.37.3 If an Umpire allows play to continue in contravention of Rule 6.37.2, the Captain of the side opposing the offending Player may and must stop play.
- 6.37.4 If play is stopped under Rule 6.37.3 in a Match officiated by an Appointed Umpire, the Captain who stopped play must report it in the Captain's Report.
- 6.37.5 If play is stopped under Rule 6.37.2 or Rule 6.37.3 it must not restart until either the relevant Player is wearing a Cricket Helmet, or, in the case of a Player wicket-keeping or fielding, the Player has moved to a position on the field that does not require the wearing of a Cricket Helmet under Rule 6.37.1(a).
- 6.37.6 If play is stopped under Rule 6.37.3 for a period of more than 3 minutes, then:
- if play has been stopped because a Player is not wearing a Cricket Helmet while batting, the Player will be deemed to be out, Timed Out, in accordance with Law 40 and these Rules; or
 - in any other instance, the Match will be abandoned.
- 6.37.7 If a Match is abandoned under Rule 6.37.6(b):
- an Appointed Umpire may award the Match in accordance with Law 16.3; or
 - the result of the Match will be a draw.
- 6.37.8 The abandoning of a Match in accordance with Rule 6.37.6 or the awarding a result in accordance with Rule 6.37.7 does not excuse a Player or a Club of a breach of Rule 6.37.1(a) and does not limit any action that may be taken under Part 2 or Part 3.
- 6.37.9 Without limiting the effect or application of any Rule, for the purposes of Part 3 and this Rule 6.37, the behaviour of a Player will be deemed to also be the behaviour of the Club that the Player is representing in the Match.

6.37.10 Nothing in Part 3 or this Rule 6.37 prevents a Player from being reported in accordance with Rule 2.5.1 and/or a Club from being reported in accordance with Rule 3.1.1.

6.38 Concussion

6.38.1 For the purposes of this Rule 6.38 and any other Rule that relates to the management of Players that are concussed or suspected of being concussed:

(a) **concussion** means a brain injury resulting in a disturbance in brain function following an impact to the head, neck or the body with force transmitting to the head, and concussed has a corresponding meaning;

(b) **symptoms of concussion** means the signs and symptoms after a head impact identified in *Concussion Management: Australian Cricket Community Concussion and Head Impact Guidelines* (Annexure I.1) and

(c) **concussion replacement rules** means Rule 8.17, Rule 9.23, Rule 10.21 and Rule 11.9.

6.38.2 For the purposes of this Rule 6.38 and the concussion replacement rules, **Concussed Player** means:

(a) a person who suffers an impact to the head, neck or the body during play in a Match (including while Umpiring) or while taking part in a warm up or similar activity on the day of a Match and at any time after the impact to the head, neck or body:

(i) one or both Appointed Umpires determine that the impacted person is displaying symptoms of concussion;

(ii) where no Appointed Umpire is present, both Captains agree that impacted the person is displaying symptoms of concussion; or

(iii) the impacted person determines that they are displaying symptoms of concussion,

or

(b) a person who suffers an impact to the head, neck or the body while participating in another cricket competition or at a Club or Representative Squad or Program training session, including a cricket skills training session (including net practise), between days of a Match and at any time after the impact to the head, neck or body:

(i) the impacted person's Club determines that the person is displaying symptoms of concussion;

(ii) a person with responsibility for the Representative Squad or Program determines that the person is displaying symptoms of concussion; or

(iii) the impacted person determines that they are displaying symptoms of concussion.

6.38.3 If a person becomes a Concussed Player an *Incident Report Form: Australian Cricket*

Community and Head Impact Guidelines (Annexure I.2) must be completed and provided to the secretary of the Club of the Concussed Player and CACT promptly after the person is determined to be a Concussed Player

6.38.4 The purpose of this Rule 6.38 and the concussion replacement rules are to protect the health and well-being of players and permit the replacement of a Player in a Match that has been concussed or is displaying symptoms of concussion.

6.38.5 This Rule **Error! Reference source not found.** and the concussion replacement rules are to be applied in accordance with the Spirit of Cricket and the side opposing the side that replaces a Player under this Rule **Error! Reference source not found.** should not be disadvantaged by its operation.

6.38.6 Misuse or exploitation of this Rule **Error! Reference source not found.** or the concussion replacement rules or both, including (without limitation) by the replacement of a Player in a Match who is not a Concussed Player, or by replacing a Concussed Player with a Player of obviously greater skill or more advantageous skillset, is a breach of these Rules.

6.38.7 A Concussed Player must not commence or continue to take part in any Match, including as a substitute under Law 24, for the period of time commencing at the time the Player suffered the impact to the head, neck or the body that caused them to become a Concussed Player and ending either:

(a) 21 days later; or

(b) upon production to the Competitions Manager of a properly completed Medical Referral and Clearance Form: Australian Cricket Community Concussion and Head Impact Guidelines (Annexure I.3)

whichever is the earlier, at which time the Player ceases to be a Concussed Player for the purposes of these Rules.

6.38.8 A Concussed Player may be replaced in a Match by another Player accordance with the Additional Conditions of Play for the relevant Competition.

7. ADMINISTRATIVE OBLIGATIONS FOR ALL COMPETITIONS

7.1 Match day submission of Match scores & results

- 7.1.1 If a Match is scored using the PlayHQ E-Scoring system, scores and results (as applicable):
- (a) should be finalised within that system by the Designated Club as soon as possible after the close of play on each Match day; and
 - (b) must be finalised within that system, including the finalisation of any bonus Competition Points, by the Designated Club within 72 hours of the end of the Match.
- 7.1.2 If a Match is not scored using the PlayHQ E-Scoring system:
- (a) scores should be entered into and finalised within that system by each club that participated in the Match as soon as possible after the close of play on each Match day;
 - (b) scores must be entered into finalised by each Club that participated in the Match within that system within 72 hours of the end of the Match; and
 - (c) results must be finalised, including the finalisation of any bonus Competition Points, within that system by the Designated Club within 72 hours of the end of the Match.
- 7.1.3 In addition to the obligations of Clubs under Rule 7.1.1 and Rule 7.1.2, if there is no play in a Match on a scheduled Match day, the Designated Club must inform the Competitions Manager withing 72 hours of the scheduled close of play.
- 7.1.4 the Designated Club in

7.2 Confirming or disputing results

- 7.2.1 Before 12:00 noon on the 4th working day following the completion of the Match, the result of the Match must be electronically confirmed or disputed by the Club that did not upload the result of the Match in accordance with directions given by the Competitions Manager.
- 7.2.2 Any dispute raised after 12:00 noon on the 4th working day following the completion of the Match will be considered at the discretion of the Competitions Manager.
- 7.2.3 A disputed result will be considered by the Competitions Manager who will adjudicate on the dispute.
- 7.2.4 Nothing in Rule 7.2.3 prevents the Competitions Manager from asking the Administering Body, the ACTCAUSC or any other person for its assistance, opinion or recommendation when adjudicating on a disputed result.

7.3 Ground Reports

- 7.3.1 If 1 or more Appointed Umpires are present at a Match, the Appointed Umpires will complete and submit the Ground Report in accordance with arrangements made between the Competitions Manager and the ACTCAUSC.
- 7.3.2 If requested to do so by an Appointed Umpire, the Captain of a Club that has competed in the Match must assist in the completing of the Ground Report.
- 7.3.3 If no Appointed Umpires are present at a Match:
- (a) the Captains of the Clubs that competed in the Match must jointly complete the Ground Report in in accordance with directions given by the Competitions Manager; and
 - (b) before 12:00 noon on the second working following the completion of the Match, the Designated Club must submit the completed Ground Report to the Competition Manager.

Note: If a Ground Report is being used to make a report under Rule 2.5, then the Ground Report must be submitted before the time stipulated in Rule 2.5.2.

7.4 Captains Reports on Appointed Umpires

- 7.4.1 If a Match has been controlled by 1 or more Appointed Umpires, the Captains of the Clubs that competed in the Match must each complete and submit a Captain's Report on each Appointed Umpire.
- 7.4.2 A Captain's Report must be either:
- (a) submitted electronically; or
 - (b) emailed to the Competitions Manager before 12:00 noon on the second working following the completion of the Match.

Note: If a Captain's Report is being used to make a report under Rule 2.5, then the Captain's Report must be submitted before the time stipulated in Rule 2.5.2.

7.5 Defaulters

- 7.5.1 Cricket ACT will maintain a list of persons who are notified to it to be in breach of a financial obligation to a Club, to Cricket ACT or any other club or association.
- 7.5.2 Clubs must give the Competitions Manager notice of any person it wishes to have included on the Defaulters list made under Rule 7.5.1.
- 7.5.3 Clubs must give notice to Cricket ACT of any person who satisfies their obligations in full or comes to an agreement in relation to the outstanding financial obligation and ask for that person to be removed from the Defaulters list made under Rule 7.5.1.
- 7.5.4 Upon such notice the person ceases to be a Defaulter regardless of how long it takes to update the list of Defaulters made under Rule 7.5.1.

7.6 Commercial Guidelines

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

8. ADDITIONAL CONDITIONS OF PLAY IN THE 2 DAY COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)

8.1 Additional Conditions of Play in the 2 Day Competition (including Semi-Finals & Finals)

8.1.1 The Conditions of Play set out in this Part 8 are Rules and only apply to the 2 Day Competitions.

8.1.2 Subject to any approved policy of Cricket ACT relating to health and safety of Players, Rule 8.16 and Rule 8.17, each side will be made up of a maximum of 12 Players.

Note: Cricket ACT policies relating to health and safety of Players and Umpires can be found at <https://www.cricketaact.com.au/publications-and-resources>

8.1.3 Despite Rule 8.2.4 but subject Rule 8.16 and Rule 8.17, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match (for the avoidance of doubt, the same 11 do not need to bat in each innings of a Match that has a second innings).

8.1.4 Law 24.2 does not apply.

8.2 Match format for 1st Grade (including Semi-Finals & Finals)

8.2.1 In the 1st Grade 2 Day Competition:

- (a) Matches other than Finals will be played over 2 days; and
- (b) Finals will be played over 3 days.

8.2.2 Subject to Rule 8.10, a minimum of 96 overs are to be bowled each day of the Match.

8.2.3 There is no enforced compulsory closure.

8.3 Match format for 2nd Grade (including Semi-Finals & Finals)

8.3.1 In the 2nd Grade 2 Day Competition, all Matches including Semi-Finals and Finals will be played over 2 days.

8.3.2 Subject to Rule 8.10, a minimum of 96 overs are to be bowled each day of the Match.

8.3.3 There is no enforced compulsory closure.

8.3.4 Subject to any approved policy of Cricket ACT relating to health and safety of Players, Rule 8.16 and Rule 8.17, each side will be made up of a maximum of 12 Players.

8.4 Match format for 3rd & 4th Grade (including Semi-Finals & Finals)

8.4.1 In the 3rd and 4th Grade 2 Day Competition, all Matches including Semi-Finals and Finals will be played over 2 days.

8.4.2 Subject to Rule 8.10, a minimum of:

- (a) 80 overs are to be bowled each day of the Match in Matches other than Semi-Finals and Finals; and
- (b) 96 overs are to be bowled each day of the Match in Semi-Finals and Finals.

8.4.3 There is no enforced compulsory closure.

8.5 Player attire

For the purpose of Rule 6.4, in 2 Day Competitions, correct cricket attire means:

- (a) long white or cream cricket trousers;
- (b) white or cream shirts with a collar and white or cream sweaters or vests, with or without a coloured band on the collar and/or cuffs; and
- (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.

8.6 Hours of play (including Semi-Finals & Finals)

8.6.1 Subject to Rule 8.8, unless otherwise specified in the Competition Draw:

- (a) each day of Matches in 1st Grade and 2nd Grade will start at 10:30am; and
- (b) each day of Matches in 3rd Grade and 4th Grade:
 - (i) other than Semi-Finals and Finals, will start at 12:30pm; and
 - (ii) Semi-Finals and Finals will start at 10:30am.

8.6.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all days in 1st and 2nd Grade and Semi-Finals and Finals in 3rd Grade and 4th Grade is 5:00pm.

8.6.3 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all days in all other Grades (other than in Semi-Finals and Finals) is 6:00pm.

8.6.4 Under no circumstances will play extend past the time that is 1 hour past the scheduled finishing time on any day of any Match.

8.6.5 In all Grades, if an outright result has been obtained earlier than the scheduled finishing time, the Match is at an end.

8.6.6 If a first innings result has been obtained in a Match and no further result is reasonably likely, then the Captains may agree to end:

- (a) a Match, other than a Semi-Final or Final, at or after the tea interval on the second day;
- (b) a 3 day Final, at or after the close of play on the second day; or
- (c) a 2 day Semi-Final or Final, at or after the lunch interval on the second day.

8.7 Intervals (including Semi-Finals & Finals)

8.7.1 In 1st Grade and 2nd Grade Matches there will be:

- (a) a scheduled 40 minute lunch interval from 12:30pm or, for Matches with a scheduled start time other than 10:30am, from the time that is 2 hours after the scheduled start time; and
- (b) a scheduled 20 minute afternoon tea interval from 3:10pm or, for Matches with a scheduled start time other than 10:30am,

from the time that is 2 hours after the scheduled end of the lunch interval).

8.7.2 In 3rd and 4th Grade:

- (a) Matches, other than Semi-Finals and Finals there will be a 20 minute scheduled afternoon tea interval from 2:50pm or, for Matches with a scheduled start time other than 12:30pm, from the time that is 2 hours and 20 minutes after the scheduled start time; and
- (b) Semi-Finals and Finals there will be:
 - (i) a scheduled 40 minute lunch interval from 12:30pm (r, for Matches with a scheduled start time other than 10:30am, from the time that is 2 hours after the scheduled start time; and
 - (ii) a scheduled 20 minute afternoon tea interval from 3:10pm or, for Matches with a scheduled start time other than 10:30am, from the time that is 2 hours and 20 minutes after the scheduled start time.

8.7.3 Nothing in these Rules prevents the Umpires and the Captains changing the times of scheduled intervals in accordance with Law 11.4, particularly in circumstances where additional time is added to a day's play under Rule 8.8.

8.8 Making up lost playing time

- 8.8.1** If playing time is lost for any reason during a Match day, the scheduled finish time will be extended by the amount of time equivalent to the amount of time lost, subject to Rule 8.6.4.
- 8.8.2** If all time lost cannot be made up on the same day that it is lost, time equivalent to the amount of time lost but not made up will be added (up to a maximum of 1 hour per day) to the playing time of the following day or days (if any) of the Match by:
- (a) bringing forward the scheduled start of the day's play by 30 minutes (or if less than 30 minutes of playing time remains not made up); and
 - (b) if the total lost time is not completely made up by bringing forward the scheduled start time, by extending the scheduled finish time by the remainder of time not made up (up to a maximum of 30 minutes).
- 8.8.3** For the avoidance of doubt, the total amount of time added to the hours of play under this Rule 8.8 must not exceed the total amount of time lost in the Match.
- 8.9 Delay to start or no play on the first day of a Match**
- 8.9.1** If the start of play on the first day of a Match is delayed or if no play is possible on the first day, then, subject to Rule 8.9.2, the Match will be played in accordance with the Additional Conditions of Play in the 2 Day Competitions.
- 8.9.2** If no play is possible on the first day of a Match in all Matches in a Grade (other than in a Semi-

Final or Final), then all Matches in that Grade in that round will be played on the second scheduled day as 1 innings Matches in accordance with the Additional Conditions of Play in the 1 Day Competition, except that:

- (a) Clubs must use an Approved Ball for the 2 Day Competition they are competing in;
- (b) Rule 8.5 will apply; and
- (c) Rule 8.15.1 will apply.

