

2006/07 SEASON COMPETITION RULES – Sydney Morning C.A.

(New rules or changes to current ones are in bold)

1. GENERAL

1(a) - All matches will be played within the laws of cricket as determined and promulgated by the Marylebone Cricket Club (2000 code) unless otherwise stated in these rules, with such alterations as may be made from time to time by a General Meeting of the Morning Cricket Association Incorporated of Sydney. Please note that the imposition of penalty runs under Law 42 (unfair play) can only be imposed by an official umpire.

1(b) - Except as otherwise determined by the Executive or as otherwise stated in these Rules, matches will be played as either a two day fixture and shall commence at 9 am each morning and finish when 50 overs are bowled or when the required overs bowled if they have been reduced due to change of innings or loss of play due to conditions etc. Matches can also be played as a one day fixture between the hours of 10am and 1pm and 2pm and 5pm on Sunday. Nothing in this clause will effect the time being allocated to semi-finals, finals and knock-out fixtures, if played. (*Explanatory Note - if the team batting second faces any overs in the first week of a game due to them bowling out the team batting first or that team declaring, the team batting second are still entitled to face the full 50 overs the second week. This is not a change to existing rules, only a clarification.*)

1(c) - Unless the executive determines otherwise, no competition matches will be played on any public holiday weekend.

1(d) - The Executive Committee (or its delegated sub committee) has the power to investigate any circumstances in any match and if it considers that the manner by which the result was obtained was unfair to any of the teams in the same competition then the committee has the power to deduct any or all competition points gained from that result.

1(e) - Only an official umpire can call a player for throwing. An unofficial umpire may report what they believe to be a suspect action to the official umpire who will take what action they see fit. A suspect action may also be referred to the association who may investigate the matter further. Any opposition team that wishes to report a player for a suspect bowling action must do it within 5 days of the completion of the match in question. They must first report their concerns to the official umpire officiating in that game. In the event of the association setting up a judging panel to assess a player's action who was reported by an opposition team, and the report is deemed frivolous, then the opposition team which reported the player must pay the association \$50.

1(f) - An official umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets.

1(g) - A bowler will not be removed automatically from the attack if they bowl 3 full fast pitched balls above the waist or slow full pitches above the shoulder as stated in the Laws of Cricket 2000 Code. It will be up to the official umpire's discretion whether or not they take this course of action.

1(h) - Any ball, fast or slow, passing the batter, above their waist (judged as if batter was in a standing position) is a no-ball in this competition.

1(i) - A batter shall have a free hit the next ball after any no-ball bowled that is a result of the placement of the feet. Players shall remain in the same fielding position for the free hit ball. A free hit in this instance means the batter cannot be dismissed from the free-hit ball except for run out, obstructing the field, handled the ball or hit the ball twice. The batter will continue to have a free hit until a legal delivery has been bowled (ie a ball that is neither a wide or no ball). Please note that this rule of a free hit can only be imposed by an official umpire.

2. START OF PLAY

2(a) - In the event of a team not being ready to start play at 9 am and upon appeal by the captain to the umpire, the umpire will declare the game and the match will be regarded as a forfeit. For the purpose of this subsection, five registered players actually on the ground will constitute a team. **13 players will be**

allowed to play in any match. Any 11 of the 13 may bat or bowl in any one innings but only 11 players may field at one time. (*Explanatory Note:- if team sheets are exchanged the 13 players must be nominated and changes may only be made with the consent of the opposition captain*)

2(b) - If play commences after 9.05am on any day, the team not responsible for the late start will have 5 runs added to their total for every 5 mins or part thereof that play is delayed. This shall only apply when there is an official umpire and they shall alone decide if the extra runs be added, and play is not delayed due to wet weather or unfitness of the ground or other extraordinary circumstances. (*Note: In cases where one team looks like starting late, the umpire is to indicate to that team that penalty runs may be imposed and will ask their opposition if they want penalty runs imposed.*)

2(c) - If the opposition is not ready or refuses to toss 10 minutes before the scheduled starting time, the captain of the other team may claim the toss, but only if the opposition has no other representative available and willing to toss.

