



2024/25
RULE BOOK
3rd & 4th Grade

Maitland District Cricket Association (MDCA)**Officer Bearers 2024/25****Board**

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4. LAWS OF THE GAME AND POLICIES

- (A) Except where otherwise noted in these By-Laws, Competition Matches shall be played under the Laws of Cricket as laid down by the Marylebone Cricket Club and as adopted by Cricket NSW together with local rules approved by the Executive Committee, following consultation with the clubs and which are known as "Competition Rules".
- (B) All Clubs, Players and Officials agree to comply with Cricket Australia, Cricket NSW and MDCA By-Laws and Policies including:
- a. the Laws of the Game;
 - b. Cricket NSW Safeguarding Children and Young Peoples Policy
 - c. Cricket NSW Integrity Framework
 - d. Cricket NSW Privacy Policy
 - e. Cricket Australia's Concussion Head Trauma Guidelines
 - f. the Cricket NSW Heat Policy;
 - g. the Cricket NSW Electrical Storms – Action Plan
 - h. the MDCA Social Media Policy
 - i. the Cricket NSW Code of Conduct
 - j. Cricket NSW Helmet Policy
 - k. the MDCA Competition Rules
 - l. Air Quality Policy
 - m. Alcohol Management Policy
 - n. Cricket NSW Minimum Boundary Clearance Directive
 - o. MDCA Representative Policy
 - p. These By-Laws

4.1 Alcohol, Smoking & Vaping Policy

- (A) Alcohol is permitted to be sold at a MDCA venue by the Host Club. In such cases the Host Club must have the appropriate liquor licence issued by the relevant authority and consent, if required, of the local council.
- (B) Alcohol is not permitted to be brought into any licenced MDCA venue.
- (C) Each Club is required to ensure that its members and spectators abide by this By-Law. Should a host Club find that alcohol has been brought to the venue they must report the matter to the MDCA and advise an Official of the offending members or spectators Club, whom in turn shall take the necessary action.
- (D) Should the Club fail to act, or the Club members or spectators fail to adhere to their official's request the Club will be in breach of the Code of Conduct.
- (E) Alcohol is not permitted to be taken onto the field of play at any time during the course of a Competition Match.
- (F) No player or umpire may consume alcohol between the time the game begins and when stumps are officially drawn on that day. No player who has completed his/her game and subsequently consumed alcohol can take the field as a substitute fielder in another game.
- (G) No smoking or vaping is permitted on the field of play or spectator areas as per Section 6A of the *Smoke Free Environment Act 2000 NSW*. Failure to comply will be considered a breach of the Code of Conduct.

4.2 Loss of Points

- (A) Where team is deemed to having breached these By-Laws, that team shall lose any points earned in that match as well as the maximum points available in that competition round
- (B) In the case of finals matches, a winning team which is subsequently deemed to be the losing team through a breach of the rules, will be eliminated from the finals series and may incur a financial penalty as determined by the MDCA Executive Committee.
- (C) The losing, non-offending team shall receive the competition points earned by the offending team.
- (D) The score for and against each Team and player performances shall be credited in the normal manner.

5. PLAYER REGISTRATION

5.1 Method

- (A) All existing and new players must register each year via the PlayHQ On-Line Registration Process.
- (B) Any player who has previously played for another club will require a transfer from their former club.

5.2 Players Transferring into the MDCA

- (A) The players new club is to submit a transfer request for the players former club using the PlayHQ Transfer process.
- (B) A club cannot refuse to process a transfer unless the player appears on the Defaulters List.
- (C) The player is not permitted to play for their new club until he/she has received written, email or PlayHQ transfer from the former club.
- (D) Any difficulties with transfers are to be referred to the Competition Manager by email prior to 5.00pm on the day prior to the commencement of the match.
- (E) The transfer of a player within the Association to another Club shall be only granted if:
 - a. That player has not competed for any Club in the current cricket season.
 - b. That player is transferring to a Club with equivalent grade or higher for the current cricket season.
 - c. That player is not on a defaulter's list at that player's previous club or association.
 - d. In the event of a club being forced to withdraw its highest graded team after competition commences and after approval by the grading's and permits committee the clubs players registered/graded within this withdrawn team shall be allowed to apply to the grading's and permits committee for a transfer to another club provided that all the following apply:
 - i. The original club has more than a 2-grade difference between grades and
 - ii. The player is transferring to a club with an equivalent or higher grade than the player's current team
 - iii. If transfer is granted the player shall not play in any grade lower than original grading without approval from the grading's and permits committee.
 - iv. For the purpose of qualifications (for Final series) any matches played for the original club shall count towards a player's total.
- (F) From Season to Season any player wishing to transfer from a club outside those already within the MDCA, must not be listed on any Defaulters' List from their previous Association. It is the club's responsibility to validate said player is not listed prior to them taking part in any matches.

5.3 Unregistered Players

- (A) Any club playing an unregistered player or a player without approval or clearance, will lose all competition points earned, for that match, or those matches. Player performances however will stand for the purpose of calculation of averages.
- (B) The non-offending team shall receive the competition points as per Rule 4.2.
- (C) Where the offending team is the losing team, or has tied, or has a draw, that team will lose the maximum points available in that competition round as per Rule 4.2 .

8. COMPETITIONS

8.1 Season

The cricket season for MDCA will commence and conclude on the dates prescribed by the MDCA Executive Committee or Competition Administrator.

8.2 Number of Grades

- (A) The MDCA Executive Committee will determine the number of Grades to make up each competition.
- (B) When deciding on competition structures the following will apply:
 - i) Competitions must have a minimum of six (6) teams. If this cannot be achieved, then one competition is to apply.

8.3 Season Fixture

- (A) The Competition Administrator will prepare a schedule of Competition Matches (Season Fixture) for each grade of Competition for distribution to Clubs prior to the start of the season.
- (B) Each Competition Season Fixture will consist of a series of home and away Matches followed by a finals series of Matches.
- (C) Other than in exceptional circumstances as determined by the MDCA, the Season Fixture will not be varied once the season has commenced, although the MDCA Executive Committee or Competition Administrator may reallocate any ground at any time.

8.4 Cancellation, Deferral or Transfer of Matches

- (A) The MDCA Competition Committee shall have the right to transfer any match at any time to an available ground due to any circumstance other than one caused by weather.
- (B) In the event of extreme emergency, the MDCA Executive Committee or Competition Administrator may cancel a round or individual games.
- (C) Before the MDCA Gradings & Permits Committee transfers, defers or orders a replay of any match it must consult with the Competition Administrator to ensure ground availability.

8.5 Ladder

- (A) A premiership ladder for each Competition shall be maintained in PlayHQ throughout the duration of the home and away season as determined by the Competition Administrator.
- (B) In the event of two (2) or more teams finishing level on points at the end of the competition, their position on the ladder shall be decided on averages, in accordance with the following formula:
 - a. The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
 - a. The bowling averages shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.
 - b. The batting average is then divided by the bowling average
 - c. The team having the higher quotient shall be considered to have the better performance.
 - d. In the computation of averages, a side declaring its innings closed shall be deemed to have lost the number of wickets that have actually fallen providing the team at the fall of its last wicket has available batsmen which includes injured players, but excludes absent players. In the case where no other available players are present the innings will be considered to be closed and all out. i.e. 10 wickets.
- (C) Uneven Number of Teams and/or Uneven Number of Competition Matches Played

The teams will be positioned in the order of their "Points Ratio" in place of total premiership points accrued. A team's Match Ratio will be the percentage of total number of points obtained against total number of points available (for two day matches total number of points available will be the number of points obtained for a win and six points for a loss). Where more than one team has the same "Points Ratio" those clubs will be positioned on the premiership ladder in order of percentages calculated as per By-Law 8.5 (B) (a-e).