8.9.3 For the avoidance of doubt, for the purposes of Rule 8.9.2, if 1 ball is bowled in any Match in a Grade on the first day of a round, then all Matches in that Grade must continue to be played on the second day in accordance with the Additional Conditions of Play in the 2 Day Competitions.

8.9.4 In all Matches (other than a Semi-Final or Final) where no play is possible on the first day, regardless of whether or not the Match is to be played in accordance with Rule 8.9.2 or not:

- (a) a new toss for choice of innings must be taken; and
- (b) a new Team Sheet must be made.

8.10 Number of overs to be bowled in a day

- 8.10.1** Subject to Rule 8.6.4, play must continue on each day of a Match until the completion of the minimum number of overs for the Competition (as provided for in Rule 8.3.1 and Rule 8.4.2 and as varied by this Rule 8.10), or the scheduled finishing time, whichever occurs later.
- 8.10.2** If time is added to a day's play, in accordance with Rule 8.8, the number of overs to be bowled in a day of a Match will be increased by 1 for the number of minutes per over applicable to that Grade, as set out in the table at Rule 8.19.
- 8.10.3** If playing time is lost for any reason during a Match day despite the application of Rule 8.8, then the number of overs to be bowled in a day will be reduced by 1 for the number of minutes per over applicable to that Grade, as set out in the table at Rule 8.19.
- 8.10.4** If a change of innings occurs during a Match day, unless the change of innings coincides with an interval taken in accordance with Rule 8.7, the minimum number of overs to be bowled that day will be reduced by 3.

8.11 Requirement to bowl minimum overs before scheduled finish time

- 8.11.1** Nothing in this Rule 8.11 limits an Umpire taking action under Law 41.9.
- 8.11.2** If, in the reasonable opinion of the Umpires a side is, because of its slow over rate, responsible for the failure of the minimum numbers overs to be bowled in a day's play, the Umpires may report the Club to the Competitions Manager for a breach of Rule 8.2.2, Rule 8.3.2 or 8.4.2, as the case may be.

8.12 Wicket or interruption to play within 2 minutes of scheduled finish

- 8.12.1 If, on any day's play in a Match other than the last day:
- (a) a wicket falls or a batter retires; or
 - (b) the Players leave the field for any reason within 2 minutes of the scheduled finish time, play will end for the day.

8.13 Extra Time

- 8.13.1 Subject to Rule 8.6.4, the Umpires may decide to play up to 30 minutes (a minimum of 8 overs) extra time at the end of any day (other than the last day), or an extra 15 minutes (minimum of 4 overs) at the end of the first 2 sessions if requested by either Captain if, in the Umpires' opinion, it could bring about an outright result on that day, or a first innings result on day 2 of a 3 day Match.
- 8.13.2 If extra time is added under Rule 8.13.1, unless the relevant result is achieved, the whole period must be played out even though the possibility of finishing the match may have passed before the full period has ended.
- 8.13.3 The amount of playing time added under Rule 8.13.1 will be deducted from the total number of hours of play remaining in the Match, and the Match will end earlier on the final day by the amount of time by which play was previously extended under this clause.

8.14 The result

- 8.14.1 In accordance with Law 16.1, if at the end of a Match, a side has scored a total of runs more than those scored in 2 completed innings of the competing side, that side wins the Match **outright**.
- 8.14.2 If, at the end of a Match the total number of runs scored by both sides is equal, and both sides have completed their second innings, the result is an **outright tie**.
- 8.14.3 If neither side wins the Match outright and the result is not an outright tie, but at the end of the Match a side has scored more runs in its first innings than the competing side scored in its first completed innings, then the side with the highest first innings total wins the Match **on first innings**.
- 8.14.4 If neither side wins the Match outright and the result is not an outright tie, and both sides score the same total of runs in their first completed innings, the result is a **first innings tie**.
- 8.14.5 A Match that has ended but has not reached a result under Rule 8.14.1, Rule 8.14.2, Rule 8.14.3, or Rule 8.14.4 is a **draw**.
- 8.14.6 A Match involving a forfeit will be subject at all times to Rule 6.20.4
- 8.14.7 In this rule **completed innings** means an innings:
- (a) declared closed (compulsorily or otherwise) or forfeited; or

- (b) in which 10 wickets have fallen; or
- (c) in which less than 10 wickets have fallen but which cannot continue because of the absence or incapacity of 1 or more players.

8.15 Competition points

- 8.15.1 In the 2 Day Competitions, Competition Points will be awarded as follows:

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

8.16 Replacement Rule – Representative Commitments

- 8.16.1 For the purposes of this Rule 8.16 and any other Rule that relates to representative players or administrators, **Representative Commitment** means the commitments of a Player (whether as a player, coach, administrator, or umpire) related to the Player's participation in a Representative Squad or Program limited to:
- (a) taking part in a match;
 - (b) taking part in a representative training match, including a match between 2 representative sides or squads and a match between players within the same Representative Squad or Program;
 - (c) taking part in a Representative Squad or Program training session, including a cricket skills training session (including net practise), fitness session or a representative cricket related development or education session;
 - (d) travel to and from an event listed in Rules 8.16.1(a), 8.16.1(b); or 8.16.1(c); and

- (e) subject to Rule 8.16.2, unavailability for a Match or part of a Match in compliance with a request by the body responsible for the relevant Representative Squad or Program not to play in the relevant Match or part of a Match due to cricket workloads or injury (other than being a Concussed Player); and

8.16.2 For the purposes of Rule 8.16.1(e), an injured or rested Player will only be considered to have a Representative Commitment if the request by the body responsible for the relevant Representative Squad or Program is:

- (a) made in writing (including by email) to the Player and the Club the Player represents; and
- (b) provided as a copy to the Competitions Manager, the Appointed Umpires (if any) of the Match and the secretary of the opposing Club in the Match, before the 5:00pm on the day before the relevant Match or relevant day's play in a Match, and
- (c) clearly states the reason for the request and nominates the day or days which the Player is requested not to take part in the Match.

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

8.16.3 Despite any Law or Rule, a Player may be replaced in any Match if that Player has Representative Commitments on 1 or more days of play in the Match.

8.16.4 When it is known by a Club before the start of a Match that a person will have Representative Commitments (**Representative Player**) on 1 or more days of play in the Match, and the Club wishes to have the Representative Player play in the Match on days that the person does not have Representative Commitments and be replaced on the days that they are, the Club must nominate:

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

on the Team Sheet.

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

- (a) notify the opposing Club and the Competitions Manager as soon as reasonably practicable of the names of the Representative Player, the replacement Player and any consequential

replacements that will be made in accordance with Rule 8.16.7; and

- (b) must have all relevant Team Sheets appropriately amended (as in Rule 8.16.4) as early as possible on the next day of play in each relevant Match.

Note: the requirement to provide notice under Rule 8.16.5(a) is in addition to (and not satisfied by) provision of a copy of the request given under Rule 8.16.2(b).

8.16.6 For the avoidance of doubt, nothing in this Rule 8.16 prevents a replacement Player from playing in another Match in any Grade in any Competition on the day or days of the Match that they are not replacing the Representative Player (provided that they are nominated on the Team Sheet for both Matches in accordance with Rule 8.16.4 or an amended Team Sheet in accordance with Rule 8.16.5 and otherwise eligible to do so under Part 5).

8.16.7 A replacement Player under this Rule 8.16 may be replaced in accordance with Rule 8.16.4 or Rule 8.16.5 as though the replacement Player was a Representative Player, and their replacement may be replaced in the same way.

8.16.8 If a Player who is to be replaced under this Rule 8.16 is batting and not out at the end of the day's play, the Player will be deemed to be "Retired – not out" at the end of play and the replacement Player must commence their innings at the start of play on the next day.

8.16.9 For the purposes of Rule 8.1.3, a Player replaced in accordance with Rule 8.16.8 and their replacement will be counted as one Player.

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

8.16.11 If a Player who is to be replaced under this Rule is bowling the final over of a day's play and the over cannot be completed, the over may be completed by any Player (including the Replacement Player) on the next day's play (in accordance Law 17.8 and Rule 6.21.2).

8.16.12 If, a Representative Player is nominated on the Team Sheet to play a day or days in the Match and the Representative Player cannot play on that day or those days because of a continuing or additional Representative Commitment, the replacement Player will remain in the side in place of the Representative Player (as will any Player replacing that Player under Rule 8.16.7).

8.16.13 For the avoidance of doubt, unless a Player is replaced in accordance with Rule 8.16.5, nothing in this Rule 8.16 permits a person from Playing in a Match unless the person has been nominated as a Player in the Match on a Team Sheet in accordance with Rule 6.3.3.

8.17 Replacement Rule – Concussion

8.17.1 A Player who becomes a Concussed Player may be replaced by another Player who:

- (a) has not been named on a Team Sheet for any other Match on that day;
 - (b) is otherwise eligible to play in the Match in accordance with Part 5 of these Rules; and
 - (c) to the extent practicable, is of a similar or no better level of skill and has a similar skillset, to the Concussed Player.
- 8.17.2 If a replacement Player replaces a Concussed Player who became a Concussed Player on a day of a Match while participating or preparing to participate in the Match or at another match being played on the same day:
- (a) the replacement Player must be identified to any Appointed Umpire(s) officiating in the Match and to the opposing side's Captain before the replacement Player takes any part in the Match;
 - (b) the names of the Concussed Player and the replacement Player must be recorded by the Appointed Umpire(s) (where applicable) and the Captain of the Concussed Player's side, and forwarded to the Competitions Manager before 10pm on the day that is 3 days after the conclusion of the day's play; and
 - (c) the Club of the Concussed Player must provide the Competitions Manager with an *Incident Report Form: Australian Cricket Community Concussion and Head Impact Guidelines* (Annexure I.2) for the Concussed Player before 10pm on the day that is 3 days after the conclusion of the day's play.
- 8.17.3 If a replacement Player replaces a Concussed Player who became a Concussed Player on a day that is not a day of the Match:
- (a) the replacement Player must be identified to the Competitions Manager before the replacement Player takes any part in the Match;
 - (b) the Competitions Manager will notify any Appointed Umpire(s) and the opposing Club of the replacement;
 - (c) the replacement Player must be identified to any Appointed Umpire(s) officiating in the Match and to the opposing side's Captain before the replacement Player takes any part in the Match;
 - (d) (b) the names of the Concussed Player and the replacement Player must be recorded by the Appointed Umpire(s) (where applicable) and the Captain of the Concussed Player's side, and forwarded to the Competitions Manager before 10pm on the day that is 3 days after the conclusion of the day's play; and
 - (e) the Club of the Concussed Player must provide the Competitions Manager with an *Incident Report Form: Australian Cricket Community Concussion and Head Impact Guidelines* (Annexure I.2) for the Concussed Player before 10pm on the day that is 3 days after the Player became a Concussed Player.
- 8.17.4 The replacement Player must be included on the Team Sheet for the Match prior to the conclusion of the Match.
- 8.17.5 If a Concussed Player becomes a Concussed Player while batting and retires their innings, and the side's innings continues, the replacement Player may bat in the side's innings either immediately following the Concussed Player's retirement or following the fall of any subsequent wicket.
- 8.17.6 For the purposes of Rule 8.1.3, a Player replaced in accordance with Rule 8.17.18.17.5 and their replacement will be counted as 1 Player.
- 8.17.7 Nothing in Rule 8.17.5 requires that a replacement Player must either continue a Concussed Player's innings or to bat in the side's innings.
- 8.17.8 If a Concussed Player has been replaced in a Match and ceases to be a Concussed Player in accordance with Rule 6.38.7 before the conclusion of the Match the Player may participate in the remainder of the Match.
- 8.17.9 If a Player resumes participation in a Match in accordance with Rule 8.17.8, any Player that has replaced them in the Match must be removed from the Match.
- 8.17.10 If a Player who is removed from a Match in accordance with Rule 8.17.9 is batting at the time they are removed from the Match, they must retire their innings in accordance with Law 25.4.2.
- 8.17.11 If a Player resuming participation in a Match in accordance with Rule 8.17.8 had retired their innings when they became a Concussed Player, they may resume their innings in accordance with Law 25.4.4.
- 8.18 Fast short pitched bowling**
- 8.18.1 This Rule 8.17 is in addition to Law 41.6.
- 8.18.2 For the purposes of this Rule 8.17, **fast short pitched delivery** means a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 8.18.3 Subject to Rule In the event of a Player bowling more than 2 fast short pitched deliveries in an over, either Umpire will call and signal No ball on each subsequent occasion, regardless of whether or not the delivery would, but for this Rule 8.18.6, have been a Wide.8.18.6, a fast short-pitched delivery that passes above the head height of the striker standing upright at the popping crease shall be called a Wide by the Umpire.
- 8.18.4 A Player must not bowl more than 2 fast short pitched deliveries in an over (including any fast short pitched delivery which is also a Wide under Law 22.1.2).

- 8.18.5 The Umpire at the bowler's end will advise the Player bowling and the batter on strike when a fast short pitched delivery has been bowled.
- 8.18.6 In the event of a Player bowling more than 2 fast short pitched deliveries in an over, either Umpire will call and signal No ball on each subsequent occasion, regardless of whether or not the delivery would, but for this Rule 8.18.6, have been a Wide.
- Note: The Umpire's signal to signify a No ball for a fast short pitched delivery will be to call and signal No ball and then tap the head with the other hand.*
- 8.18.7 If a Player bowls a No ball under Rule 8.18.6, the Umpire that calls and signal No ball will inform the other umpire, the Captain of the fielding side and the batsmen at the wicket of what has occurred and caution the Player bowling that they will not be permitted to bowl again in the innings if they bowl 3 such No balls.
- 8.18.8 If a Player bowls 3 No balls under Rule 8.18.6 in an innings the Player must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 17.8 and Rule 6.21.2).
- 8.18.9 If a Player is suspended from bowling under Rule 8.18.8, the Umpires must report the matter under Part 2.

Fast short pitched deliveries	2 per over (shoulder height) then No balls
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Note: If there is an inconsistency between the Summary of Playing Conditions above and the written Rules, the written Rules prevail.

8.19 Summary of playing conditions in 2 Day Competitions

	1st & 2nd Grade (Semi Finals & Finals in all Grades)	3rd & 4th Grade (other than Semi-Finals and Finals)
Overs per day	96	80
Playing time per day	360 mins	280 mins
Minutes per over	3.75	3.5
Overs per hour	16	17.1
Start time	10:30am	12:30pm
Finish time	5:30pm	5:30pm
Lunch	12:30pm – 1:10pm	N/A
Tea	3:10pm – 3:30pm	2:50pm – 3:10pm
Drinks	Mid-point of each session	
Stumps	Minimum number of overs or scheduled finish time (as adjusted), whichever occurs later	
Semi-Finals & Finals	2 days or 3 days for 1st Grade Final	2 days

9. ADDITIONAL CONDITIONS OF PLAY IN THE 1 DAY COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)

9.1 Additional Conditions of Play in the 1 Day Competitions (including Semi-Finals & Finals)

9.1.1 The Conditions of Play set out in this Part 9 are Rules and only apply to the 1 Day Competitions.

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

9.1.3 Subject to any approved policy of Cricket ACT relating to health and safety of Players and Rule 9.23, each side will be made up of a maximum of 12 Players, subject to Rule 6.20.3(a)

Note: Cricket ACT policies relating to health and safety of Players and Umpires can be found at <https://www.cricketact.com.au/publications-and-resources>

9.1.4 Despite Rule **Error! Reference source not found.**, only 11 Players may field for the fielding side at any time and only 11 Players may bat for the batting side in any innings of the Match.