2(d) - Teams must notify their opposition as well as the secretary by Friday 2pm if they are intending to forfeit a game. Failure to do this will see a team deducted 3 competition points as well as paying ground and umpire costs to the association. They must contact both the opposition and the secretary by phone, not email. The forfeiting team will be given no points for that game but its opponents will be credited with the maximum number of points scored by any team in its division in the particular round.

2(e) - Where an incomplete round is to be played, matches will be arranged by the Executive according to the various teams' positions in the competition at the completion of the complete round.

2(f) - In the event of more than 10 rounds being played where there are 6 or 5 team divisions then the extra rounds will be first used to replay any rounds that have been washed out. If this does not apply then a redraw will take place based on positions at the end of rd 10.

3. ELIGIBILITY OF PLAYERS

3(a) - A player may not play with more than one Club during a season without permission of the Secretary and the granting of a clearance by his original Club.

3(b) - After the grading of the teams, all additional registrations must be approved by the Secretary before the player is eligible to participate in the Competition.

3(c) - A player who plays 3 games in a higher grade with a club must not play in a lower grade, without the permission of the secretary. A player from a lower grade having played three matches in a higher grade must obtain a permit to revert to a lower grade. Players can not play for different teams in the same round.

3(d) - A player to be eligible to participate in a finals match must have played (that is either batted, bowled or kept) in at least three competition games in that grade or a lower grade for the same club. Notwithstanding this, the executive meeting before the start of the semi finals may declare a player eligible to participate in any finals match.

3(e) - For the purposes of all the above rules, a substitute fielder is not considered a player in a team's XIII. A player may sub field (but not keep, bat or bowl) for any other team in the competition.

4. LOSSES OF PLAYING TIME

4(a) - The decision as to whether play can commence on any day is the responsibility of the the official umpire(s), or with the umpire officiating on an adjoining ground where no umpire is otherwise available.

4(b) - If there is no umpire on an adjoining ground, the two captains must agree to start play before they commence. Once play has commenced, the captains must also be in agreement to suspend play or recommence play as the case may be otherwise the current state of affairs (i.e playing or not playing) shall continue.

4(c) - Where play or less is lost on the first day of play because of adverse playing conditions and the match does not become a one day fixture under rule 4.4, the overs each team will receive will be calculated thus – The time lost will be divided by 4 to arrive at the revised minimum number of overs for that day's play. Those re-calculated overs will then be added to the remaining overs on the second day and divided by two. An allowance of 3 overs for change of innings is made for change of innings on day 2.

E.G. If 100 minutes is lost on the first day's play, this means 25 overs have been lost for that day's play. The minimum for the day's play will be 30 overs. In this example it would be 25 + 47 overs (on the 2nd day inc change of innings) = 72 overs. Each team will then receive 36 overs with the team batting first receiving their last 11 on the 2nd day.

4(d) - If on the first day of a competition game less than 19 overs are bowled, a new twenty-five (25) overs a side game will be played on the second day with the most runs winning. In these matches no bowler shall be allowed to bowl more than 7 overs. If such a game is not completed by 12.30 pm. the game is declared a draw if both of the teams have not received at least 20 overs. If more than an hour's play is lost during such a fixture before a result is achieved the game is abandoned. In a 25 over game the team batting second must have received at least 20 overs for this to constitute a match. A minimum of 25 overs per side constitute a match in any 2 day game and 30 overs in any finals game.

4(e) - Matches to be decided on an adjusted total is done as follows:

(i) The runs scored by the team batting 2nd will be compared with the runs scored by the team batting first from an equal number of the highest and lowest scoring overs. (For example, the side batting 2nd loses 35 minutes due to rain. ie loss of 8 overs and therefore has 28 overs to bat. The adjusted total is calculated by adding together the 14 highest scoring overs and the 14 lowest scoring overs from the side batting first.)

(ii) In the event of an odd number of overs to be faced by the team batting second then the extra over shall be taken from the highest scoring overs – eg for 29 overs, 15 highest scoring overs, 14 lowest.

(iii) If any overs are unused by the team batting first, eg if a team gets bowled out in the 32nd over then the remaining 18 overs will be considered maidens for this calculation.

(iv) An incomplete over from the team batting first shall be considered a full over in this calculation.