- (D) The premiership ladder will not apply cancelled Competition Matches as Competition Matches played and thus 'Points Ratio' is only affected by the Competition Matches played where a win, loss or draw can be affected.

8.6 Result of Matches

- (A) Captains, scorers and umpires should compare and check scores in PlayHQ or books at every interval other than drinks. At the end of each day, PlayHQ or score books should be signed off by the captains before leaving the ground. This is then the accepted score by both teams. If PlayHQ or the score book(s) do not balance, the match will be decided upon by the batting figures.
- (B) Wides and no balls are to be debited to the bowler and incorporated into each over as it is bowled
- a. In order to "Balance the Books" at the end of each innings, total runs scored off the bat + ALL sundries (byes, leg byes, wides, penalty runs no balls not scored from) should = bowlers total + byes + leg byes + penalty runs ONLY. (As wides and no balls have already been added in).
 - b. All runs scored off a no-ball (irrespective whether the ball is hit or they are byes or leg byes) are to be debited against the bowler. Runs scored off the bat are credited to the batsman and one (1) run in sundries as no balls. Any byes or leg byes are added to the one (1) for a no ball and appear only in the no ball sundries column
- (C) In accepting the score as signed for, the captains of both sides accept the result of the match as determined.
- (D) Should there be a dispute regarding the score or the results, the scorebooks are to be noted that a dispute or protest will be lodged. PlayHQ is to be updated to show that the match is either being played under protest/dispute or that the result is subject to a protest/dispute.
- (E) When any game has been played in contravention of any rule contained in these By-Laws, the MDCA Executive Committee shall receive a report from the Competition Administrator.
- a. The MDCA Executive Committee shall have the power to declare any game a "no game", and no points are to be awarded to either side participating in the match.
 - b. Before such a determination can be made the Competition Administrator shall receive a report from both captains of participating teams, and a report from umpires officiating in the match, if applicable.

8.7 Forfeits

- (A) Any club or team forfeiting a match must give three (3) days' notice to opponents. Any club or team failing to comply with this rule shall be liable for Umpires expenses and fee and the actual travelling and wicket expenses incurred by their opponents or the Association.
- (B) Any clubs with teams in more than one (1) grade and forfeiting a match or matches shall fulfil its obligation in the higher grade in which a team is entered where applicable. At the board discretion clubs can apply and get approval to forfeit a higher grade, no players from forfeiting team can play in the lower grade team unless a regrade is applied for and approved at the Gradings and Permits Committee discretion.
- (C) Umpires are expected to remain at the ground until at least one (1) hour after play is due to commence unless they are satisfied that the absent team or teams do not intend playing.
- (D) A forfeit may be claimed by the team in attendance if the opposing team is not ready to play at the expiration of one (1) hour after play is due to commence.
- (E) To be recognised as a match, each team must consist of at least seven (7) players at the commencement of the match. Note: Once a match has commenced, a team can have less than seven (7) players for the match to continue.
- (F) No application by clubs for matches to be deferred or replayed will be granted notwithstanding any grounds that may be advanced for such concession.
- (G) Any team receiving or having to forfeit a match must notify the Recorder in the usual manner otherwise points may be withheld, and appropriate fines may be imposed.

- (H) Any team not playing (i.e. forfeiting) three (3) games in one (1) round and five (5) games during the competition will be deemed as having withdrawn from the competition. Clubs with teams in more than one (1) grade and either withdrawing or having a team withdrawn, must fulfil its obligations in the higher grade(s) in which teams(s) are entered. In respect to district clubs withdrawing or having a team withdrawn while having side(s) in the One-Day Cricket Competition, then the district club must fulfil its district obligations first at the expense of the One-Day Cricket Competition side(s).
- (I) A team receiving a forfeit shall receive the maximum number of points gained by any team in that grade in that series. The team making the forfeit shall not be credited with any points.
- (J) The Competition Administrator or Permits & Grading Committee shall have the right to adjudicate on all forfeits

8.8 Other Matches

No Club shall arrange or play in any Competition Match other than the official fixture schedule without the approval of the MDCA Executive Committee. Pre-season trial matches are exempt.

8.9 Premier Team

The Premier team is the team which wins the Grand Final in each respective Competition for the season.

8.11 Qualification of Players

- (A) In the case of a Club fielding more than one team in the same Grade, players are permitted to change between “colours” in the same grade at any time up until 31 December. A player is then committed to play for the last “colour” team he played for immediately prior to 31 December. i.e. if a player played for the pink team on 30 December they are a pink player. If they didn't play on 30 December and his previous game was with the “blue” team, then they are committed to the “blue” team.
- (B) When a team has a bye, any number of players who played in that team the previous week is eligible to play for the lower grade the following week
- (C) Where a winning team plays a player in contravention of a by law, that team shall lose any points earned in that match, as per Rule 4.2.
- (D) The losing, non-offending team shall receive the maximum competition points.
- (E) Where the offending team is the losing team, or has tied, or has a draw, that team. the maximum points available in that competition round as per Rule 4.2.
- (F) Any club wishing to select a player who does not qualify with the above conditions will require MDCA Gradings & Permits Committee or Competition Administrator approval, prior to the player participating in a match.
- (G) A player selected for a representative match, and who subsequently withdraws will be ineligible to play on either day of the grade match which coincides with the representative match.

8.12 Substitute Fielder

- (A) All substitute fielders must be a registered player for the club and eligible to play in the team they are substituting for.
- (B) For any breach of this By Law points will be allocated as per Rule 4.2.

8.13 Replacement of Players

- (A) For the purpose of this rule “a player’ must be a registered player of the Association. All players involved in a substitution are permitted under this rule to play in another Graded fixture in the alternate week.

Clarification: A player acting as replacement twice in one grade is then deemed to have played two games in that grade.

- (B) In all 1st, 2nd Grade two day matches – any number of players may be substituted due to unavailability. Substitutions shall be listed on the team sheet. Any changes to team sheet shall require mutual agreement by both captains.
- (C) Players shall be permitted to play in more than one team in the same round under the following circumstances:
Any player or appointed official selected in an officially sanctioned NSWCA or Country Cricket NSW game, whether so selected before or after the commencement of a Graded match in which the player will be or is currently playing may be replaced by another player subject to the approval of the Competition Administrator (such player must be a like for like type player).
- (D) In the case where a player being replaced has batted and been dismissed, the replacement player shall not be entitled to bat in that innings.
- (E) In all other cases the replacement player shall have full rights of the player being replaced.