9.1.5 Law 24.2 does not apply.

9.2 Match format for 1st Grade & 2nd Grade (including Semi-Finals & Finals)

9.2.1 In the 1st Grade and 2nd Grade 1 Day Competitions, Matches will be played as 1 innings Matches limited to a maximum of 50 overs each innings.

9.2.2 Law 13.3.3 and Law 15.1 do not apply, and a

9.3 Match format for 3rd,4th,5th & 6th Grade (including Semi-Finals & Finals)

9.3.1 In the 3rd Grade, 4th Grade, 5th Grade and 6th Grade 1 Day Competitions Matches will be played as 1 innings Matches limited to a maximum of 40 overs each innings.

9.4 Minimum number of overs to obtain a result

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

9.5 Player attire – 1st, 2nd 3rd & 4th Grade

9.5.1 For the purpose of Rule 6.4, in 1 Day Competitions in 1st Grade, 2nd Grade, 3rd Grade and 4th Grade Matches, correct cricket attire means cricket attire means:

- (a) long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;
- (b) shirts with a collar sweaters or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;

- (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.7.

9.6 Player attire – 5th & 6th Grade

9.6.1 For the purpose of Rule 6.4, in 5th Grade 1 Day Matches, correct cricket attire means:

- (a) long white or cream cricket trousers;
- (b) white or cream shirts with a collar and white or cream sweaters or vests, with or without a coloured band on the collar and/or cuffs;
- (c) predominantly white or cream shoes or boots, subject to Rule 6.4.7

9.7 Hours of play (including Semi-Finals & Finals)

9.7.1 Unless otherwise specified in the Competition Draw:

- (a) Matches in 1st Grade, and 2nd Grade will start at 10:30am; and
- (b) Matches in 3rd Grade, 4th Grade, 5th and 6th Grade will start at 12:30pm.

9.7.2 Unless otherwise specified in the Competition Draw, the scheduled finishing time for all 1st and 2nd grade Matches is 5:00pm and for 3rd grade 4th grade 5th grade the finishing time is 6:00pm, unless a result is obtained earlier when the Match will end.

9.7.3 In all Matches, if the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, subject to Rule 9.7.4 and Rule 9.7.5, up to 1 hour, will be added to the playing time.

9.7.4 Under no circumstances will play extend past the time that is 1 hour past the scheduled finishing time of any Match.

9.7.5 Evening Matches at Manuka Oval cannot finish later than 10pm on Saturday evenings and no extension can be made for evening Matches at Manuka Oval on Sundays.

9.8 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)

9.8.1 In 1st Grade and 2nd Grade Matches there will be a scheduled interval of 30 minutes from 1:15pm or, for Matches with a scheduled start time other than 10:30am, from the time that is 3 hours and 15 minutes after the scheduled start time.

9.8.2 No interval will be taken under Rule 9.8.1 until the first innings of the Match has ended.

9.8.3 In 1st and 2nd Grade Matches, if before the time of the scheduled interval:

- (a) more than 195 minutes, but less than 255, minutes of playing time is lost, the length of the interval will be reduced to 20 minutes; and
- (b) more than 255 minutes of playing time is lost, the length of the interval will be reduced to 10 minutes.

9.8.4 In 1st Grade and 2nd Grade Matches, drinks will be taken every 65 minutes or after a

number of overs agreed by the Captains and Umpires.

- 9.8.5 In 3rd Grade, 4th Grade, 5th Grade & 6th Grade Matches there will be a scheduled interval of 20 minutes from 3:20pm or, for Matches with a scheduled start time other than 12:30pm, from the time that is 2 hours and 20 minutes after the scheduled start time.
- 9.8.6 No interval will be taken under Rule 9.8.5 until the first innings of the Match has ended.
- 9.8.7 In 3rd Grade, 4th Grade, 5th Grade & 6th Grade Matches, if before the time of the scheduled interval more than 195 minutes of playing time is lost, the length of the interval will be reduced to 10 minutes.
- 9.8.8 In 3rd Grade, 4th Grade, 5th Grade & 6th Grade drinks will be taken every 55 minutes or after a number of overs agreed by the Captains and Umpires.

9.9 Time for innings

- 9.9.1 In 1st Grade and 2nd Grade Matches, each side must bowl the maximum number of overs in an innings (ie 50 overs) in no more than 195 minutes.
- 9.9.2 In 3rd Grade, 4th Grade, 5th Grade and 6th Grade Matches, each side must bowl the maximum number of overs in an innings (i.e. 40 overs) in no more than 140 minutes.

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

- 9.10.1 If, before the end of the first innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 9.7.3, the maximum number of overs to be bowled in each innings will be reduced by 1 over for every:
- (a) 7 minutes and 48 seconds (or part thereof) lost in 1st Grade and 2nd Grade Matches; and
 - (b) 7 minutes and 38 seconds (or part thereof) lost in 3rd Grade, 4th Grade, 5th Grade and 6th Grade Matches.
- 9.10.2 If in any calculation arising out of Rule 9.10.1, the answer includes a fractional number of overs, then that fraction is to be ignored.
- 9.10.3 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 9.10.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined in accordance with Rule 9.10.1 and the target score for the second batting side will be determined by using the Duckworth Lewis Stern Method.

Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.8.

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

- 9.11.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 9.7.3 the maximum number of overs to be bowled in the second innings will be reduced by 1 over for every:
- (a) 3 minutes and 54 seconds (or part thereof) lost in 1st Grade and 2nd Grade Matches; and
 - (b) 3 minutes and 30 seconds (or part thereof) lost in 3rd Grade, 4th Grade, 5th Grade & 6th Grade Matches.
- 9.11.2 If in any calculation arising out of Rule 9.11.1, the answer includes a fractional number of overs, then that fraction is to be ignored.
- 9.11.3 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 9.11.1, the target score for the second batting side will be determined by using the Duckworth Lewis Stern method.

Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.8..

9.12 Failure to bowl required overs in time

- 9.12.1 In all Matches, if either side fails to bowl the required number of overs within the amount of time specified in Rule 9.9, or as adjusted under Rule 9.10 or Rule 9.11, play will continue until the required number of overs have been bowled, subject to Rule 9.7.4 and Rule 9.7.5.
- 9.12.2 In circumstances where play continues under Rule 9.12.1, despite the Powerplay in force at the time, there must not be more than 4 fielders outside the field restrictions circle at the time a ball is bowled during any over commencing after the expiration of the amount of time specified in Rule 9.9 or as adjusted under Rule 9.10 or Rule 9.11.
- 9.12.3 For the purposes of Rule 9.12.1, a side will be deemed to have bowled the required number of overs within the amount of time specified in Rule 9.9 or as adjusted under Rule 9.10 or Rule 9.11 if it has bowled, or is in a position to bowl, the first ball of the final over of the innings within the time allocated for the maximum overs in an innings under Rule 9.9 or as adjusted under Rule 9.10 or Rule 9.11.

9.13 Powerplays

- 9.13.1 In 1st Grade and 2nd Grade Matches, each innings will be divided into 3 Powerplays.
- 9.13.2 In 3rd Grade, 4th Grade, 5th Grade and 6th Grade Matches, each innings will be divided into 2 Powerplays.
- 9.13.3 Powerplay 1 will be:

- (a) overs 1 to 10 (inclusive) in 1st Grade and 2nd Grade; and
 - (b) overs 1 to 12 (inclusive) in 3rd Grade, 4th Grade, 5th Grade & 6th Grade.
- 9.13.4 Powerplay 2 will be:
- (a) overs 11 to 40 (inclusive) in 1st Grade and 2nd Grade; and
 - (b) overs 13 to 40 (inclusive) in 3rd Grade, 4th Grade, 5th Grade, and 6th Grade.
- 9.13.5 Powerplay 3 will be overs 41 to 50 (inclusive) in 1st Grade and 2nd Grade.
- 9.13.6 If the number of maximum overs in an innings is reduced, the number of overs in each Powerplay will be reduced in accordance with the table at Annexure H.

9.14 Fielding restrictions, including Powerplays

- 9.14.1 At the time a ball is bowled in any Match, there must not be more than 5 fielders on the on side.
- 9.14.2 At the time a ball is bowled in any Match during:
- (a) Powerplay 1, there must not be more than 2 fielders outside the field restriction circle;
 - (b) during Powerplay 2:
 - (i) in 1st Grade and 2nd Grade, there must not be more than 4 fielders outside the field restriction circle; and
 - (ii) in 3rd Grade, 4th Grade, 5th Grade, and 6th Grade there must be no more than 5 fielders outside the field restriction circle;
 - and
 - (c) during Powerplay 3 in 1st Grade and 2nd Grade, there must be no more than 5 fielders outside the field restriction circle.
- 9.14.3 In the event of any infringement of Rule 9.14 (the Umpire at the striker's end (square leg umpire) will call and signal No ball.

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

9.15 Maximum number of overs per bowler

- 9.15.1 A Player must not bowl:
- (a) more than 10 overs in an innings in 1st Grade and 2nd Grade Matches; and
 - (b) more than 8 overs in 3rd Grade, 4th Grade, 5th Grade and 6th Grade Matches.
- 9.15.2 Subject to Rule 9.15.3, if the maximum number of overs in an innings is reduced, a Player must not bowl more than 20% of the maximum overs in the innings.
- 9.15.3 If, under Rule 9.15.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of Players necessary to make up the balance may bowl 1 additional over each.
- 9.15.4 If, in any Match, the maximum number of overs in an innings reduced under Rule **Error! Reference source not found.** or Rule **Error! Reference source not found.**, and, at the time

the maximum number of overs is reduced a Player has already bowled more overs than the Player is allowed to bowl under Rule 9.15.2 and Rule 9.15.3, the side fielding will not be in breach of Rule 9.15.2, but that Player cannot bowl again in the innings.

- 9.15.5 For the purposes of Rule 9.15.4, if a Player to whom the Rule applies was part way through an over when play was interrupted, then the Player must be replaced and another Player must complete the over (in accordance with Law 17.8 and Rule 6.21.2).
- 9.15.6 If a Player bowls more than the allowed number of overs, all previous events stand, and as soon as the error is discovered the Captain must immediately have another Player complete the over (in accordance with Law 17.8 and Rule 6.21.2).

9.16 Fast short pitched bowling

- 9.16.1 Law 41.6 is replaced by this Rule 9.16.
- 9.16.2 For the purposes of this Rule 9.16, **fast short pitched delivery** means a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 9.16.3 Subject to Rule 9.16.6, a fast short-pitched delivery that passes above the head height of the striker standing upright at the popping crease shall be called a Wide by the Umpire.
- 9.16.4 A Player must not bowl more than 1 fast short-pitched delivery in an over.
- 9.16.5 The Umpire at the bowler's end will advise the Player bowling and the batter on strike when a fast short-pitched delivery has been bowled.
- 9.16.6 In the event of a Player bowling more than 1 fast short-pitched delivery in an over, either Umpire will call and signal No ball on each occasion regardless of whether or not the delivery would, but for this Rule 9.16.6, have been a Wide.
- 9.16.7 If a Player bowls a No ball under Rule 9.16.6, the Umpire that calls and signal No ball will inform the other umpire, the Captain of the fielding side and the batter on strike of what has occurred and caution the Player that the Player will not be permitted to bowl again in the innings if the Player bowls another such No ball.

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

- 9.16.8 If a Player bowls 2 No balls under Rule 9.16.6 in an innings the Player must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 17.8 and Rule 6.21.2).
- 9.16.9 If a Player is suspended from bowling under Rule 9.16.8, the Umpires must report the matter under Part 2.

9.17 Free Hit After a No ball

- 9.17.1 For the purposes of this Rule 9.17, if a delivery is a **free hit** delivery, neither Player batting will be capable of being out, except as a Player may be out following a No Ball call under Law 21.18, even if the delivery is called Wide.
- 9.17.2 The delivery following any No Ball will be a **free hit** for the Player on strike.
- 9.17.3 If a delivery which is a free hit is called No ball or Wide, the following delivery will also be a free hit for the Player on strike.
- 9.17.4 The Umpire at the bowler's end will signal that the next delivery is to be a free hit by a circular motion of the arm above the head.
- 9.17.5 The free hit delivery will count as 1 delivery in the over unless it is called No ball or Wide.
- 9.17.6 For a free hit delivery, Players fielding must remain in the positions they were in when the previous delivery was bowled, unless a different Player is on strike for the free hit delivery.

9.18 Wides

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

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

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

- 9.18.2 Subject to Law 22.4 and Rule 9.18.3, a delivery on the leg side will be called and signalled Wide:
- (a) in any 1st Grade or 2nd Grade Match if it passes to the leg side of the striker's stumps and the striker's body; and
 - (b) in any Women's, 3rd, 4th, 5th & 6th Grade Match if it passes outside the striker's body and continues to pass outside of the leg side protected area marking.

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

- 9.18.3 In addition to Law 22.4, a delivery will not be called and signalled Wide in any Match if:
- (a) the ball passes between the striker and the stumps; or
 - (b) the striker moves toward the offside and, in the Umpire's opinion, the ball would have made contact with the striker in a normal batting position.

9.19 The result

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

completed innings of the competing side, wins the Match.

- 9.19.2 Subject to Rule 9.20, if at the end of a Match the total of runs of both side's completed innings the scores are equal, the result is a **tie** regardless of the number of wickets which have fallen in either innings.
- 9.19.3 A Match that has ended but has not reached a result, including where minimum number of overs have not been bowled under Rule 9.4, is a **draw**.
- 9.19.4 A Match involving a Forfeit will be subject at all times to Rule 6.20.4.
- 9.19.5 For the avoidance of doubt, and in accordance with Rule **Error! Reference source not found.** and Rule **Error! Reference source not found.** in all Matches, in all Grades, the Duckworth Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the Match, the number of overs in the innings of either side has to be revised to a lesser number than originally allocated.

Note: Refer to Rule 6.7.6 for application of Duckworth Lewis Stern method.

9.20 Tied Semi-Finals and Finals Matches

- 9.20.1 If at the completion of both side's innings in a Semi-Final or Final, the total runs of both sides completed innings are equal, the result will be determined by a Super Over in accordance with Rule 9.21.
- 9.20.2 If a 'Super Over' cannot be completed due to time (see Rule 9.7), weather, bad light or for any other reason, the Match will be deemed to be tied (see Rules 4.7.12 and 4.7.18).