(v) In the event of the team batting second facing an incomplete over (eg 30.3 overs) then the calculation will be made only on completed overs and the winner will be decided on the corresponding scores at the end of the previous over. (In the above example the adjusted total would be for 30 overs)

For the purposes of calculation of the adjusted total under clause 4.3, the side batting first shall, when scoring, keep a record of runs scored per over. Failure to keep such a record shall result in the adjusted total being calculated solely by reference to the bowler's analysis, without reference to byes, leg byes and other sundries not scored against the bowler

Certain wet weather provisions apply to final and semi-finals games and are dealt with under rule 7 of this schedule.

4(f) - If more than an hours play is lost due to rain etc, and the match has not turned into a one day game as per rule 4.3, then the team batting second must face, at least 25 overs or declare or be dismissed, otherwise a draw will result. In the event that the team batting second faces at least 25 but not the full 50 overs the total they are chasing for a win will be calculated as set out above for one day matches.

5. RESULTS AND RESULT SLIPS

5(a) - In the event of any difference between the score books so as to affect the competition points awarded for a match, the umpires will impound the score books and forward same, together with a report, to the Secretary.

5(b) - A team will be given 1 extra competition point if a completed result slip is submitted by the first Wednesday after the completion of a match. Teams who do not submit a result sheet will not be credited with the result or any points for the match in question until a result sheet is received.

6. COMPETITION POINTS

6(a) - Points shall be allotted as follows:

Outright Win after leading on 1 st Inns	10	Draw (Rain affected matches)	3
Outright win after tying on 1 st Inns	8	1 st Innings Tie	3
Outright tie after leading on 1 st Inns	8	Outright tie after trailing on 1 st Inns	2
Win on 1 st Innings	6	Outright loss after tying on 1 st Inns	2
Outright win after trailing on 1 st Inns	6	1 st Innings Loss	1
Outright tie after tying on 1 st Inns	5	Outright Loss	0
Outright loss after leading on 1 st Inns	4	Forfeit	0
1 st Innings Tie	4	Forfeit notified after Friday 2pm	-3

6(b) - If a team should withdraw from the competition, the Executive Committee shall determine what should happen in relation to points scored for and against that team..

6(c) - In any case where a bye occurs in a complete round, the team receiving the bye will not be credited with any competition points. Where the bye occurs in an incomplete round, the team receiving the bye will be credited with the maximum number of points scored by any team in that division in that round.

6(d) - In the event of teams being equal on points, so as to effect the result of the competition or placing where relevant in the competition, the number of competition wins will be used to determine the matter. In the event that the number of wins being equal, the most outright wins, then the competition points gained in the matches played between the tying teams, then quotient in those particular matches, then averages as used by the New South Wales Cricket Association will decide the issue.

6(e) - A team shall receive 2 bonus points each time it pays it's nomination fee and the various instalments by their due dates.

7. SEMI-FINALS, FINALS AND LIFE MEMBERS SHIELD

7(a) - Unless the Executive otherwise determines, no affiliated Club, or part thereof, will participate in the semi-finals or finals or consolation competition unless that Club has paid all affiliation fees by the association deadline. Any decision made by the Executive under this subsection is final and not reviewable.

7(b) - Where a team is disqualified from participating in the semi-finals through a default in payment of affiliation fees, the team(s) immediately below that team on the competition table will be promoted, in order, to fill the vacancy caused by the omission of the disqualified team.

7(c) - Minor premiers in each division are the team on the top of the table by points (see rule 6.4 for order of tie -breakers) at the end of the competition rounds.

7(d) - All finals matches shall be two day games with a minimum of 50 overs per side. A reserve day shall be scheduled and will be used to make up time lost on the previous two days. The team which scores the most runs shall be declared the winner, unless the team batting second has not received 50 overs. If this is the case, then the team higher on the table shall be declared the winner. However the

winner of the major semi final shall be considered the higher placed team in the grand final. Grand Finals are to be played on the one day where possible.

7(e) - The semi finals series shall be structured as follows:

Major Semi Final - 1 v 2, Minor Semi Final - 3 v 4

Final - Loser of Major Semi Final v Winner of Minor Semi Final

Grand Final - Winner of Major Semi Final v Winner of Final

7(f) - The association meeting prior to the start of the semi finals shall set the format of the consolation competition each season.