8.14 Fitness of Ground, Weather and Light

- (A) Irrespective of the weather, teams should go to the ground, unless explicitly cancelled by the Competition Administrator or MDCA Executive in writing. In the event of the prospect of play being doubtful, due to the weather, either club secretary or wet weather contact in the game may communicate with the other club secretary or wet weather contact, and if there is mutual agreement that the ground is unfit for play, the teams need not keep their appointment. If there is no mutual agreement both teams report to the ground as normal. It is the responsibility of the home secretary or wet weather contact to inform the Umpires Association & Competition Administrator. Failure to inform the Umpires Association shall render the club liable for the umpires fees for that day.
- (B)
 - a. Once at the ground, umpire/s and captains shall decide whether conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
 - b. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
 - c. Conditions shall be regarded as unreasonable if there is actual and foreseeable risk to safety of any player or umpire.
 - d. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
 - e. If the umpire/s consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batter of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.
 - f. umpire/s and captains shall be judges of the fitness of the ground, weather and light for play. Decisions to suspend, or continue play for bad light when they consider that there is a risk of serious physical injury to the batter will be made in consultation between umpires and captains. If captains are not in agreement, and an umpire has been appointed, that umpire has the final decision to suspend or continue play. Amongst the facts to be considered are background, sightscreens and the type of bowling. If during play, the umpires decide that the light is unfit their decision to suspend play is final.
 - g. After any suspension of play, the umpire/s and the captains shall, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Once it has been determined that play is possible the game shall resume.
- (C)
 - a. Motorised and non-motorised equipment (eg. Super soppers, sponges, brooms) is permitted to be used by either team on all council grounds to assist in the removal of surface water which may be delaying play.

- b. For turf wickets the use of such devices may be used to remove surface water from the pitch square under the supervision of the appointed umpire, or in their absence the two captains shall assume this responsibility.
 - c. The clubs will be permitted to remove surface water on the pitch square with the devices, without the umpires or opposing captain's supervision, on the Saturday or Sunday morning preceding a match.
 - d. In the case of synthetic pitches there is no restriction to the cleaning of playing and surrounding area to enable play to take place on the best possible outcome.
- (D) For matches played on synthetic pitches only, where the state of the ground or pitch makes playing conditions at one bowling end unplayable due to player safety, umpires can agree to alter playing conditions of the match and bowl from one end. This alteration to the playing conditions can only be made in circumstances where the alteration is in place for the entirety of a match.
- (E) Refer the respective Competition Rules for actions to be taken when play is interrupted.

Note 1: In the event of no officially appointed umpires being appointed to a match, the team captains shall assume this responsibility. In the event of their disagreement on the fitness of ground due to wet weather, the match is not to proceed until there is mutual agreement. In the relation to decisions regarding the fitness of light, pitch and ground should there be a disagreement the state of play existing at the time of the question arising shall continue and will remain in place until there is mutual agreement.

8.15 Adverse Weather

- (A) From time to time the Association may vary the playing conditions due to adverse weather.
- (B) In the case of adverse weather during a match the umpire has the authority to delay the match where they believe the conditions have become unsafe. In the case of Lightning or Extreme Heat the MDCA Policies are to apply.

8.16 Penalties

- (A) No team will gain any points unearned on the field of play, except for By Law 10.2 (Covers) and By-Law 4.2 (Loss of Points).
- (B) In the case of finals matches, a losing team which is subsequently deemed the winning team through a breach of the by-laws will progress to the next round of the finals series or in the case of a grand final be declared major premiers regardless of that team's ranking prior to the match being played.
- (C) In the case of finals matches, a winning team which is subsequently deemed the losing team through a breach of the by-laws, will be eliminated from the final series and may incur a financial penalty as determined by the MDCA Executive Committee

8.17 Disputes & Protests

- (A) Should any dispute or difference arise between competing teams other than those outlined in By-Law 8.16, the match shall be played under protest subject to the dispute or difference being dealt with by the Competition Administrator in accordance with By-Law 16. One or both scorebooks are to be noted that a dispute or protest will be lodged. PlayHQ is to be updated to show that the match is either being played under protest/dispute or that the result is subject to a protest/dispute
- (B) All previous by laws approved by the Association shall be subject to the terms of any experimental rule subsequently approved by the Cricket Australia Executive Committee and adopted by the NSW Cricket Association for general applications in competition matches in the current season.
- (C) All disputes or differences not otherwise covered in this competition by laws will be decided by the Competition Administrator
 - a. The Competition Administrator shall have the power to declare any game a "no game", and no points will be awarded to either side participating in the match if in the opinion of the Competition Committee

the teams have not played within the rules.

- b. Before such determination can be made the Competition Administrator shall receive a report from both participating teams, and a report from umpires officiating in the match.
- (D) Player Grading as determined by the MDCA Gradings & Permits Committee will not be subject of an appeal beyond the MDCA Executive Committee.
- (E) The Secretary of the club lodging a complaint or dispute must provide particulars of that complaint or dispute to the Competition Administrator by 5pm, Monday following the match.
 - a. Should the complaint or dispute arise during the last competition round or in a finals series game, the Secretary of the club concerned must provide particulars of the complaint or dispute to the Competition Administrator in writing, within 24 hours of the occurrence.
- (F) The details must be accompanied by a \$100.00 fee which will be refunded if the matter is upheld
- (G) The club complained against must reply to the matters in dispute within 48 hours after receiving the details of the dispute from the Competition Administrator. If that club fails to do so, then the Competition Administrator may proceed with the enquiry and decide on the matters in dispute.
- (H) Appeals from the decision of the Competition Administrator or Grading & Permits Committee may then be made to the CNSW Clubs & Competition Manager whose decision is final. Appeals to the CNSW Clubs & Competitions Manager are sent through the Competition Administrator.
- (I) Each appeal to the Board must be lodged with the Competition Administrator within 48 hours of receipt of the ruling and be accompanied by a \$250.00 fee which will be refunded if the appeal is upheld, and at the discretion of the Board may be refunded if the appeal is dismissed.
- (J) Should the appeal arise during the last competition round or during the finals series, the appeal must be lodged with the Competition Administrator in writing, within 24 hours of the decision that is being appealed against

9. FINALS

9.1 Finals Structure

The MDCA Executive Committee & Competition Administrator will determine the structure of the finals series or each Competition upon release of the Competitions Season Fixture and prior to the first home and away Competition Match of the season.

9.2 Venue Selection

The CNSW Competition Administrator & MDCA Executive will determine the venues for finals series Competition Matches in its absolute discretion.

9.4 Player Eligibility

- (A) Refer "Competition Playing Conditions" Annexures A-G" for number of matches required to qualify to play in finals.
- (B) Any match that has been forfeited shall not count as an available match
- (C) A bye does not constitute having played a match;
- (D) On application by a Player's Club, the Competition Administrator may vary the number of qualifying Competition Matches required where Services personnel are posted a significant distance away during the home and away Competition Matches or where a Player misses a significant number of Competition Matches due to serious injury (more than six (6) Matches) or pregnancy, transfers in employment, or under other exceptional circumstances as determined by the Competition Administrator. Such transfer in employment should follow three (3) calendar months of continuous employment preceding the transfer date with the existing employer, unless otherwise approved by the Association.
- (E) Applications for Exemption as per By-Law 9.4 (D & E) must be received by the Competition Administrator by

5.00pm on the Wednesday prior to the commencement of the finals.

- a. Clubs are reminded that failure to submit an application on time may mean that the Competition Administrator and Executive cannot meet in time to discuss the request resulting in no decision being provided.
 - b. If clubs are in doubt they shall not select that player.
- (F) Players only need to be approved to play in a semi-final. Once approved, as long as a player does not change grades they can remain in their semi-final team for all subsequent finals
- a. Any team which included a player in contravention of these rules shall lose the final in which such a player takes part and shall be eliminated from the finals series and may incur a financial penalty as determined by the Board.
 - b. All applications for permission to play under this competition By-Law must be made in writing to the CNSW Competition Administrator giving clear reasons as to why the player was originally selected in the higher grade and why the player is now required in the lower grade.
- (G) Where a club has multiple consecutively ranked teams playing in finals on the same day clubs may play players one club grade lower than the lowest grade for which they are eligible on a standalone basis.