9.21 Procedure for the Super Over

- 9.21.1 If a 1 Day Competition Match is to be determined by a 'Super Over' each side bats for 1 over, and the side that scores the most runs from that over wins the Match.
- 9.21.2 If both sides score the same number of runs from their respective overs under Rule 10.20.1 (or any subsequent overs under this Rule 10.20.2) each side will bat for another over, and the side that scores the most runs from that over wins the Match.
- 9.21.3 The 'Super Over' will commence 5 minutes after the end of the second innings of the Match and there will be a 5-minute interval between each over of the Super Over regardless of how many overs are bowled.
- 9.21.4 The 'Super Over' will continue on the same pitch as the first 2 innings of the Match were played on.
- 9.21.5 The sides that batted second in the Match will bat first in the Super Over and in the event of subsequent overs being played under Rule 10.20.2, the side batting second in the previous overs will bat first in the subsequent over.
- 9.21.6 Both overs will be bowled from the same end, and the first fielding side may choose the end,

and if the Match continues under Rule 10.20.2, the overs will be bowled from the opposite to end to which the last overs were bowled

- 9.21.7 Both sides must use the ball it used during the Match.
- 9.21.8 Before the start of the 'Super Over' each side must advise the Umpires in writing of the Player who will bowl its over.
- 9.21.9 The Super Over is played with the same fielding restrictions as those in place for the final over of a 1 Day Competition Match.
- 9.21.10 The Umpires will not change ends.
- 9.21.11 The loss of two wickets in the over ends a side's over.
- 9.21.12 A batter dismissed in an over cannot bat in any subsequent over played under Rule 10.20.2.
- 9.21.13 For the purposes of Law 17.6 and Law 17.8, all overs bowled in a Super Over are considered to be overs in the same innings, but are a separate innings to the innings of the Match played before the start of the Super Over (that is, a bowler who bowled the last over of an innings before the Super Over may bowl the first over in a Super Over, but if the Match continues under Rule 10.20.2, the bowler cannot bowl 2 consecutive overs).

9.22 Competition Points

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

- 9.22.1 In 1st Grade, 2nd Grade, 3rd Grade and 4th Grade Matches, bonus Competition Points will be awarded as follows:
 - (a) if the side that wins the Match achieves a run rate of 1.25 times or greater than that of the opposition that side will be awarded 1 additional Competition Point; and
 - (b) if the side that wins the Match achieves a run rate of 2 times or greater than that of the opposition that side will be awarded 2 additional Competition Points.
- 9.22.2 For the purposes of Rule 0:
 - (a) if a side is dismissed, its run rate will be calculated by dividing the runs scored in its innings by the maximum number of overs the side was entitled to receive in the Match (as adjusted under Rule **Error! Reference source not found.** or Rule **Error! Reference source not found.** if applicable); and
 - (b) if a side is not dismissed, its run rate will be calculated by dividing the runs scored in its innings by the actual number of overs it received.
- 9.22.3 Where:

- (a) a Match is abandoned, but a result is achieved under the Duckworth Lewis Stern method, for calculating run rates for bonus Competition Points purposes side 1 will be accredited with side 2's Par Score on abandonment off the same number of overs faced by side 2: or
- (b) a Match is concluded but with Duckworth Lewis Stern method having been applied at an earlier point in the Match, for calculating run rates for bonus Competition Points purposes side 1 will be accredited with 1 run less than the final Target Score for side 2 off the total number of overs allocated to side 2 to reach the target.

9.23 Replacement Rule – Concussion

- 9.23.1 A Player who becomes a Concussed Player may be replaced by another Player who:
 - (a) has not been named on a Team Sheet for any other Match on that day;
 - (b) is otherwise eligible to play in the Match in accordance with Part 5 of these Rules; and
 - (c) to the extent practicable, is of a similar or no better level of skill and has a similar skillset, to the Concussed Player.
- 9.23.2 If a replacement Player replaces a Concussed Player:
 - (a) the replacement Player must be identified to any Appointed Umpire(s) officiating in the Match and to the opposing side's Captain before the replacement Player takes any part in the Match;
 - (b) the names of the Concussed Player and the replacement Player must be recorded by the Appointed Umpire(s) (where applicable) and the Captain of the Concussed Player's side, and forwarded to the Competitions Manager before 10pm on the day that is 3 days after the conclusion of the day's play; and
 - (c) the Club of the Concussed Player must provide the Competitions Manager with an *Incident Report Form: Australian Cricket Community Concussion and Head Impact Guidelines* (Annexure I.2) for the Concussed Player before 10pm on the day that is 3 days after the conclusion of the day's play.
- 9.23.3 The replacement Player must be included on the Team Sheet for the Match prior to the conclusion of the Match.
- 9.23.4 If a Concussed Player becomes a Concussed Player while batting and retires their innings, and the side's innings continues, the replacement Player may bat in the side's innings either immediately following the Concussed Player's retirement or following the fall of any subsequent wicket.
- 9.23.5 For the purposes of Rule 9.1.3, a Player replaced in accordance with Rule 9.23.1 and their replacement will be counted as 1 Player.

- 9.23.6 Nothing in Rule 9.23.4 requires that a replacement Player must either continue a Concussed Player's innings or to bat in the side's innings.
- 9.23.7 If a Concussed Player has been replaced in a Match and ceases to be a Concussed Player in accordance with Rule 6.38.7 before the conclusion of the Match the Player may participate in the remainder of the Match.
- 9.23.8 If a Player resumes participation in a Match in accordance with Rule 9.23.7, any Player that has replaced them in the Match must be removed from the Match.
- 9.23.9 If a Player who is removed from a Match in accordance with Rule 9.23.8 is batting at the time they are removed from the Match, they must retire their innings in accordance with Law 25.4.2.
- 1.1.11 If a Player resuming participation in a Match in accordance with Rule 9.23.7 had retired their innings when they became a Concussed Player, they may resume their innings in accordance with Law 25.4.4.

9.24 Summary of playing conditions in 1 Day Competitions

	1st & 2nd Grade	3rd, 4th, 5th & 6th Grade
Maximum overs per innings	50	40
Time for innings	195 minutes	140 minutes
Minutes per over	3.9	3.5
Powerplay 1	Overs 1-10 Max 2 fielders outside circle	Overs 1-12 Max 2 fielders outside circle
Powerplay 2	Overs 11-40 Max 4 fielders outside circle	Overs 13-40 Max 5 fielders outside circle
Powerplay 3	Overs 41-50 Max 5 fielders outside circle	Not applicable
Maximum overs per Player	10	8
Minimum overs per innings for a Match	15	15
No of drinks breaks	2	1
Time between drinks breaks	65	Not applicable
Start	10:30am	12:30pm
Finish	5:30pm	5:30pm
Interval	1:45-1:15pm	2:50-3:10pm

Fast short pitched deliveries	1 per over (above shoulder height) 2nd and subsequent in an over is a No ball	
Free hit	Free hit after any No ball	
Off side Wides	Outside marking	
Leg side Wides	Wide of striker and stumps	Wide of striker and protected area marking

Note: If there is an inconsistency between the Summary of Playing Conditions above and the written Rules, the written Rules prevail.

10. ADDITIONAL CONDITIONS OF PLAY IN THE T20 COMPETITIONS (INCLUDING SEMI-FINALS & FINALS)

10.1 Additional Conditions of Play in the T20 Competitions (including Semi-Finals & Finals)

- 10.1.1 The Conditions of Play set out in this Part 10 are Rules and only apply to the T20 Competitions.
- 10.1.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.
- 10.1.3 Subject to any approved policy of Cricket ACT relating to health and safety of Players and Rule 10.21, each side will be made up of a minimum of a maximum of 12 Players, subject to Rule 6.20.3(a).
- 10.1.4 Despite Rule **Error! Reference source not found.**, only 11 Players may field for the fielding side at any one time and only 11 Players may bat for the batting side in any innings of the Match.
- 10.1.5 Law 24.2 does not apply.

10.2 Match format for all Grades

- 10.2.1 T20 Competitions Matches will be played as 1 innings Matches limited to a maximum of 20 overs each innings.

10.3 Minimum number of overs to obtain a result

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

10.4 Player attire

- 10.4.1 For the purpose of Rule 6.4, in T20 Competitions Matches, correct cricket attire means:
 - (a) long white or cream cricket trousers, or long trousers in a colour of the Club's choosing, subject to Rule 6.4.2;
 - (b) shirts with a collar, sweaters, or vests, in a colour of the Club's choosing, subject to Rule 6.4.2;
 - (c) predominantly white or cream spiked shoes or boots, subject to Rule 6.4.6.

10.5 Hours of play (including Semi-Finals & Finals)

- 10.5.1 Unless otherwise specified in the Competition Draw:
 - (a) morning Matches will start at 10:30am and be scheduled to finish at 1:25pm;
 - (b) weekend afternoon Matches will start at 2:30pm and be scheduled to finish at 5:25pm; and

- (c) weekday afternoon Matches will start at 4:30pm and be scheduled to finish at 7:25pm.

- 10.5.2 Subject to Rule 10.5.4, in all Matches, the start of play is delayed or if play is interrupted, or if the Match proceeds to a Super Over, playing time equivalent to the amount of time lost or required to complete the Super Over, up to 30 minutes, will be added to the playing time.

- 10.5.3 Under no circumstances will play extend past the time that is 30 minutes past the scheduled finishing time of any Match

- 10.5.4 Evening Matches at Manuka Oval cannot finish later than 10:00pm on Saturday evenings and no extension can be made for evening Matches at Manuka Oval on Sundays, and where multiple Matches occur on the same ground on the same day, no extension is possible unless otherwise advised by the Competitions Manager.

10.6 Scheduled Intervals & drinks breaks (including Semi-Finals & Finals)

- 10.6.1 In all Matches there will be a 15-minute interval between innings and no drinks breaks will be taken during either innings.

10.7 Time for innings

- 10.7.1 In all Matches, each side must bowl the maximum number of overs in an innings (i.e. 20 overs) in no more than 80 minutes.

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

- 10.8.1 If, before the end of the first innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 10.5.2 the maximum number of overs to be bowled in each innings will be reduced by 1 over for every 8 minutes lost.

- 10.8.2 If in any calculation arising out of Rule 10.8.1, the answer includes a fractional number of overs, then that fraction is to be ignored.

- 10.8.3 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 10.8.1, its innings will end and the maximum number of overs to be received by the second batting side and the target score will be determined by using the Duckworth Lewis Stern method.

Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.8.

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

- 10.9.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 10.5.2 the maximum number of overs to be bowled in the second innings will be reduced by 1 over for every 4 minutes lost.

- 10.9.2 If in any calculation arising out of Rule 10.9.1, the answer includes a fractional number of overs, then that fraction is to be ignored.
- 10.9.3 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 10.9.1, the target score for the second batting side will be determined by using the Duckworth Lewis Stern method.

Note; the first batting side's score will be adjusted for the purpose of the calculation of the NRR under Rule 4.7.8.

10.10 Failure to bowl required overs in time

- 10.10.1 In all Matches, if the either side fails to bowl the required number of overs within the amount of time specified in Rule 10.7, or as adjusted under Rule 10.8 or Rule 10.9, play will continue until the required number of overs have been bowled, subject to Rule 10.5.2 and Rule 10.5.4.
- 10.10.2 In circumstances where play continues under Rule 10.10.1, despite the Powerplay in force at the time, there must not be more than 4 fielders outside the field restrictions circle at the time a ball is bowled during any over commencing after the expiration of the amount of time specified in Rule 10.7' or as adjusted under Rule 10.8 or Rule 10.9.
- 10.10.3 For the purposes of Rule 10.10.1, a side will be deemed to have bowled the required number of overs within the amount of time specified in Rule 10.7, or as adjusted under Rule 10.8 or Rule 10.9, if it has bowled, or is in a position to bowl, the first ball of the final over of the innings within the time allocated for the maximum overs in an innings under Rule 10.7 or as adjusted under Rule 10.8 or Rule 10.9.

10.11 Powerplays

- 10.11.1 In all Matches, each innings will include 2 Powerplays.
- 10.11.2 Powerplay 1 will be overs 1 to 4 (inclusive).
- 10.11.3 Powerplay 2:
- will be 2 consecutive overs;
 - may be called for by the batting side at any point from the 11th over of its innings, or, in circumstances where the maximum number of overs in an innings has been reduced under Rule 10.8 or Rule 10.9, at any point after half the maximum number of overs in its innings have been bowled;
 - must be called for at the beginning of the over or, if Rule 10.11.4 applies, the beginning of the second last over of the innings where there are 2 overs in the powerplay, or the last over of the innings where there is 1 over in the powerplay.
- 10.11.4 If number of maximum overs in an innings is reduced, the number of overs in the Powerplay will be reduced in accordance with the table below.

Maximum overs in an innings	Number of the overs in Powerplay 1	Number of overs in Powerplay 2
5-6	1	0
7-9	2	0
10-13	3	1
14-19	4	1

10.12 Fielding restrictions

- 10.12.1 At the time a ball is bowled:
- in any Match, there must not be more than 5 fielders on the on side;
 - in any Match during Powerplay 1 or Powerplay 2 there must not be more than 2 fielders outside the field restriction circle when a ball is bowled; and
 - all times other than during Powerplay 1 or Powerplay 2, there must be no more than 5 fielders outside the field restriction circle.
- 10.12.2 In the event of any infringement of Rule 10.12.1 (above) the Umpire at the striker's end (square leg umpire) will call and signal No ball.
- Note: for the avoidance of doubt, there is no requirement to have fielders in catching positions at any stage of an innings, in any Grade.*

10.13 Maximum number of overs per bowler

- 10.13.1 A Player must not bowl more than 4 overs in an innings in a Match.
- 10.13.2 Subject to 10.13.3, if the number of maximum overs in an innings is reduced, a Player must not bowl more than 20% of the maximum overs in the innings.
- 10.13.3 If, under Rule 10.13.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of Players necessary to make up the balance may bowl 1 additional over each.
- 10.13.4 If, in any Match, the maximum number of overs in an innings reduced under Rule **Error! Reference source not found.** or Rule **Error! Reference source not found.**, and, at the time the maximum number of overs is reduced a Player has already bowled more overs than the Player is allowed to bowl under Rule 10.13.2 and Rule 10.13.3, the side fielding will not be in breach of this Rule 10.13, but that Player cannot bowl again in the innings.
- 10.13.5 For the purposes of Rule 10.13.4 (above), if a Player to whom the Rule applies was part way through an over when play was interrupted, another Player must complete the over (in accordance with Law 17.8 and Rule 6.21.2).
- 10.13.6 If a Player bowls more than the allowed number of overs, all previous events stand, and as soon as the error is discovered the Captain must immediately have another Player complete the over (in accordance with Law 17.8 and Rule 6.21.2).

10.14 Fast short pitched bowling

- 10.14.1 Law 41.6 is replaced by this Rule 10.14.
- 10.14.2 For the purposes of this Rule 10.14, **fast short pitched delivery** is defined as a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 10.14.3 Subject to Rule 10.14.6, a fast short-pitched delivery that passes above the head height of the striker standing upright at the popping crease shall be called a Wide by the Umpire.
- 10.14.4 A Player must not bowl more than 1 fast short-pitched delivery in an over.
- 10.14.5 The Umpire at the bowler's end will advise the Player bowling and the batter on strike when a fast short-pitched delivery has been bowled.
- 10.14.6 In the event of a Player bowling more than 1 fast short-pitched delivery in an over, either Umpire will call and signal No ball on each occasion regardless of whether or not the delivery would, but for this Rule 10.14.6, have been a Wide.
- Note: The Umpire's signal to signify a No ball for a fast short pitched delivery will be to call and signal No ball and then tap the head with the other hand.*
- 10.14.7 If a Player bowls a No ball under Rule 10.14.6, the Umpire that calls and signal No ball will inform the other umpire, the Captain of the fielding side and the batter on strike of what has occurred and caution the Player that the Player will not be permitted to bowl again in the innings if the Player bowls another such No ball.
- 10.14.8 If a Player bowls 2 No balls under Rule 10.14.6 in an innings the Player must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 17.8 and Rule 6.21.2).
- 10.14.9 If a Player is suspended from bowling under Rule 9.16.8, the Umpires must report the matter under Part 2.