8. OVERS

8(a) - A 6 ball over will be bowled in all Association fixtures.

8(b) - Minimum over requirements for all Association fixtures (including semi finals and finals), except limited over games, are as follows:

(i) Unless a result is reached, or the opposing side declares or is dismissed, at least 50 six ball overs must be bowled in a day's play. If an innings is closed or completed, on either day, a minimum of 47 overs shall be bowled. If a second break is taken for a change of innings it shall be 44 and so on.

(ii) In the event of any play being lost through inclement weather and/or extraordinary circumstances, the required number of overs is reduced by one over per 4 minutes time lost.

(iii) The penalty for bowling less than the required number of overs is 1 competition point. If a side fails to bowl the required number of overs, it must continue on and bowl the remaining overs unless a result is reached or the opposition side declares or is dismissed. This fact must be noted on the result slip. The disputes committee shall decide if a penalty shall be imposed. (If a side declines to continue after 12.00, the opposition may claim a forfeit).

8(c) - An individual bowler may only bowl a maximum of 12 overs in the first 50 overs in any innings. They may bowl extra overs after the completion of 50 overs in that innings. This will be re-calculated if both innings are reduced to less than 50 overs due to rain etc on the basis that no bowler shall bowl more than 1/4 of the total overs.

(i) If the number of overs is recalculated due to loss of time due rain etc and results in a bowler (s) having bowled more than 1/4 of the total number of overs, the team bowling 2nd will be entitled to bowl the same number of bowlers up to the same number of overs as the side bowling first..

(ii) eg – If the second innings of a match is reduced to a 30 overs and the team bowling first had 2 bowlers who had bowled 12 overs each, then the team bowling 2nd is entitled to bowl 2 bowlers for up to 12 overs maximum.

8(d) - All 2 day preliminary morning matches shall finish at 12.30 pm even if all allotted overs for the day's play have not been bowled. The number of overs that a bowling team have not bowled of the allotted overs by that time shall be deducted from their innings when they bat. The official umpire shall judge who are the offending team or teams in this instance. In the case of no official umpire officiating in the match, this rule shall not apply.

i.e if a team only bowls 48 overs of an allotted 50 overs (50-48=2) by 12.30 pm, then that team batting the next week shall only be entitled to 46 overs (48-2) in their first innings.

9. OTHER RULES

9(a) - The captain of the batting side will have the right to demand the use of a new ball at the start of an innings.

9(b) - If a team bats the full time on the first session of play, it cannot continue its innings in the second session of play, unless otherwise stated in the rules.

9(c) - A team may not forfeit an innings.

9(d) - A side 75 runs ahead on the first innings may compel its opponents to follow on.

9(e) - Spikes, sprigs or any metal, leather or plastic bars or dangerous guards on shoes or boots are prohibited.

9(f) - Plastic and or vulcanised balls cannot be used in any competition. The ball must be a two piece leather ball of Australian manufacture of a type approved by the executive.

9(g) - Each team is to supply at least twelve (12) boundary markers and six stumps and bails.

9(h) - Correct cricket attire shall consist of white or cream trousers or shorts, white or cream shirt with collar, predominantly white or cream sand-shoes or boots. Socks must be predominantly white or cream. Football socks are prohibited. No coloured sweaters are allowed. Club emblems or monograms on shirt pockets are allowed.

9(i) - If a wicket falls within two minutes of the close of play, that over must be completed.

9(j) - A ball when bowled that pitches off the defined pitch area shall be called a no-ball.

9(k) - The side batting first shall not declare its innings closed for less than a 100 runs. The team batting second may not declare its innings closed on or before the score of the team batting first.

9(l) - A wet ball may be replaced by a dry ball of similar standard after 25 overs. The dry ball shall be approved by the official umpire or by an official umpire on an adjoining field or by the opposing team captain if there is no official umpire available. In the latter case the opposing captain can not refuse a ball being changed, only the kind of ball.

9(m) - A drinks break of no longer than 5 minutes can be taken by either side after 25 (or half the scheduled) overs have been bowled in a morning. **Either team or umpire may take a second break if they request it. If this happens the breaks will be at 17 & 34 overs.**