10. MATCH DAY REQUIREMENTS

- (A) The Club named first on the official fixture draw is the home Club.

10.1 Turf Pitches

- (A) Permitted pitch preparations under the following conditions:
- a. Watering of turf pitches after the game on Saturday and Monday mornings, providing the pitch is not required for Sunday or other games during the week.
 - b. Council cannot supply rollers at all grounds and accordingly, Clubs shall have to make their own arrangements for machinery
 - c. If problems occur as a result of works being carried out by the Clubs, Council reserves the right to withdraw approval.
 - d. Boots or shoes fitted with metal sprigs or spikes (half or full sole) are recommended to be worn.
 - e. If a turf pitch has been damaged other than by weather prior to either day's play, then the following shall apply:
 - i) If the pitch can be repaired, then it shall be
 - ii) If a new pitch can be prepared, then it shall be
 - iii) If another turf pitch ground is available then the match may be transferred. Under the direction of the Competition Administrator, the fixture could be transferred to an available turf or synthetic pitch

Rolling

- (B) The pitch shall not be rolled during the match except as permitted below:
- a. During the match the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and therefore the start of each subsequent day's play
 - b. In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request to have the pitch rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse the request for the rolling of the pitch

- c. If there is more than one roller available the captain of the batting side shall have the choice
- d. The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin, should he so desire
- e. If a captain declares an innings closed, or forfeits an innings, or enforces the follow-on, and the other captain is prevented thereby from exercising his option of the rolling permitted (maximum 7 minutes), or if he is so prevented for any other reason, the extra time required to complete the rolling shall be taken out of the normal playing time
- f. Day 2 of a 2-day match, the same wicket from day 1 is to be used with the wicket to be prepared and rolled as per usual.
- g. The above will be subject to the wicket curator being available.

Sweeping

- (C) a. If rolling is to take place the pitch shall first be swept to avoid any possible damage by rolling in debris. This sweeping shall be done so that the 7 minutes allowed for rolling is not affected.
- b. The pitch shall be cleared of any debris at all intervals for meals, between innings and at the beginning of each day, not earlier than 30 minutes nor later than 10 minutes before the time scheduled or rescheduled for play to begin.
- c. Notwithstanding the provisions of (a) and (b) above, the umpires shall not allow sweeping to take place where they consider it may be detrimental to the surface of the pitch

Mowing

- (D) a. The pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions allow.
- b. All mowings which are carried out before the match shall be the responsibility of the Ground Authority. All subsequent mowings shall be carried out under the supervision of the umpires
- c. Mowing of the pitch on any day of the match shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day.
- d. If mowing of the outfield has been permitted by Council, on any day of the match it shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin on that day.
- e. In order to ensure that conditions are as similar as possible for both sides, the outfield may be mown on each day of the match on which play is expected to take place, if ground and weather conditions allow.
- f. If, for reasons other than ground and weather conditions, complete mowing of the outfield is not possible, the Ground Authority shall notify the captains and umpires of the procedure to be adopted for such mowing during the match

Watering

- (E) The pitch shall not be watered during the match. This does not preclude watering of the pitch when the game is conducted over consecutive Saturdays

Re-marking Creases

- (F) The creases shall be re-marked whenever either umpire considers it necessary and subject to the wicket curator being available.

Maintenance of Foot holes

- (G) a. The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitates play. In matches of more than one days' duration, the umpires shall allow, if necessary, the re-turfing of foot holes made by the bowler in his delivery stride, or the use of quick setting fillings for the same purposes.
- b. During play, the Umpires shall allow the players to secure their footholds by the use of sawdust, provided that no damage to the pitch is so caused, and MCC Law 42. (Unfair Play) is not contravened.

10.2 Wickets & Wickets Fees – 3rd grade down

When a "home game" is set down for another club's wicket, the club controlling the wicket is responsible for the collections of wicket fees from both participating teams. The "home" team is required to supply stumps and bails and must ensure that the protecting fence is replaced around the wicket whilst, on matting wickets they must carry out the instructions of the controlling club as to the safe custody of the mats at the end of each day.

Any clubs not complying with these conditions shall be liable to clause 4.2, or to be fined by the MDCA Executive.

- For all competition matches on all wickets, wicket fees as determined by the Association shall apply.
- Where 2 clubs are playing on another Club's Turf Home Ground, both clubs shall pay the club who has prepared the wicket an additional fee of \$10.00 each.
- For any games allocated to a ground not controlled by a club, then it is the allocated home team's responsibility to pay the applicable wicket fees.

10.3 Covers

- (A) 1st & 2nd Grade Only - The home team, or club whose home ground is being used if they are not engaged in the match must put the covers down on the game day pitch, and entire square, and also where possible on the bowlers' run-ups prior to 8.00pm on the day before the match. (Covers may be laid in accordance with council regulations prior to this to protect the pitch.)
- (B) 3rd Grade down – covers are to be used if available.
- (C) The home club shall be responsible for the pitch covering, whilst the responsibility for wicket covers in all Semi-Finals and Finals shall be determined by the Maitland & District Cricket Association, Board of Management.
- (D) The pitch shall be entirely protected from rain up to the commencement of play and for the duration of the match subject to the Umpire's decision.
- (E) If it is raining or conditions are threatening, the covers may remain in position until rain ceases or the conditions improve, as the case may be.
- (F) Penalty as per By-Law 4.2 (C) is to apply for any breach of these Rules.
- (G) It shall be left to the discretion of the home club whether or not to cover the pitch, in the event of the pitch being wet beforehand, or wet at the time. The Grounds & Fixture Committee & Competition Administrator must be notified if this situation does occur.

10.5 Ground Set Up

The team designated as the home team is to be responsible for the supply of stumps, bails, boundary markers – these items must be in place before the designated starting time.

10.6 Match Day Safety Check

A representative of all competing clubs is required to conduct a Match Day health and safety check prior to the commencement of each Competition Match and Training session, and at any other time during the day if conditions change. The representatives must complete the checklist as advised by the MDCA Executive.

10.7 Declaration of Teams & Exchange of Lists

- (A) All team lists must be input into PlayHQ prior to the match commencing.
- (B) A team sheet is to be completed and exchanged prior to the toss.

- a. Where no play was possible after the toss has been taken on the first day of a match, the second day becomes a new match and new team lists are to be exchanged and a new toss taken.
 - b. The exchanged team sheets may not be altered once the game has commenced without the written consent of the opposition captain/coach/manager. Any breach of these rules by a team shall result in the loss of any competition points gained in the match in which a breach occurred, or in the case of Finals Series match, the loss of the match.
- (C) Ages (as at 31st August prior to the season start) must be recorded on the team list as follows. A player's age does not change during the course of the season:
- a. Senior Competitions – All players under the age of 19 years
- (D) The opposing captain must be notified of all substitutions made, at any stage of the match. All replacement players allowed under By-Law 8.13 must also be written on the team sheet.
- (E) For matches where teams are permitted to play twelve (12) players, the non-batter and non-bowler are not required to be noted on the Team Sheet.