10.15 Free Hit After a No ball

- 10.15.1 For the purposes of this Rule 10.15, if a delivery is a **free hit** delivery, neither Player batting will be capable of being out, except as a Player may be out following a No Ball call (i.e. as under Law 21.18), even if the delivery is called Wide.
- 10.15.2 The delivery following any No Ball will be a **free hit** for the Player on strike.
- 10.15.3 If a delivery which is a free hit is called No ball or Wide, the following delivery will also be a free hit for the Player on strike.
- 10.15.4 The Umpire at the bowler's end will signal that the next delivery is to be a free hit by a circular motion of the arm above the head.
- 10.15.5 The free hit delivery will count as 1 delivery in the over unless it is called No ball or Wide.

- 10.15.6 For a free hit delivery, Player's fielding must remain in the positions they were in when the previous delivery was bowled, unless a different Player is on strike for the free hit delivery.

10.16 Wides

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

- 10.16.1 Subject to Law 22.4 and Rule 10.16.3, in any Match a delivery will be called and signalled Wide if:
- (a) in the opinion of the Umpire, it does not give the striker a reasonable opportunity to score; or
 - (b) it passes the striker's stumps outside the Wide marking.
- 10.16.2 Subject to Law 22.4 and Rule 10.16.3, a delivery on the leg side will be called and signalled Wide:
- (a) in any 1st Grade or 2nd Grade Match if it passes to the leg side of the striker's stumps and the striker's body; and
 - (b) in any 3rd Grade or 4th Grade Match if it passes the striker's stumps outside the striker's body and outside of the leg side protected area marking.
- Note: The location of all pitch markings is shown in Annexure C.*
- 10.16.3 In addition to Law 22.4, a delivery will not to be called and signalled Wide in any Match if:
- (a) the delivery passes to the leg side of the striker's stumps but between the stumps and the striker; or
 - (b) the striker moves toward the offside and, in the Umpire's opinion, the ball would have made contact with the striker in a normal batting position.

10.17 The result

- 10.17.1 Subject to Rule 10.3 and Rule 10.17.6, in accordance with Law 21.2, at the end of a Match, the side which has scored a total of runs in its innings in excess of those scored in the completed innings of the competing side wins the Match.
- 10.17.2 Subject to Rule 10.19, if at the end of a Match the total of runs of both sides completed innings the scores are equal, the result is a **tie** regardless of the number of wickets which have fallen in either innings.
- 10.17.3 A Match involving a Forfeit will be subject at all times to Rule 6.20.4.
- 10.17.4 If a Semi-Final or Final ends in a tie at the end of a Match, the result will be determined in accordance with Rule 10.19.
- 10.17.5 A Match that has ended but has not reached a result, including a Match that is abandoned under Rule 10.3 is a **draw**.
- 10.17.6 For the avoidance of doubt, and in accordance with Rule **Error! Reference source not found.** and Rule **Error! Reference source not found.**, in all Matches, in all Grades, the Duckworth

Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the Match, the number of overs in the innings of either side has to be revised to a lesser number than originally allocated.

Note: Refer to Rule 6.7.6 for application of Duckworth Lewis Stern method.

10.18 Competition Points

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

Note: There are no bonus Competition Points awarded in the T20 Competitions

10.19 Tied Semi-Finals, Finals and Knockout Round Matches

- 10.19.1 If at the completion of both side's innings in a Semi-Final, Final or Knockout Match, the total runs of both sides completed innings are equal, the result will be determined by a 'Super Over' in accordance with Rule 10.20.
- 10.19.2 If a 'Super Over' cannot be completed due to time (see Rule 10.5), weather, bad light or for any other reason, or the Match will be deemed to be tied (see Rules 4.9.15 and 4.9.21).

10.20 Procedure for the Super Over

- 10.20.1 If a Match is to be determined by a 'Super Over' each side bats for 1 over, and the side that scores the most runs from that over wins the Match.
- 10.20.2 If both sides score the same number of runs from their respective overs under Rule 10.20.1 (or any subsequent overs under this Rule 10.20.2) each side will bat for another over, and the side that scores the most runs from that over wins the Match.
- 10.20.3 The 'Super Over' will commence 5 minutes after the end of the second innings of the Match and there will be a 5-minute interval between each over of the Super Over regardless of how many overs are bowled.
- 10.20.4 The 'Super Over' will continue on the same pitch as the first 2 innings of the Match were played on.
- 10.20.5 The sides that batted second in the Match will bat first in the Super Over and in the event of subsequent overs being played under Rule 10.20.2, the side batting second in the previous overs will bat first in the subsequent over.
- 10.20.6 Both overs will be bowled from the same end, and the first fielding side may choose the end, and if the Match continues under Rule 10.20.2, the overs will be bowled from the opposite to end to which the last overs were bowled
- 10.20.7 Both sides must use the ball it used during the Match.

- 10.20.8 Before the start of the 'Super Over' each side must advise the Umpires in writing of the Player who will bowl its over.
- 10.20.9 The Super Over is played with the same fielding restrictions as those in place outside of the powerplays of a T20 Competition Match.
- 10.20.10 The Umpires will not change ends.
- 10.20.11 The loss of two wickets in the over ends a side's over.
- 10.20.12 A batter dismissed in an over cannot bat in any subsequent over played under Rule 10.20.2.
- 10.20.13 For the purposes of Law 17.6 and Law 17.8, all overs bowled in a Super Over are considered to be overs in the same innings, but are a separate innings to the innings of the Match played before the start of the Super Over (that is, a bowler who bowled the last over of an innings before the Super Over may bowl the first over in a Super Over, but if the Match continues under Rule 10.20.2, the bowler cannot bowl 2 consecutive overs).

10.21 Replacement Rule – Concussion

- 10.21.1 A Player who becomes a Concussed Player may be replaced by another Player who:
- (a) has not been named on a Team Sheet for any other Match on that day;
 - (b) is otherwise eligible to play in the Match in accordance with Part 5 of these Rules; and
 - (c) to the extent practicable, is of a similar or no better level of skill and has a similar skillset, to the Concussed Player.
- 10.21.2 If a replacement Player replaces a Concussed Player:
- (a) the replacement Player must be identified to any Appointed Umpire(s) officiating in the Match and to the opposing side's Captain before the replacement Player takes any part in the Match;
 - (b) the names of the Concussed Player and the replacement Player must be recorded by the Appointed Umpire(s) (where applicable) and the Captain of the Concussed Player's side, and forwarded to the Competitions Manager before 10pm on the day that is 3 days after the conclusion of the day's play; and
 - (c) the Club of the Concussed Player must provide the Competitions Manager with an *Incident Report Form: Australian Cricket Community Concussion and Head Impact Guidelines* (Annexure I.2) for the Concussed Player before 10pm on the day that is 3 days after the conclusion of the day's play.
- 10.21.3 The replacement Player must be included on the Team Sheet for the Match prior to the conclusion of the Match.
- 10.21.4 If a Concussed Player becomes a Concussed Player while batting and retires their innings, and the side's innings continues, the replacement Player may bat in the side's innings either immediately following the

Concussed Player's retirement or following the fall of any subsequent wicket.

10.21.5 For the purposes of Rule 10.1.3, a Player replaced in accordance with Rule 10.21.1 and their replacement will be counted as 1 Player.

10.21.6 Nothing in Rule 10.21.4 requires that a replacement Player must either continue a Concussed Player's innings or to bat in the side's innings.

10.21.7 If a Concussed Player has been replaced in a Match and ceases to be a Concussed Player in accordance with Rule 6.38.6 before the conclusion of the Match the Player may participate in the remainder of the Match.

10.21.8 If a Player resumes participation in a Match in accordance with Rule 10.21.7, any Player that has replaced them in the Match must be removed from the Match.

10.21.9 If a Player who is removed from a Match in accordance with Rule 10.21.8 is batting at the time they are removed from the Match, they must retire their innings in accordance with Law 25.4.2.

10.21.10 If a Player resuming participation in a Match in accordance with Rule 10.21.7 had retired their innings when they became a Concussed Player, they may resume their innings in accordance with Law 25.4.4.

10.22

Summary of playing conditions in T20 Competitions

Overs per side	20
Time for innings (minutes)	80
Max 2 fielders outside the circle (note - no close in catchers needed)	First 4 overs + Surge
Max 5 fielders out (Men) Max 4 fielders out (1st Grade Women)	Overs 5–20
Max overs per Player	4
Minutes per over (for re-calculations etc.)	4
Min overs per side for a match	5 overs
Interval	15 mins
No balls	free hit after ANY No ball
Boundaries	60–65 m
Bouncers	1 per over (shoulder height)
Wides leg side	Wide of striker and stumps (Divs 1 & 2) Wide of striker and protected area marking (Divs 3 & 4)
Wides off side	Outside marking

Note: If there is an inconsistency between the Summary of Playing Conditions above and the written Rules, the written Rules prevail.

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

11.1 The Players (including extra Players)

- 11.1.1 Each side taking part in a Match will be made up of a minimum of 7 Players and a maximum of 14 Players.
- 11.1.2 Despite any other Rule in this Part 11, a side in a Match must include at the commencement of the Match a minimum of 7 persons registered as a player with the Club that the side represents.
- 11.1.3 If a side does not comply with Rule 11.1.2, the side forfeits the Match, and if neither side complies with Rule 11.1.2, the Match is abandoned.
- 11.1.4 Despite Rule 11.1.1, only 11 Players may field for the fielding side at any time and only 11 Players may bat for the batting side in any innings of the Match.
- 11.1.5 The sharing of Players between the 2 sides involved in a Match is permitted by mutual consent of the Captains if either side is unable to field 11 Players.
Note: For the avoidance of doubt, a side is not obliged to share Players under Rule 11.1.5 (however the Administering Body considers that it is in the best interests of the Competition to do so).
- 11.1.6 A Club may apply to have a person registered as a player from a Club not drawn to play in a Match deemed eligible by the Competitions Manager to play in a Match (**Additional Player**).
- 11.1.7 An application for an Additional Player made under Rule 11.1.6 must:
- (a) be in writing, (including email);
 - (b) be received by the Competitions Manager before 5:00pm on the Thursday before the relevant Match;
 - (c) provide evidence that the Club that the Additional Player is registered as a player with consents to the application;
 - (d) provide evidence that the Club of the opposing side in the relevant Match consents to the Additional Player playing in the Match for the side of the Club making the application.
- 11.1.8 If the Competitions Manager receives an application for an Additional Player under Rule 11.1.6 then, providing that the application complies with the requirements of Rule 11.1.7, the Competitions manager may, in his or her absolute discretion, deem the Additional Player eligible to take part in the relevant Match.
- 11.1.9 Nothing in Rule 11.1.8 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when exercising their discretion under that Rule.
- 11.1.10 If Players are shared in a Match under Rule 11.1.5, or if Additional Players play in a

Match, for the purposes of the statistical records of Cricket ACT, all Players' scores and figures will stand, and be attributed to the Player as runs scored or figures achieved as though playing for the Club they are registered with.

- 11.1.11 No person named in a WNCL squad or a WBBL squad may play in a Match in the Women's Competitions without prior written consent from the Competitions Manager, which may be given in their absolute discretion.
- 11.1.12 A request for consent under Rule 11.1.11 must be made in writing at least 3 days before the Match in question, clearly stating the reasons for the request and outlining the proposed 'role' that person will play in the Match.
- 11.1.13 Nothing in Rule 11.1.11 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when exercising their discretion under that Rule.
- 11.1.14 Law 24.2 does not apply.

11.2 Player attire

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

11.3 The innings in Women's Competitions

- 11.3.1 In the Women's Competitions, subject to the additional conditions of play in the Lynne O'Meara Premiership Cup and Glenda Hall Shield, an innings will close at the fall of 10 wickets.
- 11.3.2 If a side in a Women's Competition is made up of less than 11 Players, dismissed Players must bat a second time commencing, subject to Rule 11.3.4, with the lowest scoring Player, then the second lowest scoring Player (and if they are the same score it will be the batter with the least balls faced) and then in batting order from bottom to top), until all Players have batted twice or 10 wickets have fallen.
- 11.3.3 Players may be retired without penalty at the discretion of the Captain of the batting side.
- 11.3.4 Retired Players may also bat a second time once the dismissed batters have had a second opportunity, similarly, commencing with the lowest scoring retired Player, then the next lowest scoring Player and so on, but a Player cannot be retired a second time.
- 11.3.5 The retirement of a Player's innings (voluntary or through injury) does not constitute a fall of wicket.

11.4 The over in Women's Competitions

- 11.4.1 Law 17 is modified by this Rule 11.4.
- 11.4.2 Despite Law 17.3, the length over the over is limited to a maximum of 8 delivered balls that are valid balls, No balls or Wides (ie. a No ball or a Wide will count as one of the 6 balls of the over if not counting the ball would extend the over to more than 8 delivered balls).
- 11.4.3 Nothing in this Rule 11.4 affects the application of Law 17.3.2.1, Law 17.3.2.2 or Law 17.3.2.5.

11.5 Fast short pitched bowling in Women's Competitions

Note: The rules regarding deliveries that do not pitch (full tosses) are included at Rule 6.33.

- 11.5.1 Law 41.6 is replaced by this Rule 11.4.
- 11.5.2 For the purposes of this Rule 11.4, **fast short pitched delivery** is defined as a delivery, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- 11.5.3 Subject to Rule 11.5.6, a fast short-pitched delivery that passes above the head height of the striker standing upright at the popping crease is a Wide under Rule 11.7 and shall be called a Wide by the Umpire.
- 11.5.4 A Player must not bowl more than 1 fast short-pitched delivery in an over.
- 11.5.5 The Umpire at the bowler's end will advise the Player bowling and the batter on strike when a fast short-pitched delivery has been bowled.
- 11.5.6 In the event of a Player bowling more than 1 fast short-pitched delivery in an over, either Umpire will call and signal No ball on each occasion regardless of whether or not the delivery would, but for this Rule 11.5.6, have been a Wide.
- Note: The Umpires' signal to signify a No ball for a fast short pitched delivery will be to call and signal No ball and then tap the head with the other hand.*
- 11.5.7 If a Player bowls a No ball under Rule 11.5.6, the Umpire that calls and signal No ball will inform the other umpire, the Captain of the fielding side and the batter on strike of what has occurred and caution the Player that the Player will not be permitted to bowl again in the innings if the Player bowls another such No ball.
- 11.5.8 If a Player bowls 2 No balls under Rule 11.5.6 in an innings the Player must not bowl again in the innings, including must not bowl any further deliveries in the over (which will be completed by another Player in accordance with Law 17.8 and Rule 6.21.2).
- 11.5.9 If a Player is suspended from bowling under Rule 11.5.8, the Umpires must report the matter under Part 2.