10.9 Electronic (Live) Scoring

- (A) All 1st, 2nd Grade, matches are required to use Electronic (Live) Scoring.
- (B) The home side is required to provide both the mobile and Wi-Fi devices to enable Electronic (Live) Scoring to be completed.
- (C) All other grades are encouraged to use Electronic (Live) Scoring.
- (D) For matches where Electronic (Live) Scoring is to be utilised, only one scorebook is required to be used. This is to be provided by the home team. Please note should Electronic (Live) Scoring stop being used, a second scorebook, provided by the away team is to be commenced.

10.10 Submission of Results

- (A) For all scheduled matches, the results and player performances must be submitted for each day's play by the home team using PlayHQ no later than 5.00 pm on the Monday proceeding the game played. In the final round the cut off for results submitted to PlayHQ is 9.00am Monday proceeding the game played.
- (B) Figures as entered into PlayHQ shall count in the compilation of averages, trophies and any other relevant matter except in the case of disputes or discrepancies where the Competition Administrator may decide the results as shown in the score books shall supersede the result entered into PlayHQ.

10.11 Captains/Umpires Match Report

- (A) At the conclusion of each Competition Match in which an umpire was appointed, each captain is to complete a Captains Report via Officials HQ.
- (B) At the conclusion of each Competition Match each appointed umpire is to complete an Umpires Report (Match Review) via Officials HQ.
- (C) The Captains/Umpire Reports shall be completed by 6.00pm on Monday immediately following the conclusion of the Match.
- (D) Teams that do not have their umpire report in by 6pm Monday shall receive a fine of \$50 per report.

11.5 Player Umpires

- (A) Players acting as umpires must be suitably attired by wearing shirt, trousers/shorts and footwear. If wearing a white shirt, or a shirt the same colour as the fielding side the umpire must carry a bat or stump.

12. CLUB MATCH RESPONSIBILITIES

12.1 Restriction on Bowlers (as per current Cricket Australia Policy)

Age of Bowlers

- (A) Team captains in all competitions must indicate on their declared team sheet for each match those members who are under 19, 18, 17, 16, 15, 14 or 13 years of age as at 31 August of each season in question.

Maximum Overs

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

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAYS PLAY
Under 19	8	20
Under 18	7	18
Under 17	6	16
Under 16	6	14
Under 15	5	12
Under 14	5	10
Under 13	4	8

Minimum Rest Period

- (C) Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.
- (D) A bowler who has bowled a spell of fewer than the maximum of overs set out in (B) above may resume bowling prior to the completion of the minimum rest period as defined in (C) above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded
- (E) The break between spells is to be a minimum of 20 minutes (including any interruptions to play). A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

Penalties

- (F) Failure to enforce these restrictions will result in the following:
- First offence: the offending Club will receive a warning letter from the Competition Committee.
 - Second offence: Final warning to club – any further breach penalties as per By-Law 4.2 are to apply.
 - Any subsequent breach by that Club will result in the matter being dealt with by the Executive Committee
 - Should a breach of this not be caught by an Umpire during a finals match the matter will be dealt with by the Executive Committee.

Change of Bowling Type

- (G) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
- If the bowler begins with medium pace (or faster), the bowler is subject to the playing conditions throughout the day: and
 - If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.
 - It is the responsibility of the fielding Captain to ensure that this playing condition is upheld. The Umpires shall assist in maintaining records to enable the enforcement of this rule together with the Scorers of the match. Scorers shall notify the Umpires and fielding Captain whenever a bowler reaches the maximum

number of overs he may bowl without a break, and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.

- d. If the Umpire becomes aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- e. Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires shall make the final decision on its application based on information available from the Scorers or other sources.

14 UMPIRES

- (A) Appointment of Umpires for all matches arranged by MDCA shall be made by the MDCUSA
- (A) If umpires are not available for any match, the batting team is to provide both umpires. After the commencement of the match such umpires shall to all intent and purpose be regarded as official umpires in the determination of these rules

14.1 Umpires' Fees

- (A) The Umpires' fees for the ensuing season will be determined by the MDCUSA Executive and communicated to all Clubs no later than September in the year the season in which they are applicable.

14.2 Payment of Umpires

- (A) Payment of umpires will be the responsibility of both home and away clubs including finals.
- (B) In the case of a forfeit, no payment will be due to the umpire provided they were advised prior to attending the ground. Should a payment be due this payment will be the responsibility of the forfeiting team.
- (C) In the case of a days play being washed out, no payment will be due to the umpire provided they were advised prior to attending the ground. Should a payment be due this payment will be the responsibility of the home team.
- (D) All teams/clubs that have an umpire for their game must have electronic payment sent to umpires account and electronic receipt (as proof of payment) sent to the umpire's secretary by 6pm Monday. If not done by 6pm Monday, the club will receive a fine of \$100 plus umpire fee.
- (E) Should an appointed umpire arrive at Venue and fixture does not proceed, due to ground being unfit for play, then appointed umpire shall receive 50% of his nominated payment from each club.

14.3 Umpires' Match Report

- (A) At the conclusion of each Competition Match the umpire/s are to complete an Umpires Match Reports (Match Review) via Officials HQ.
- (B) These reports shall be submitted no later than 6.00pm on the Monday immediately following the completion of the match.

14.4 Reporting of Players and Officials

- (A) Umpires may report to Cricket NSW Integrity Unit any Player or Official who, during the progress of a Competition Match or within the immediate proximity of the ground on the day of the Competition Match, commits a Code of Conduct Breach. The procedure for making and lodging such a report shall be as specified by Cricket NSW Code of Conduct Procedures".
- (B) All reports must be submitted to the Cricket NSW Integrity Unit, on the form provided by 5.00pm on Monday immediately following the day in which the offence occurred.

15. CONDUCT – DISCIPLINARY PROCEDURES

15.1 Prescribed Penalties

A prescribed penalty system will operate in the Competitions in accordance with Cricket NSW Code of Conduct Procedures”.

15.2 Code of Conduct

- (A) Clubs agree to comply with “Cricket NSW Code of Conduct Procedures” through affiliation.
- (B) Players & coaches agree to comply with “Cricket NSW Code of Conduct Procedures the Online Registration in PlayHQ.
- (C) Clubs are required to ensure that all Clubs Players, Officials, Coaches, Administrators and Parents are aware of their responsibilities under “Cricket NSW Code of Conduct Procedures”.
- (D) Parents, Officials and Coaches are bound by the MDCA By-Laws as issued from time to time, irrespective of whether they have signed any specific conduct codes or Codes of Conduct.

18.3 Matters not provided for

The MDCA Executive Committee may regulate any matters not provided for in these By-Laws in its sole and absolute discretion.

18.4 CNSW Competition Administrator

The CNSW Competition Administrator controls the day-to-day operation of the MDCA’s Competitions.

18.5 Attendance at Meetings

The MDCA Executive Committee will determine the number of representatives required in attendance at MDCA meetings for which notice has been properly given.

18.6 Failure to Adhere to By-Laws

Breach of any of the By-Laws will be penalised, decided by the MDCA Executive Committee.