11.6 Free Hit After No ball

- 11.6.1 For the purposes of this Rule 10.15, if a delivery is a **free hit** delivery, neither Player batting will be capable of being out, except as a

Player may be out following a No Ball call (i.e. as under Law 21.18), even if the delivery is called Wide.

- 11.6.2 The delivery following any No Ball will be a **free hit** for the Player on strike.
- 11.6.3 If a delivery which is a free hit is called No ball or Wide, the following delivery will also be a free hit for the Player on strike.
- 11.6.4 The Umpire at the bowler's end will signal that the next delivery is to be a free hit by a circular motion of the arm above the head.
- 11.6.5 The free hit delivery will count as 1 delivery in the over unless it is called No ball or Wide.
- 11.6.6 For a free hit delivery, Player's fielding must remain in the positions they were in when the previous delivery was bowled, unless a different Player is on strike for the free hit delivery.

11.7 Wides in Women's Competitions

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

- 11.7.1 Subject to Law 22.4 and Rule 11.7.2, in any Match a delivery will be called and signalled Wide if:
- (a) in the opinion of the Umpire, it does not give the striker a reasonable opportunity to score;
 - (b) it passes the striker's stumps outside the Wide marking; or
 - (c) it passes the striker's stumps to the leg side outside the striker's body and outside the leg side protected area marking.
- Note: The location of all pitch markings is shown in Annexure C.*
- 11.7.2 In addition to Law 22.4, a delivery will not to be called and signalled Wide in any Match:
- (a) if the delivery passes to the leg side of the striker's stumps but between the stumps and the striker; or
 - (b) the striker moves toward the offside and, in the Umpire's opinion, the ball would have made contact with the striker in a normal batting position.

11.8 Withdrawal from a Women's Competition

- 11.8.1 If a Club withdraws a side from a Women's Competition:
- (a) for the purposes of NRR calculations, runs scored, wickets taken, overs received and overs bowled will be disregarded;
 - (b) any Competition Points awarded in Matches against that side will be disregarded; but
 - (c) for the purposes of the statistical records of Cricket ACT, all Players' scores and figures will stand.

11.9 Replacement Rule – Concussion

- 11.9.1 A Player who becomes a Concussed Player may be replaced by another Player who:

- (a) has not been named on a Team Sheet for any other Match on that day;
 - (b) is otherwise eligible to play in the Match in accordance with Part 5 of these Rules; and
 - (c) to the extent practicable, is of a similar or no better level of skill and has a similar skillset, to the Concussed Player.
- 11.9.2** If a replacement Player replaces a Concussed Player:
- (a) the replacement Player must be identified to any Appointed Umpire(s) officiating in the Match and to the opposing side's Captain before the replacement Player takes any part in the Match;
 - (b) the names of the Concussed Player and the replacement Player must be recorded by the Appointed Umpire(s) (where applicable) and the Captain of the Concussed Player's side, and forwarded to the Competitions Manager before 10pm on the day that is 3 days after the conclusion of the day's play; and
 - (c) the Club of the Concussed Player must provide the Competitions Manager with an Incident Report Form: Australian Cricket Community Concussion and Head Impact Guidelines (Annexure I.2) for the Concussed Player before 10pm on the day that is 3 days after the conclusion of the day's play.
- 11.9.3** The replacement Player must be included on the Team Sheet for the Match prior to the conclusion of the Match.
- 11.9.4** If a Concussed Player becomes a Concussed Player while batting and retires their innings, and the side's innings continues, the replacement Player may bat in the side's innings either immediately following the Concussed Player's retirement or following the fall of any subsequent wicket.
- 11.9.5** For the purposes of Rule 10.1.3, a Player replaced in accordance with Rule 11.9.1 and their replacement will be counted as 1 Player.
- 11.9.6** Nothing in Rule 11.9.4 requires that a replacement Player must either continue a Concussed Player's innings or to bat in the side's innings.
- 11.9.7** If a Concussed Player has been replaced in a Match and ceases to be a Concussed Player in accordance with Rule 6.38.6 before the conclusion of the Match the Player may participate in the remainder of the Match.
- 11.9.8** If a Player resumes participation in a Match in accordance with Rule 11.9.7, any Player that has replaced them in the Match must be removed from the Match.
- 11.9.9** If a Player who is removed from a Match in accordance with Rule 11.9.8 is batting at the time they are removed from the Match, they must retire their innings in accordance with Law 25.4.2.
- 11.9.10** If a Player resuming participation in a Match in accordance with Rule 11.9.7 had retired their

innings when they became a Concussed Player, they may resume their innings in accordance with Law 25.4.4.

11.10 Match format for Lynne O'Meara Premiership Cup

- 11.10.1** Lynne O'Meara Premiership Cup Matches will be played as 1 innings Matches limited to a maximum of 40 overs each innings.
- 11.10.2** Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.

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

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

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

- 11.12.1** Unless otherwise specified in the Competition Draw, Lynne O'Meara Premiership Cup Matches will start at 12:30pm.
- 11.12.2** Unless otherwise specified in the Competition Draw, the scheduled finishing time for all Lynne O'Meara Premiership Cup Matches is 6:10pm unless a result is obtained earlier when the Match will end.
- 11.12.3** In all Matches, the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, up to 50 mins, will be added to the playing time.
- 11.12.4** Under no circumstances will play extend past the time that is 1 hour past the scheduled finishing time of any Match.
- 11.12.5** Evening Matches at Manuka Oval cannot finish later than 10:00pm on Saturday evenings and no extension can be made for evening Matches at Manuka Oval on Sundays, and where multiple Matches occur on the same ground on the same day, no extension is possible unless otherwise advised by the Competitions Manager

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

- 11.13.1** In Lynne O'Meara Premiership Cup Matches there will be a scheduled interval of 30 minutes from 3:20pm or, for Matches with a scheduled start time other than 12:30pm, from the time that is 2 hours and 20 minutes after the scheduled start time.

11.14 Time for innings in Lynne O'Meara Premiership Cup Matches

- 11.14.1** In Lynne O'Meara Premiership Cup Matches, each side must bowl the maximum number of

overs in an innings (i.e. 40 overs) in no more than 140 minutes.

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

- 11.15.1 If, before the end of the first innings of a Lynne O'Meara Premiership Cup Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.12.3, the maximum number of overs to be bowled in each innings will be reduced by 1 over for every 7 minutes (or part thereof) lost.
- 11.15.2 If, in any Match, the first batting side has batted for more overs than the number of overs the innings is reduced to under Rule 11.15.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined in accordance with Rule 11.15.1 and the target score will be determined by using the Duckworth Lewis Stern method .
- 11.15.3 If in any calculation arising out of Rule 11.15, the answer involves a fractional number of overs, then that fraction is to be ignored.

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

- 11.16.1 If, after the end of the first innings, but before the end of a second innings of a Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.12.3 the maximum number of overs to be bowled in the second innings will be reduced by 1 over for every 3 minutes and 30 seconds (or part thereof) lost.
- 11.16.2 If in any calculation arising out of Rule 11.16 , the answer involves a fractional number of overs, then that fraction is to be ignored.
- 11.16.3 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 11.16, the target score for the second batting side will be determined by using the Duckworth Lewis Stern method.

11.17 Failure to bowl required overs in time in Lynne O'Meara Premiership Cup Matches

- 11.17.1 In any Match, if the either side fails to bowl the required number of overs by the scheduled finishing time, play will continue until the required number of overs have been bowled.
- 11.17.2 In circumstances where play continues under Rule 11.17.1, despite the Powerplay in force at the time, there must not be more than 4 fielders outside the field restrictions circle at the time a ball is bowled during any over commencing after the expiration of the amount of time specified in Rule 11.13, or as adjusted under Rule 11.14 or Rule 11.15.
- 11.17.3 For the purposes of Rule 11.17.1 a side will be deemed to have bowled the required number of overs within the amount of time specified in

Rule 11.13, or as adjusted under Rule 11.14 or Rule 11.15, if it has bowled, or is in a position to bowl, the first ball of the final over of the innings within the time allocated for the maximum overs in an innings under in Rule 11.13, or as adjusted under Rule 11.14 or Rule 11.15.

11.18 Powerplays

- 11.18.1 In Lynne O'Meara Premiership Cup Matches, each innings will be divided into 2 Powerplays.
- 11.18.2 Powerplay 1 will be overs 1 to 12 (inclusive).
- 11.18.3 Powerplay 2 will be overs 13 to 40 (inclusive).
- 11.18.4 If number of maximum overs in an innings is reduced, the number of overs in each Powerplay will be reduced in accordance with the table below.

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

11.19 Fielding restrictions, including Powerplays

- 11.19.1 At the time a ball is bowled in any Lynne O'Meara Premiership Match:
- there must not be more than 5 fielders on the on side; and
 - a maximum of 1 fielder may be in front of the wicket and within 10 metres of the striker provided at all times that the fielder is wearing a helmet and is 18 years of age or over on the day of a Match.
- 11.19.2 At the time a ball is bowled in any Lynne O'Meara Premiership Cup Match during:

- (a) Powerplay 1, there must not be more than 2 fielders outside the field restriction circle; and
- (b) during Powerplay 2, there must be no more than 5 fielders outside the field restriction circle;

11.19.3 In the event of any infringement of Rule 11.7 (the Umpire at the striker's end (square leg umpire) will call and signal No ball.

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

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

11.20.1 A Player must not bowl more than 8 overs in an innings for Lynne O'Meara Premiership Cup Matches

11.20.2 Subject to Rule 11.20.3, if the maximum number of overs in an innings is reduced, a Player must not bowl more than 20% of the maximum overs in the innings.

11.20.3 If, under Rule 11.20.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of Players necessary to make up the balance may bowl 1 additional over each.

11.20.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 11.15 or Rule 11.16, and, at the time the maximum number of overs is reduced a Player has already bowled more overs than the Player is allowed to bowl under Rule 11.20.2 and Rule 11.20.3, the side fielding will not be in breach of rule, but that Player cannot bowl again in the innings.

11.20.5 For the purposes of Rule 11.20.4, if a Player to whom the Rule applies was part way through an over when play was interrupted, then the Player must be replaced and another Player must complete the over (in accordance with Law 17.8 and Rule 6.21.2).

11.20.6 If a Player bowls more than the allowed number of overs, all previous events stand, and as soon as the error is discovered the Captain must immediately have another Player complete the over (in accordance with Law 17.8 and Rule 6.21.2).

11.21 The result in Lynne O'Meara Premiership Cup Matches

11.21.1 Subject to Rule 11.11 and Rule 11.21.5, in accordance with Law 21.2, at the end of a Lynne O'Meara Premiership Cup Match, the side which has scored a total of runs in its innings in excess of those scored in the completed innings of the competing side, wins the Match

11.21.2 If at the end of a Lynne O'Meara Premiership Cup Match the total of runs of both side's completed innings the scores are equal, the result is a **tie** regardless of the number of wickets which have fallen in either innings.

11.21.3 A Lynne O'Meara Premiership Cup Match that has ended but has not reached a result, including where minimum number of overs have not been bowled under Rule 11.11 is a **draw**.

11.21.4 A Match involving a Forfeit will be subject at all times to Rule 6.20.4.

11.21.5 For the avoidance of doubt, and in accordance with Rule 11.15 **Error! Reference source not found.** and Rule 11.16 **Error! Reference source not found.** in all Matches, in all Grades, the Duckworth Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the Match, the number of overs in the innings of either side has to be revised to a lesser number than originally allocated.

Note: Refer to Rule 6.7.6 for application of Duckworth Lewis Stern method.

11.22 Tied Semi-Finals and Finals Matches

11.22.1 If at the completion of both side's innings in a Semi-Final or Final, the total runs of both sides completed innings are equal, the result will be determined by a Super Over in accordance with Rule 11.23.

11.22.2 If a 'Super Over' cannot be completed due to time (see Rule 11.12), weather, bad light or for any other reason, the Match will be deemed to be tied (see Rules 4.7.15 and 4.7.22).

11.23 Procedure for the Super Over

11.23.1 If a Lynne O'Meara Cup Match is to be determined by a 'Super Over' each side bats for 1 over, and the side that scores the most runs from that over wins the Match.

11.23.2 If both sides score the same number of runs from their respective overs under Rule 11.23.1 (or any subsequent overs under this Rule 11.23.2) each side will bat for another over, and the side that scores the most runs from that over wins the Match.

11.23.3 The 'Super Over' will commence 5 minutes after the end of the second innings of the Match and there will be a 5-minute interval between each over of the Super Over regardless of how many overs are bowled.

11.23.4 The 'Super Over' will continue on the same pitch as the first 2 innings of the Match were played on.

11.23.5 The sides that batted second in the Match will bat first in the Super Over and in the event of subsequent overs being played under Rule 11.23.2, the side batting second in the previous overs will bat first in the subsequent over.

11.23.6 Both overs will be bowled from the same end, and the first fielding side may choose the end, and if the Match continues under Rule 11.23.2, the overs will be bowled from the opposite to end to which the last overs were bowled

11.23.7 Both sides must use the ball it used during the Match.

- 11.23.8 Before the start of the 'Super Over' each side must advise the Umpires in writing of the Player who will bowl its over.
- 11.23.9 The Super Over is played with the same fielding restrictions as those in place for the final over of a Lynne O'Meara Cup Match.
- 11.23.10 The Umpires will not change ends.
- 11.23.11 The loss of two wickets in the over ends a side's over.
- 11.23.12 A batter dismissed in an over cannot bat in any subsequent over played under Rule 11.23.2.
- 11.23.13 For the purposes of Law 17.6 and Law 17.8, all overs bowled in a Super Over are considered to be overs in the same innings, but are a separate innings to the innings of the Match played before the start of the Super Over (that is, a bowler who bowled the last over of an innings before the Super Over may bowl the first over in a Super Over, but if the Match continues under Rule 11.23.2, the bowler cannot bowl 2 consecutive overs).

11.24 Competition Points for Lynne O'Meara Premiership Cup Matches

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

11.25 Match format for all Glenda Hall Shield matches

- 11.25.1 Glenda Hall Shield Matches will be played as 1 innings Matches limited to a maximum of 20 overs each innings.
- 11.25.2 Law 13.3.3 and Law 15.1 do not apply and a Captain is not permitted to declare an innings closed.

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

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

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

- 11.27.1 Unless otherwise specified in the Competition Draw, Glenda Hall Shield Matches will start at 2:00pm and be scheduled to finish at 5:00pm.
- 11.27.2 In all Glenda Hall Shield Matches, the start of play is delayed or if play is interrupted, playing time equivalent to the amount of time lost, up to 60 minutes, will be added to the playing time.
- 11.27.3 Under no circumstances will play extend past the time that is 1 hour past the scheduled finishing time of any Match.

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

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

11.29 Time for innings in Glenda Hall Shield Matches

- 11.29.1 In all Glenda Hall Shield Matches, the first fielding side must bowl the maximum number of overs in an innings in no more than 80 minutes.

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

- 11.30.1 If, before the end of the first innings of a Glenda Hall Shield Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.27.2 the maximum number of overs to be bowled in each innings will be reduced by 1 over for every 8 minutes lost.
- 11.30.2 If, in any Match, the first batting side has batted for more overs than the number overs the innings is reduced to under Rule 11.30.1, its innings will end and the maximum number of overs to be received by the second batting side will be determined in accordance with Rule 11.30.1 and the target score will be determined by using the Duckworth Lewis Stern method .

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

- 11.31.1 If, after the end of the first innings, but before the end of a second innings of a Glenda Hall Shield Match, more playing time is lost (either through delay or interruption) than can be added to the playing time under Rule 11.27.2 the maximum number of overs to be bowled in the second innings will be reduced by 1 over for every 4 minutes lost.
- 11.31.2 If the maximum number of overs to be bowled in the second innings of a Match is reduced under Rule 11.31.1, the target score for the second batting side will be determined by using the Duckworth Lewis Stern method.

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

- 11.32.1 In any Match, if the either side fails to bowl the required number of overs by the scheduled finishing time, play will continue until the required number of overs have been bowled.
- 11.32.2 In circumstances where play continues under Rule 11.32.1, despite the Powerplay in force at the time, there must not be more than 4 fielders outside the field restrictions circle at the time a ball is bowled during any over commencing after the expiration of the amount of time specified in Rule 11.29, or as adjusted under Rule 11.30 or Rule 11.31.

- 11.32.3 For the purposes of Rule 11.32.1 a side will be deemed to have bowled the required number of overs within the amount of time specified in Rule 11.29, or as adjusted under Rule 11.30 or Rule 11.31, if it has bowled, or is in a position to bowl, the first ball of the final over of the innings within the time allocated for the maximum overs in an innings under in Rule 11.29, or as adjusted under Rule 11.30 or Rule 11.31.

11.33 Powerplays

- 11.33.1 In all Glenda Hall Shield Matches, each innings will include 2 Powerplays.
- 11.33.2 Powerplay 1 will be overs 1 to 4 (inclusive).
- 11.33.3 Powerplay 2:
- will be 2 consecutive overs;
 - may be called for by the batting side at any point from the 11th over of its innings or, in circumstances where the maximum number of overs in an innings has been reduced under Rule 11.30 or Rule 11.31, at any point after half the maximum number of overs in its innings have been bowled;
 - must be called for at the beginning of the over;
 - if not called for by the batting side, commence at the beginning of the 18th over of its innings (or, if Rule 11.33.4 applies, the beginning of the second last over of the innings where there are 2 overs in the powerplay, or the last over of the innings where there is 1 over in the powerplay).
- 11.33.4 If number of maximum overs in an innings is reduced, the number of overs in the Powerplay will be reduced in accordance with the table below.

Maximum overs in an innings	Number of the overs in Powerplay 1	Number of overs in Powerplay 2
5-6	1	0
7-9	2	0
10-13	3	1
14-19	4	1

11.34 Fielding restrictions in Glenda Hall Shield Matches

- 11.34.1 At the time a ball is bowled in a Glenda Hall Shield Match:
- there must not be more than 5 fielders on the on side;
 - a maximum of 1 fielder may be in front of the wicket and within 10 metres of the striker provided at all times that the fielder is wearing a helmet and is 18 years of age or over on the day of a Match.
 - during the Powerplay there must not be more than 2 Players fielding outside the field restriction circle; and

- at all times after the completion of the Powerplay there must be no more than 5 Players fielding outside the field restriction circle

- 11.34.2 In the event of any infringement of Rule 11.34.1 the Umpire at the striker's end (square leg umpire) will call and signal No ball.

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

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

- 11.35.1 A Player must not bowl more than 4 overs in an innings for a Glenda Hall Shield Match.
- 11.35.2 Subject to 11.35.3, if the number of maximum overs in an innings is reduced, a Player must not bowl more than 20% of the maximum overs in the innings.
- 11.35.3 If, under Rule 11.35.2, the maximum number of overs to be bowled is not divisible by 5, the minimum number of Players necessary to make up the balance may bowl 1 additional over each.
- 11.35.4 If, in any Match, the maximum number of overs in an innings reduced under Rule 11.30 or Rule 11.31, and, at the time the maximum number of overs is reduced a Player has already bowled more overs than the Player is allowed to bowl under Rule 11.35.2 and Rule 11.35.3, the side fielding will not be in breach of rule, but that Player cannot bowl again in the innings.
- 11.35.5 For the purposes of Rule 11.35.4, if a Player to whom the Rule applies was part way through an over when play was interrupted, then the Player must be replaced and another Player must complete the over (in accordance with Law 17.8 and Rule 6.21.2).

11.36 The result in Glenda Hall Shield Matches

- 11.36.1 Subject to Rule 11.26 and Rule 11.36.6, in accordance with Law 21.2, at the end of a Glenda Hall Shield Match, the side which has scored a total of runs in its innings in excess of those scored in the completed innings of the competing side, wins the Match.
- 11.36.2 Subject to Rule 11.38, if at the end of a Glenda Hall Shield Match the total of runs of both sides completed innings the scores are equal, the result is a **tie** regardless of the number of wickets which have fallen in either innings.
- 11.36.3 A Glenda Hall Shield Match involving a Forfeit will be subject at all times to Rule 6.20.4.
- 11.36.4 If a Semi-Final or Final in the Glenda Hall Shield ends in a tie at the end of a Match, the result will be determined in accordance with Rule 11.38.
- 11.36.5 A Glenda Hall Shield Match that has ended but has not reached a result, including a Match that is abandoned under Rule 11.26 is a **draw**.
- 11.36.6 For the avoidance of doubt, and in accordance with Rule 11.30 and Rule 11.31, in all Matches,

in all Grades, the Duckworth Lewis Stern method is to be used in determining results if, due to suspension of play after the start of the Match, the number of overs in the innings of either side has to be revised to a lesser number than originally allocated.

Note: Refer to Rule 6.7.6 for application of Duckworth Lewis Stern method.

11.37 Competition Points

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

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

- 11.38.1 If at the completion of both side's innings in a Semi-Final or a Final in the Glenda Hall Shield the total runs of both sides completed innings are equal, the result will be determined by a 'Super Over' in accordance with Rule 11.39.
- 11.38.2 If a 'Super Over' is not possible due to time (see Rule 11.27) inclement weather, bad light or for any other reason, the Match will be deemed to have been **tied** (see Rules 4.8.13 and **Error! Reference source not found.**).

11.39 Procedure for the Super Over in Glenda Hall Shield Matches

- 11.39.1 If a Glenda Hall Shield Match is to be determined by a 'Super Over' each side bats for 1 over, and the side that scores the most runs from that over wins the Match.
- 11.39.2 If both sides score the same number of runs from their respective overs under Rule 11.39.1 (or any subsequent overs under this Rule 11.39.2) each side will bat for another over, and the side that scores the most runs from that over wins the Match.
- 11.39.3 The 'Super Over' will commence 5 minutes after the end of the second innings of the Match and there will be a 5-minute interval between each over of the Super Over regardless of how many overs are bowled.
- 11.39.4 The 'Super Over' will continue on the same pitch as the first 2 innings of the Match were played on.
- 11.39.5 The sides that batted second in the Match will bat first in the Super Over and in the event of subsequent overs being played under Rule 11.39.2, the side batting second in the previous overs will bat first in the subsequent over.
- 11.39.6 Both overs will be bowled from the same end, and the first fielding side may choose the end, and if the Match continues under Rule 11.39.2, the overs will be bowled from the opposite to end to which the last overs were bowled

- 11.39.7 Both sides must use the ball it used during the Match.
- 11.39.8 Before the start of the 'Super Over' each side must advise the Umpires in writing of the Player who will bowl its over.
- 11.39.9 The Super Over is played with the same fielding restrictions as those in place outside of the powerplays.
- 11.39.10 The Umpires will not change ends.
- 11.39.11 The loss of two wickets in the over ends a side's over.
- 11.39.12 A batter dismissed in an over cannot bat in any subsequent over played under Rule 11.39.2.
- 11.39.13 For the purposes of Law 17.6 and Law 17.8, all overs bowled in a Super Over are considered to be overs in the same innings, but are a separate innings to the innings of the Match played before the start of the Super Over (that is, a bowler who bowled the last over of an innings before the Super Over may bowl the first over in a Super Over, but if the Match continues under Rule Rule 11.39.2, the bowler cannot bowl 2 consecutive overs).

11.40 Summary of playing conditions in Women's Competitions

	Lynne O'Meara Premiership Cup	Glenda Hall Shield
Overs per innings	40	20
Boundaries	50m	50m
Time for innings	140 mins	80 mins
Minutes per over (for re-calculations etc.)	3.5	4.00
Overs per hour	17	15
Max fielders on the on side	5	5
Max 2 fielders outside the circle (note - no close in catchers needed)	First 12 overs	First 4 overs + Power surge
Max 5 fielders out	Overs 13-40	Overs 5-20
Other fielding restrictions	1 fielder within 10 metres of striker in front of wicket (18 years or older, wearing helmet)	
Max overs per Player	8	4
Min overs per side for a match	15	5
No of Drinks breaks	1	Not applicable
Minutes apart	N/A	Not applicable
Start	12:30pm	12:30pm
Finish	5:10pm	3:30pm
Interval	3:20pm – 3:50pm	3:20pm – 3:40pm
Time that can be added	50 mins	60 mins

Latest Finish	7.00pm	6:00pm
Special conditions	10 wickets constitute an innings	
	Dismissed batters may bat a 2nd time in the following order: Lowest scoring batter, least balls faced batter, in batting order from bottom to top	
	Players may be shared between sides	
	No more than 11 Players on the field at any time	
Wides	Called if the ball passes the batter outside the marking on the crease 75cm on the off-side of the stumps or passes down leg-side outside the wide line marking	
No balls	as per Laws	
Overs	Maximum 8 ball over	
Bouncers	1 per over (above shoulder height) 2nd and subsequent in an over is a No ball	
Minimum players required	7	

Note: If there is an inconsistency between the Summary of Playing Conditions above and the written Rules, the written Rules prevail.

Offence	Description of offence	Examples of offending conduct
Abuse of Equipment	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings, including but not limited to actions which are intentional, irrespective of whether or not any damage is caused or the extent of any damage caused	Hitting or kicking the wickets outside the ordinary course of the Match Hitting a scoreboard, sightscreen, boundary fence and/or advertising boards Kicking or hitting over cones when leaving the field of play Throwing a cricket bat or protective helmet Hitting or kicking doors, walls or windows in a pavilion or change room
Dissent	Show Dissent at an Umpire's Decision	Excessive, obvious disappointment with an Umpire's decision or with an Umpire making the decision Obvious delay in resuming play or leaving the wicket
<i>Note: the Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance in a Captain's Report</i>		
Use of obscene, offensive or insulting language or behaviour	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture. Use language that is not appropriate in the circumstances and which is disrespectful or demeaning of others or which makes another or others feel uncomfortable or embarrassed Use gestures or body language that could reasonably be understood to be disrespectful or demeaning to others or to make others feel uncomfortable or embarrassed	Swearing not directed at another person such as swearing in frustration at one's own poor play or misfortune. A Player swearing at or insulting another Player or Umpire In exercising judgement as to whether the behaviour has fallen below an acceptable standard, the umpire (s) seeking to lay the charge shall be required to take into account the context of the particular situation and whether the words or gestures are likely to: • be regarded as obscene, or • give offence, or • insult another person.
<i>Note: The Code is not intended to penalise trivial behaviour. The extent to which behaviour is likely to give offence be disrespectful, demeaning or make others feel uncomfortable in the circumstances (and taking into account the age and maturity of the Players and/or Officials present and affected) shall be taken into account when deciding to report the behaviour as an offence and when assessing the seriousness of the breach</i>		
Excessive and/or presumptive appealing	Engage in excessive or unnecessary appealing Presume a decision before it has been made	Continued and/or repeated appealing that may have the effect of placing an Umpire under pressure Celebrating or assuming a dismissal before the decision has been given Bowler not turning to face an Umpire when appealing for a decision such as an LBW or caught behind Appealing in an aggressive or intimidatory manner. Intimidatory language directed to an Umpire or about an Umpire
<i>Note: The Code is not intended to prevent loud or enthusiastic appealing.</i>		
Unnecessary aggressive behaviour	Point or gesture towards the pavilion or boundary in an aggressive manner, or behave aggressively or derisively towards either batter, upon the dismissal of a batter	Running towards and getting unnecessarily close to a batter following a dismissal
Causing inappropriate physical contact	Cause and/or engage in inappropriate and deliberate physical contact with Players or Umpires in the course of play.	Deliberately walk or run into a Player or official, or bump or hit a Player or official with a shoulder during play in a Match or during the periods

		before or after play at the ground where the Match is being or has been played.
Deliberate distraction and/or obstruction of a Player	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Player deliberately attempts to distract a batter by words or gestures Fielder deliberately obstructs a batter while running or attempting to run between wickets
	<i>Note: This is in addition to and does not replace anything in Law 41 or Law 42</i>	
Throwing ball at Player or official	Deliberately throw a ball at or near a Player or official in an inappropriate and/or dangerous manner	Bowler throwing the ball at the striker's end with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter Fielder throwing the ball at the wicket with no reasonable likelihood of effecting a run out that comes very close, or hits, the batter or Umpire
Ball tampering	Change the condition of the ball in breach of Law 42.3	Picking the seam Deliberately throwing the ball into the ground for the purpose of roughening its surface Rubbing the ball against a fence, sightscreen etc Deliberately damaging the ball Applying moisture to the ball, other than perspiration or saliva
Manipulating a result	Manipulate or attempt to manipulate a Match in regard to the result, quotient, net run rate, bonus points or otherwise	A side batting in such a way as to either adversely affect its own, or improve its opponent's, net run rate or bonus points
Threatening to assault	Threaten to assault a Player, official (other than an Umpire) or spectator	A player that uses words or actions that could be considered threatening.
Intolerant conduct and/or language	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, sexuality, religion, colour, descent or national or ethnic origin	
Bring game into disrepute	Engage in behaviour unbecoming to a Premier Cricket Player or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket.	Cheating during play The making of public or media (this includes social media) comment which is detrimental to the game, including Publicly denigrating or criticising another Player, official, Umpire, referee, or Club, whether in relation to incidents which occurred in the match or otherwise. Publicly denigrating or criticising another Player, official, Umpire, referee, or Club by inappropriately commenting on any aspect of their or its performance, abilities or characteristics
Threatening an Umpire	Threaten to assault an Umpire or referee	
Physical assault	Physically assault another player, umpire, referee, official or spectator	
<i>*Each of the Examples of offending conduct are intended as an illustrative guide only and should not be read as an exhaustive list of offences or prohibited conduct under this code.</i>		

ANNEXURE B. THE CLUB CHAMPIONSHIP

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

- in first Grade Competitions will be multiplied by 5;
- in 2nd Grade Competitions will be multiplied by 4;
- in 3rd Grade Competitions, the Glenda Hall Shield and the Lynne O'Meara Premiership Cup will be multiplied by 3;
- in 4th Grade Competitions will be multiplied by 2,
- in 5th Grade Competitions will be multiplied by 1

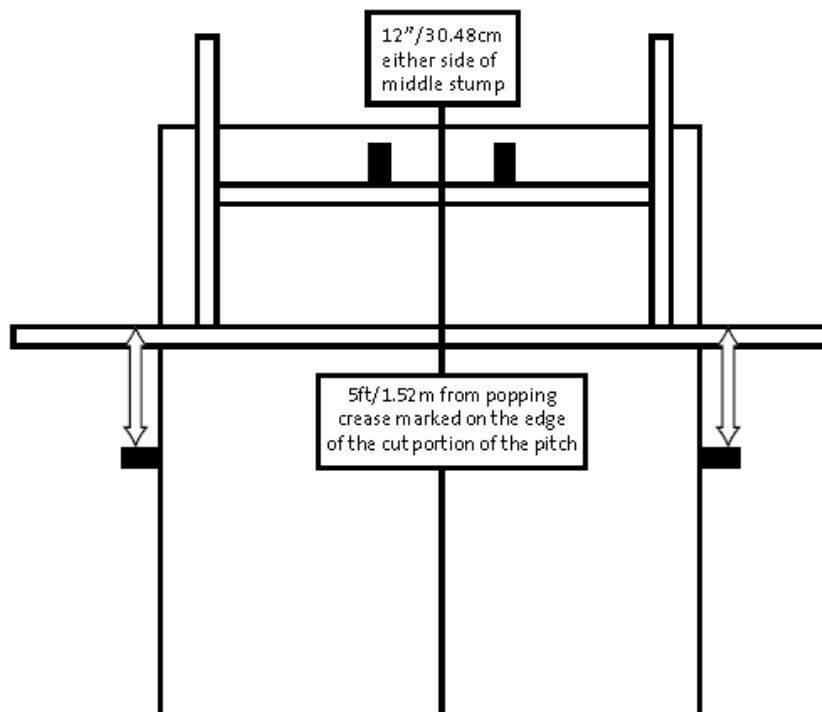
The Premier Club that obtains the highest total number of points according to the method set out above will be awarded the Club Championship.