PLAYING CONDITIONS

3rd & 4th Grade - One Day Matches

Playing Conditions – 3rd & 4th Grade (Division 1 & 2) – One Day Limited Over Matches

1. Number of Players

- (A) Each side shall be permitted to play twelve (12) players with eleven (11) players on the field at any time.
- (B) Only eleven (11) players can bat and only eleven (11) players can bowl.
- (C) Non-batter and non-bowler do not have to be declared on team list, wicket keeper can be non-batter or non-bowler
- (D) Players permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum forty (40), six (6) ball overs per innings
 - a. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of fifteen (15) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - b. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - c. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

3. Hours of Play

- (A) Start time of 12:30pm. Games scheduled in January to start at 10:00am.
 - a. Matches the 1st innings shall commence at 12.30pm and be concluded by 3.05pm, 2nd innings shall commence at 3.20pm and be concluded by 5.55pm.
 - b. Games played in January shall start at 10.00am and conclude by 3.25pm
- (B) Matches cease once the scheduled overs are bowled or when a result is achieved.
 - a. in the event of play being interrupted (including stoppage for rain, bad light, unfit ground conditions) the number of overs to be bowled shall be reduced in the proportion to the time lost in the ratio of one over for each three point seven (3.7) minutes lost (see table 1).
 - b. There will be no deduction of overs for innings breaks
- (C) Matches that have not commenced by 3.35pm shall be abandoned. (1.20pm if game played in January)

4. Loss of Playing Time

Where the commencement of play is delayed, or there is any interruption(s) to play due to ground, weather, light or any other unforeseen circumstance:

The minimum quota of overs to be bowled that day is:

- a. Unaffected for the first (aggregate) 30 minutes of scheduled playing time lost; and
- b. Reduced by one over for each three point seven (3.7) minutes of scheduled playing time lost there after
- c. The finishing time is adjusted by the period of scheduled playing time lost, up to a maximum of 30 minutes

5. Penalty Runs/Bowling Rates

- (A) Where the team bowling first exceed the allocated time allowed, the following shall apply:
 - i. The innings will continue until completed and,
 - ii. The team batting 2nd shall be penalised by reducing their batting innings by one over every 3.7 minutes. (In One Day/T20 games, No bowling restriction changes for the team bowling second even with less overs to be bowled).
- (B) Where the team bowling second exceed the allocated time allowed, the following shall apply:
 - i. The innings will continue until the innings is completed and,
 - ii. The team that batted 2nd shall receive five (5) penalty runs per over [every 3.7 minutes] past the finish time. Example if Team B is 2 overs behind, those overs are to be completed with any runs scored + 10 penalty runs added. [5 runs per over].

6. Drinks & Tea Intervals

- (A) Drinks are to be taken at the conclusion of the 20th over.
 - a. Drinks shall be taken on the field and are not to exceed five (5) minutes in duration
 - b. Under conditions of extreme heat the Umpires may permit extra intervals for drinks
- (B) Afternoon Tea shall be taken at the conclusion of the innings of the team batting first.
- (C) Afternoon Tea interval shall consist of fifteen (15) minutes duration

7. Type and Use of Cricket Balls

- (A) 3rd Grade Only – A four (4) piece 156gm Kookaburra Red Turf, Regulation, Club Match, Regulation Reject or Senator Ball shall be used for matches played on turf pitches. Each innings shall be commenced with a new ball.
- (B) 4th Grade Only – A two (2) piece Kookaburra 156g Red Turf Pitch Special Test or Red King ball is to be used. Each innings shall commence with a new ball.

8. Bowling Restrictions

- (A) Maximum of eight (8) overs per bowler.
 - a. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) no bowler may bowl more than 1/5 of the available overs. If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance
 - b. If overs are lost during the teams batting second's innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
 - c. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over insofar as each bowler's limit is concerned.
 - d. A limit of 1 bouncer over the shoulder but under the head is permitted over at the discretion of the umpire.

9. Free Hit after Any No Ball

- (A) The delivery following any No Ball signal (Law 24) shall be a free hit for whichever batsman is facing it.
 - a. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it

- b. For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion
- c. A limit of 1 bouncer over the shoulder but under the head is permitted per over at the discretion of the umpire.

10. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (B) **3rd Grade Division 1 Only** - As a guide, a delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide Ball, unless the ball passes between the striker and the stumps
- (C) **3rd Grade Div 2 & 4th Grade** - As a guide, a delivery that passes outside of the 500mm line on LEG SIDE of the batter shall be called signalled Wide Ball.
- (D) Umpires shall apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket
- (E) The above provisions do not apply if the striker causes the ball to pass wide of them, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

11. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
 - (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
 - (a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform.
If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 12 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target.(Refer Note 1 below)
 - (c) The target score shall be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match. The final target score shall be determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1 below).
 - (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1)
- Note 1:** A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation

- Team A scores 160 runs off 40 over.

- Play is interrupted with Team B to receive a maximum of 30 overs.
- Score required for Team B to win game for Overs 1 – 24 = 161 (Team A plus 1)
- Score required for Team B to win game from Overs 25 = Duckworth-Lewis target score

12. Point Score

(A) Points shall be allocated for each match as follows:

Result	Points
Win with Bonus Point	5
Win	4
Tie	2.5
Draw	2.5
Loss	1
Loss Conceding Bonus Point	0

- In order for the team batting first to gain one bonus point, it shall achieve victory with a score greater than 160% that of the opposition.
- In order for the team batting second to gain one bonus point, the victory shall be achieved by the end of the 24th over (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).

13. Finals

13.1 Finals Qualification

- Player shall have played in a minimum of 5 games.
- 2 x T20 games counts as one (1) game for finals qualification.

13.2 Match Unable to be Completed

- In the event of match being unable to be completed, or the result of the match is a tie, the highest ranked team entering the final will be declared the winner.

14. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 7.4 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 7.4 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.7 minutes lost.			
Minutes Lost	Overs	Minutes Lost	Overs	Minutes Lost	Overs
7.4	1	3.7	1	77.7	21
14.8	2	7.4	2	81.4	22
22.2	3	11.1	3	85.1	23
29.6	4	14.8	4	88.8	24
37	5	18.5	5	92.5	25
44.4	6	22.2	6	96.2	26
51.8	7	25.9	7	99.9	27
59.2	8	29.6	8	103.6	28
66.6	9	33.3	9	107.3	29
74	10	37	10	111	30
81.4	11	40.7	11	114.7	31
88.8	12	44.4	12	118.4	32
96.2	13	48.1	13	122.1	33

103.6	14	51.8	14	125.8	34
111	15	55.5	15	129.5	35
118.4	16	59.2	16	133.2	36
125.8	17	62.9	17	136.9	37
133.2	18	66.6	18	140.6	38
140.6	19	70.3	19	144.3	39
148	20	74	20	148	40

15. Duckworth Lewis Calculator

PlayHQ Live Scoring Platform Process:

- Enabling DLS for games that have a reduced amount of overs is done within the Parameters area. This is available in the 2nd innings set up form. (ACTIONS button > Parameters)
- It is also always available during the 2nd innings by selecting Actions and then Parameters. The system also allows multiple updates to the over limit and target to cater for any subsequent delays.
- To enable DLS, update the Over Limit, and select the DLS toggle which will automatically update the target score to a score calculated by Duckworth-Lewis-Stern V4.0.

For the manual process via the app, review the required steps located in Annexure “1”



PLAYING CONDITIONS

3rd & 4th Grade - T20 Matches

Playing Conditions – 3rd & 4th Grade (Division 1 & 2) – T20 Matches

1. Number of Players

- (A) Each side will be permitted to play twelve (12) players with eleven (11) players on the field at any time.
- (B) Only eleven (11) players can bat and only eleven (11) players can bowl.
- (C) Non-batter and non-bowler do not have to be declared on team list, wicket keeper can be either non-batter or non-bowler.
- (D) Players permitted to leave the field at any time, and bowlers are eligible to bowl immediately upon their return to the field.

2. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), six (6) ball overs per innings
 - (a) A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of five (5) overs per innings to constitute a match
 - (a). If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - (b) Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - (c) Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

3. Hours of Play

- (A) Varied start times as per MDCA & Cricket NSW direction.

4. Loss of Playing Time

- (A) The number of overs in the innings of both teams shall be reduced subject to the amount of available time remaining, to ensure the fixture is completed by the scheduled finishing time as per Playing Condition 4 (B).
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs
- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three point seven (3.7) minutes per over in the remaining time available for play (Minutes are to be rounded down to obtain whole minutes) If a reduction in the number of overs is required, any recalculation shall not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) Should a fixture be impacted by a loss of overs, umpires shall convey to both captains the start and finish times of both innings prior to the commencement or recommencement of the fixture.
- (F) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first

(G) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 5 overs

(H) Incomplete or fractions of overs are ignored

5. Length of Innings

(A) The innings of each team is to be no more than 80 minutes

(B) The interval between innings shall be a maximum of 15 minutes

6. Penalty Runs/Bowling Rates

(A) Where the team bowling first exceed the allocated time allowed, the following shall apply:
 i. The innings will continue until completed and,
 ii. The team batting 2nd shall be penalised by reducing their batting innings by one over every 3.7 minutes. (In One Day/T20 games, No bowling restriction changes for the team bowling second even with less overs to be bowled).

(B) Where the team bowling second exceed the allocated time allowed, the following shall apply:
 i. The innings will continue until the innings is completed and,
 ii. The team that batted 2nd shall receive five (5) penalty runs per over [every 3.7 minutes] past the finish time. Example if Team B is 2 overs behind, those overs are to be completed with any runs scored + 10 penalty runs added. [5 runs per over].

7. Type and Use of Cricket Balls

(A) 3rd Grade Only - A four (4) piece 156gm Kookaburra White Kookaburra Turf, Regulation, Club Match, Regulation Reject or Senator Club Match or Senator Ball shall be used. Each innings shall be commenced with a new ball.

(B) 4th Grade Only - A two (2) piece Kookaburra 156g White Tuf Pitch Special Test or Red King ball is to be used. Each innings shall commence with a new ball.

8. Bowling Restrictions

(A) No bowler shall bowl more than four (4) of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he shall be allowed to complete the over.

- a. If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance
- b. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned

(B) A limit of 1 bouncer over the shoulder but under the head is permitted over at the discretion of the umpire.

9. Free Hit after Any No Ball

(A) The delivery following any No Ball signal (Law 24) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it

(B) For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

10. Wide Ball

- (A) Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a Wide Ball
- (B) **3rd Grade Division 1 Only** - As a guide, a delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide Ball, unless the ball passes between the striker and the stumps
- (C) **3rd Grade Div 2 & 4th Grade** - As a guide, a delivery that passes outside of the 500mm line on LEG SIDE of the batter shall be called signalled Wide Ball.
- (D) Umpires shall apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket
- (E) The above provisions do not apply if the striker causes the ball to pass wide of them, or brings the ball sufficiently within his reach by moving to be able to hit it by means of a normal cricket stroke, or the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide

11. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
 - a. The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform.
 - (b) In a rain interrupted match or a match interrupted through any other cause, it shall be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target (Refer Note 1 below)
 - (c) The target score shall be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match.
 - (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation

- Team A scores 160 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 10 overs.
- Score required for Team B to win game for Overs 1 – 4 = 161 (Team A plus 1)
- Score required for Team B to win game from Over 5 = Duckworth Lewis target score

11. Point Score

(A) Points shall be allocated for each match as follows:

Result	Points
Win	2
Tie	1
Draw	1
Loss	0

12. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 7.4 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 7.4 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.7 minutes lost. (Minutes are to be rounded down to obtain whole minutes)	
Minutes Lost	Overs	Minutes Lost	Overs
7.4	1	3.7	1
14.8	2	7.4	2
22.2	3	11.1	3
29.6	4	14.8	4
37	5	18.5	5
44.4	6	22.2	6
51.8	7	25.9	7
59.2	8	29.6	8
66.6	9	33.3	9
74	10	37	10
81.4	11	40.7	11
88.8	12	44.4	12
96.2	13	48.1	13
103.6	14	51.8	14
111	15	55.5	15
118.4	16	59.2	16
125.8	17	62.9	17
133.2	18	66.6	18
140.6d	19	70.3	19
148	20	74	20

13. Duckworth Lewis Calculator

PlayHQ Live Scoring Platform Process:

- Enabling DLS for games that have a reduced amount of overs is done within the Parameters area. This is available in the 2nd innings set up form. (ACTIONS button > Parameters)
- It is also always available during the 2nd innings by selecting Actions and then Parameters. The system also allows multiple updates to the over limit and target to cater for any subsequent delays.
- To enable DLS, update the Over Limit, and select the DLS toggle which will automatically update the target score to a score calculated by Duckworth-Lewis-Stern V4.0.

For the manual process via the app, review the required steps located in Annexure “I”

ANNEXURE "I"

Duckworth Lewis Stern Method

The Duckworth-Lewis method will be used for all GWL (Ground/Weather/Light) affected matches in One Day and T20 matches of the District Cricket Competition and the Entirety of the One Day Cricket Competition.

The approved D/L calculator to be used in ALL GRADES is the "DuckWorth- Lewis Standard App".



iPhone



Android
(Not Available)

The above images are of the Duckworth-Lewis Standard App.

These are the approved Apps to be utilised for Duckworth-Lewis Calculations in the Maitland & District Cricket Association competitions.

The Apps can be downloaded free of charge, and their use will be explained later in this Appendix.

Once Downloaded to your device, this App does not require an Internet Connect or Mobile Signal to operate.

Instructions for Use on Game Day All Grades

1. Umpires to provide relevant match interruption information to captains. (i.e. current scores, amount of lost overs, overs per team required in remaining time)
2. Captains to use the approved App (using the stipulated G50 Average Score 245) to calculate a target score.
3. Captains together to AGREE to a target scores and advise umpires showing the final App calculation scores.
4. Any non-agreements the umpires are to arbitrate by reviewing the accuracy of each App data entry.
5. It is the responsibility of the home club to ensure the above app is available at the ground on the day

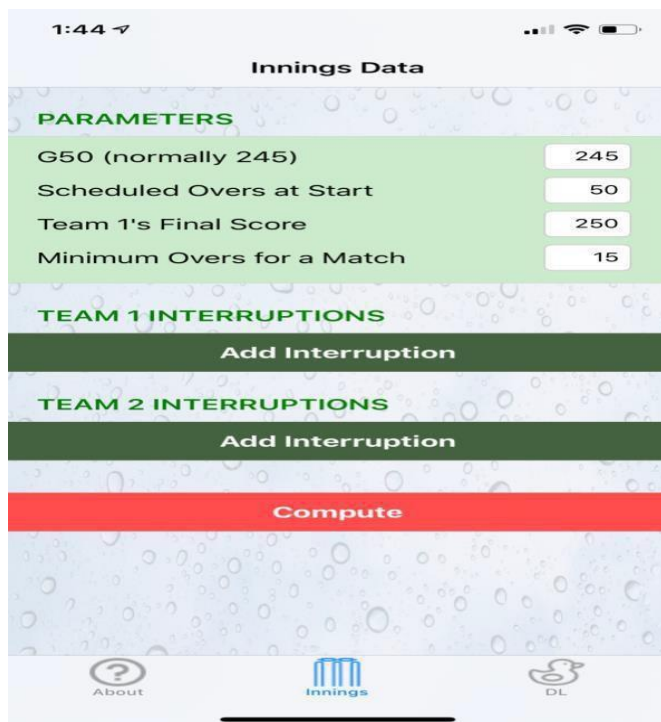
It is essential:

All clubs familiarise themselves with operation of the app prior to the commencement of any game
Any questions that may arise in relation to the use of the app as club familiarise themselves with the app in the lead up to games (not during games) regarding the use of the DL method can be directed to: Mark Warland – 0488 957 942

How to Use App

Following images are based on iPhone.