ANNEXURE C. PITCH MARKINGS, GROUND MARKINGS & PITCH PREPARATION

PITCH MARKINGS: THE PROTECTED AREA

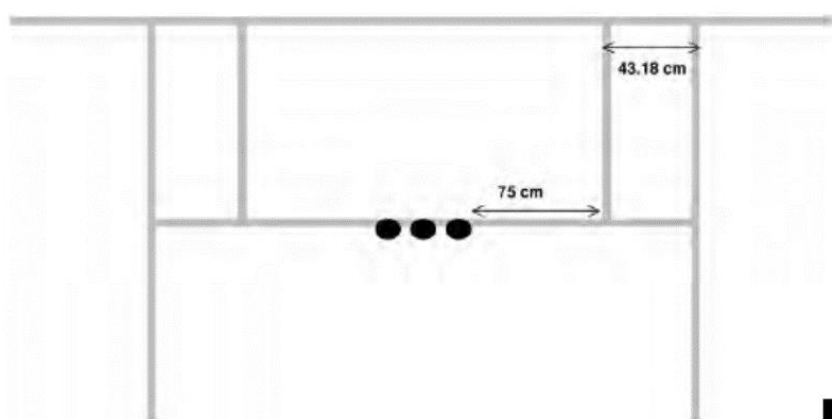
The Protected Area Markings

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



PITCH MARKINGS: WIDES

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



GROUND MARKINGS

For Matches played in 1 Day Competitions or T20 Competitions a fielding restriction circle will be marked on the field comprising two semi circles shall be marked on the field of play, having as their centre the middle stump at either end of the pitch and having a radius of 27.5 metres. The ends of each semi-circle are to be joined to the other by a straight line on the same side of the pitch.

PITCH PREPARATION

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

Pre-season

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

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

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

Pitch preparation

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

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

sure you overlap each roll. When you have reached the other string line continue back the other way and so on.

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

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

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

General

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

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

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

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

ANNEXURE D. BONUS COMPETITION POINT CALCULATION SHEET

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

ANNEXURE E. APPROVED BALLS

Competition	Approved Balls
1st Grade 2 Day	156g Kookaburra Turf (Red)
1st Grade 1 Day & T20	156g Kookaburra Regulation (White)
2nd Grade 2 Day	156g Kookaburra Regulation (Red) or Reject
2nd Grade 1 Day & T20	156g Kookaburra Regulation (White) or "Reject"
3rd & 4th Grade 2 Day	156g Kookaburra Regulation (Red) or Reject 156g Kookaburra Club Match (Red)
3rd & 4th Grade 1 Day & T20	156g Kookaburra Regulation (White) or "Reject" 156g Kookaburra Club Match (White)
5th Grade 1 Day & T20	156g Kookaburra Tuf Pitch (Red)
6th Grade 1 Day	156g Kookaburra Tuf Pitch (Red)
1st Grade Women's 1 Day & T20	142g Kookaburra Regulation (White) or Reject
Glenda Hall & Lynne O'Meara	142g Kookaburra Regulation (White) or Reject 142g Kookaburra Club Match (White) Or Reject

ANNEXURE F. FINALS ELIGIBILITY TABLE

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

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

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

In any Competition that requires seeding of Clubs the following method will be used:

In each Grade, each Club will be seeded in the order, from lowest to highest, of each Club's average final position number in the 2 Day Competition and the 1 Day Competition in the equivalent Grade in the previous season.

Note: That is, the Club with the lowest average final position number will be seeded highest, through to the Club with the highest average final position being seeded lowest.

In order to determine a Club's final position number in a Competition:

- A Club that wins the Final of a Competition will be deemed to have finished in position number 1 for that Competition.
- A Club that loses the Final a Competition will be deemed to have finished in position number 2 for that Competition.
- In the event of a premiership that is jointly awarded, both Clubs will be deemed to have finished in position number 1 for that Competition and no Club will be deemed to have finished in position number 2.
- The Clubs that lost the Semi-Finals of a Competition will be deemed to have finished in positions number 3 and number 4, with the Club that was ranked the higher of the 2 Clubs at the end of the Competitions Rounds (in accordance with Rule 4.6.2 or Rule 4.7.9 as appropriate) deemed to have finished in position number 3 and the other Club in position number 4.
- The remaining 4 Clubs will be deemed to have finished in the position numbers in which they were ranked at the end of the Competitions Rounds (in accordance with Rule 4.6.2 or Rule 4.7.9 as appropriate).
- In the event of a Competition concluding without Semi-Finals or Finals being played, all Clubs will be deemed to have finished in the position numbers in which they were ranked at the end of the Competitions Rounds (in accordance with Rule 4.6.2 or Rule 4.7.9 as appropriate).

In order to determine a Club's average final position number in the 2 Day Competition and the 1 Day Competition, a Club's final position number in the 2 Day Competition will be added to its final position number in the 1 Day Competition and divided by 2.

For example, a Club that finished in position number 2 in a 2 Day Competition and position number 6 in a 1 Day Competition will have an average final position number of 4 (being $(2+6)/2$); and a Club that finished in position number 1 in a 2 Day Competition and position number 1 in a 1 Day Competition will have an average final position number of 1 (being $(1+1)/2$).

If two Clubs in a particular Grade have the same average final position number, then, as between those Clubs, the Club that won the most Matches played between those Clubs (including Semi-Finals and Finals) in the 2 Day Competition and the 1 Day Competition in the equivalent Grade in the previous season, will be seeded higher.

In the event that two Clubs in a particular Grade have the same average final position number and both won the same number of Matches played between those Clubs (including Semi-Finals and Finals) in the 2 Day Competition and the 1 Day Competition in the equivalent Grade in the previous season, then, as between those Clubs, the Club that finished higher in the Club Championship in the previous season will be seeded higher.

If three Clubs in a Grade have the same average final position number, then as between those Clubs, the Clubs will be seeded in the same order as they finished in the Club Championship in the previous season.

A Club that did not compete in the 2 Day Competition and the 1 Day Competition in the equivalent Grade in the previous season will be unseeded.

Maximum overs in an innings	1st & 2nd Grade			3rd, 4th, 5th & 6th Grade		Lynne O'Meara Premiership Cup	
	PP1 no. overs	PP2 no. overs	PP3 no. overs	PP1 no. overs	PP2 no. overs	PP1 no. overs	PP2 no. overs
15	3	9	3	5	10	5	10
16	3	10	3	5	11	5	11
17	4	10	3	5	12	5	12
18	4	11	3	6	12	6	12
19	4	11	4	6	13	6	13
20	4	12	4	6	14	6	14
21	4	13	4	7	14	7	14
22	5	13	4	7	15	7	15
23	5	14	4	7	16	7	16
24	5	14	5	7	17	7	17
25	5	15	5	8	17	8	17
26	5	16	5	8	18	8	18
27	6	16	5	8	19	8	19
28	6	17	5	9	19	9	19
29	6	17	6	9	20	9	20
30	6	18	6	9	21	9	21
31	6	19	6	10	21	10	21
32	7	19	6	10	22	10	22
33	7	20	6	10	23	10	23
34	7	20	7	11	23	11	23
35	7	21	7	11	24	11	24
36	7	22	7	11	25	11	25
37	8	22	7	11	26	11	26
38	8	23	7	12	26	12	26
39	8	23	8	12	27	12	27
40	8	24	8	12	28	12	28
41	8	25	8				
42	9	25	8				
43	9	26	8				
44	9	27	8				
45	9	27	9				
46	9	28	9				
47	10	28	9				
48	10	29	9				
49	10	30	9				



CONCUSSION MANAGEMENT

Australian Cricket Community Concussion and Head Impact Guidelines

It is important to Recognise and Remove Cricket Participants with suspected concussion after a head impact.

Any Cricket Participant who develops the symptoms or red flags outlined below should be immediately removed from play and training and referred to a qualified medical practitioner for assessment before being allowed to return.

RECOGNISE: SIGNS AND SYMPTOMS AFTER A HEAD IMPACT

Are symptoms of concussion present?

- Pale
- Nausea
- Difficulty concentrating
- Headache or 'pressure in the head'
- Fatigue
- Feeling slowed or 'not right'
- Sensitivity to light/noise
- Dazed, blank/vacant stare
- Confusion, disorientation
- Behaviour or emotional changes, not themselves
- Memory impairment
- Balance problems

RED FLAG SYMPTOMS:

- Neck pain or tenderness
- Seizure, 'fits', or convulsion
- Loss of vision or double vision
- Loss of consciousness
- Confusion or deteriorating conscious state
- Drowsy
- Weakness or numbness/tingling in the arms or legs
- Repeated vomiting
- Severe or increasing headache
- Increasingly restless, agitated or combative
- Visible deformity of the skull

**CONCUSSION SUSPECTED
REMOVE FROM PLAY OR TRAINING**

**REMOVE FROM PLAY OR TRAINING
CALL FOR AMBULANCE
000**

REFER to a medical professional.

Any individual with a suspected concussion should be medically assessed (by a registered medical doctor) as soon as possible after the injury.

Where an individual has a suspected concussion, they should NOT:

- Be left alone initially (at least 3 hours).
 - Be sent home by themselves.
 - Drink alcohol.
- Drive a vehicle until cleared to do so by a healthcare professional.

If in doubt, sit them out



INCIDENT REPORT FORM

Australian Cricket Community Concussion and Head Impact Guidelines

Australian Cricket recommends a conservative approach to suspected concussion after a head impact or collision. This report form should be completed as soon as practical following an incident.

Participant Name		Date of Birth	
Club Name		Date of Injury	

Location/Venue of Incident	
Activity	☐ Training ☐ Match ☐ Other:
Cause of Impact	☐ Ball Strike ☐ Body/Collision ☐ Bat ☐ Other:

Details of Injury/Incident

RED FLAG SYMPTOMS PRESENT?

- | | |
|---|--|
| ☐ Neck pain or tenderness | ☐ Drowsy |
| ☐ Seizure, 'fits', or convulsion | ☐ Weakness or numbness/tingling in the arms or legs |
| ☐ Loss of vision or double vision | ☐ Repeated vomiting |
| ☐ Loss of consciousness | ☐ Severe or increasing headache |
| ☐ Confusion or deteriorating conscious state | ☐ Increasingly restless, agitated or combative |
| | ☐ Visible deformity of the skull |

IF YES, CALL 000

SUSPECTED CONCUSSION SIGNS

- | | |
|---|---|
| ☐ Pale | ☐ Sensitivity to light/noise |
| ☐ Nausea | ☐ Dazed, blank/vacant stare |
| ☐ Difficulty concentrating | ☐ Confusion, disorientation |
| ☐ Headache or 'pressure in the head' | ☐ Behaviour or emotional changes, not themselves |
| ☐ Fatigue | ☐ Memory impairment |
| ☐ Feeling slowed or 'not right' | ☐ Other: _____ |

IF YES, REFER FOR MEDICAL ASSESSMENT

Assessment administered (If applicable)

If **there is doctor or other medically trained person available, assess using:**

- ☐ **12+ Years: SCAT6**
☐ **8-12 Years: Child SCAT6**

If **there is no doctor or medically trained person available, assess using:**

- ☐ **CRT6**

Assessment completed by

Referral required

- ☐ None, Signs/Symptoms of concussion not present
☐ Medical Practitioner
☐ Emergency Department
☐ Ambulance

Visit Play.Cricket.com.au to view the:

- Concussion Guidelines
- On-Field Concussion Management
- Medical Referral Form
- Medical Clearance Form

Form completed by		Club	
Position/Role		Date	

If in doubt, sit them out

3. **Attachment 3:** Medical Referral and Clearance Form: Australian Cricket Community Concussion and Head Impact Guidelines



MEDICAL REFERRAL & CLEARANCE FORM

Australian Cricket Community Concussion and Head Impact Guidelines

Participant Name	Date of Birth
Club Name	Date of Injury

The Participant (or parent / guardian if under 18) should complete the declaration and take the form to a medical doctor to receive medical clearance before returning to Full Training.

The Participant (or parent / guardian if under 18) should return the completed and signed form to their club, who may retain a copy and provide it to the relevant Cricket Organisation if requested.

Participant Declaration

(Participant Name) _____ sustained an injury on (date) _____ while

(training/playing/officiating/other) _____ and suffered a head impact or potential concussion.

The injury involved:

☐ direct blow to the head/neck (including helmet) ☐ indirect blow to the helmet ☐ Other _____

The subsequent signs/symptoms were observed:

☐ Loss of consciousness	☐ Loss of vision or double vision	☐ Confusion, disorientation
☐ Neck Pain	☐ Sensitivity to light/noise	☐ Memory impairment
☐ Nausea	☐ Dazed, blank/vacant stare	☐ Difficulty concentrating
☐ Seizure, Fit or convulsion	☐ Feeling slowed or 'not right'	Other _____
☐ Headache or 'pressure in the head'	☐ Behaviour or emotional changes, not themselves	_____

History of concussions (if applicable)

How many concussions have you had in the past? (number) _____

When was the most recent concussion? (date) _____

How long was the recovery (time to being cleared to play) for the most recent concussion?
(approximate number of weeks) _____

PARTICIPANT SIGNATURE (OR PARENT/GUARDIAN IF UNDER 18)	Date
--	-------------

Assessment administered (If applicable)

I (Healthcare Practitioners Name) _____

have assessed (participants name) _____ on (date) _____

Based on the information provided to me, and my clinical assessment, I can confirm that the player has recovered from their concussion (including full resolution of concussion-related symptoms and signs) and has completed the *Graded Return to Play Framework* without any recurrence of signs/symptoms.

In my opinion, the participant is now medically fit to return to Full Training. If they complete Full training without any issues or concussion symptoms, they can Return to Play

HEALTHCARE PRACTITIONER SIGNATURE	Date
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