- Open App and move through the App to the Innings screen.



SCENARIO 1: 1ST Innings Completed – No Interruptions

- Keep G50 at Standard 245
- Enter in Scheduled Overs
- Enter in team 1s Final Score
- Enter in Minimum Overs for a Match
- Press Compute



SCENARIO 1: 1ST Innings Completed – No Interruptions

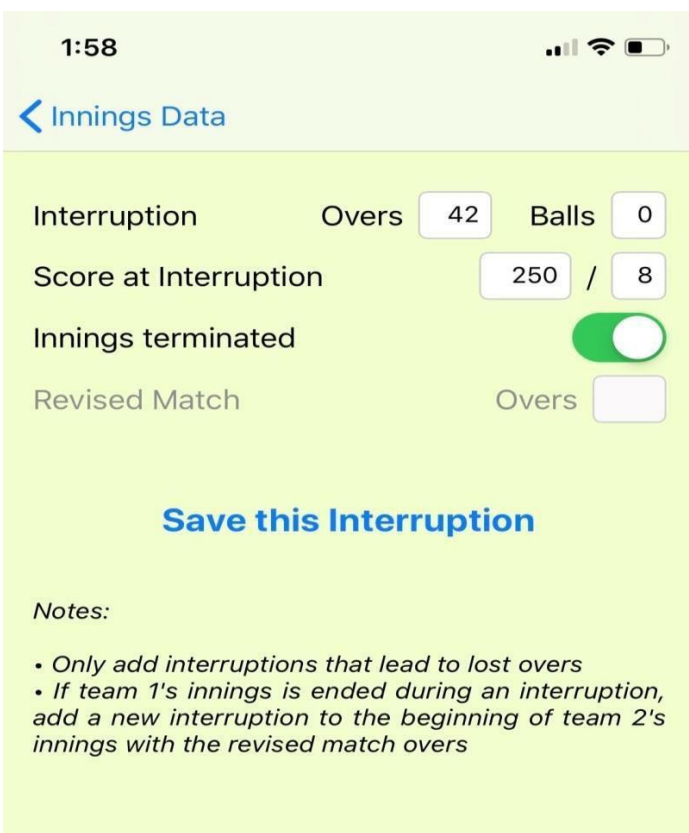
- This will show Duckworth Lewis Targets if game was to be washed out at any stage in innings 2 using scenario 1.



SCENARIO 2: 1ST Innings

Terminated

- Keep G50 at Standard 245
- Enter in Scheduled Overs
- Enter in team 1s Final Score
- Enter in Minimum Overs for a Match
- Add Team 1 Interruption
- Enter in overs when interruption occurred
- Score at the Interruption (Note: – runs/wkts e.g. 250/8)
- Select Innings terminated
- Save Interruption
- Press Compute



SCENARIO 2: 1ST Innings

Terminated

- Keep G50 at Standard 245
- Enter in Scheduled Overs
- Enter in team 1s Final Score
- Enter in Minimum Overs for a Match
- Add Team 1 Interruption
- Enter in overs when interruption occurred
- Score at the Interruption (Note: – runs/wkts e.g. 250/8)
- Select Innings terminated
- Save Interruption
- Press Compute

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Duckworth Lewis Targets

At the end of Over 37				
210/0	210/1	211/2	211/3	213/4
215/5	218/6	223/7	231/8	245/9
At the end of Over 38				
219/0	219/1	219/2	220/3	221/4
222/5	224/6	228/7	234/8	245/9
At the end of Over 39				
228/0	228/1	229/2	229/3	229/4
230/5	231/6	233/7	238/8	246/9
At the end of Over 40				
238/0	238/1	238/2	238/3	238/4
239/5	239/6	240/7	242/8	247/9
At the end of Over 41				
248/0	248/1	248/2	248/3	248/4
248/5	248/6	248/7	249/8	251/9
At the end of Over 42				
257/0	257/1	257/2	257/3	257/4
257/5	257/6	257/7	257/8	257/9

🔍 About
🏟️ Innings
🐥 DL

SCENARIO 2: 1ST Innings Terminated

- This will show Duckworth Lewis Targets if 1st Innings was terminated early

2:57 📶 📶 🔋

Innings Data

PARAMETERS

G50 (normally 245)	<input type="text" value="245"/>
Scheduled Overs at Start	<input type="text" value="50"/>
Team 1's Final Score	<input type="text" value="250"/>
Minimum Overs for a Match	<input type="text" value="15"/>

TEAM 1 INTERRUPTIONS

Add Interruption

TEAM 2 INTERRUPTIONS

Add Interruption

Interruption 1	
Overs at Interruption	10.0
Revised Match Overs	45.0
Score at Interruption	60/0

Compute

🔍 About
🏟️ Innings
🐥 DL

SCENARIO 3: 2nd Innings Interruption

- Keep G50 at Standard 245
- Enter in Scheduled Overs
- Enter in team 1s Final Score
- Enter in Minimum Overs for a Match
- Add Team 2 Interruption
- Enter in overs when interruption occurred
- Score at the Interruption (Note: – runs/wkts e.g. 60/0)
- Enter in revised match overs
- Save Interruption
- Press Compute

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[← Innings Data](#)

Interruption Overs Balls

Score at Interruption /

Innings terminated

Revised Match Overs

Save this Interruption

Notes:

- Only add interruptions that lead to lost overs
- If team 1's innings is ended during an interruption, add a new interruption to the beginning of team 2's innings with the revised match overs

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Duckworth Lewis Targets

At the end of Over 40				
191/0	192/1	192/2	193/3	194/4
196/5	198/6	203/7	211/8	223/9
At the end of Over 41				
199/0	200/1	200/2	200/3	201/4
202/5	204/6	207/7	213/8	223/9
At the end of Over 42				
208/0	208/1	208/2	208/3	209/4
209/5	210/6	212/7	216/8	224/9
At the end of Over 43				
216/0	216/1	216/2	217/3	217/4
217/5	218/6	219/7	220/8	225/9
At the end of Over 44				
225/0	225/1	225/2	225/3	225/4
225/5	225/6	226/7	226/8	228/9
At the end of Over 45				
234/0	234/1	234/2	234/3	234/4
234/5	234/6	234/7	234/8	234/9

? About
🏟 Innings
🐧 DL

SCENARIO 3: 2nd Innings

Interruption

- This will show Duckworth Lewis Targets if 2nd Innings was interrupted with a rain delay and match was now shorten