



**MACKAY
CRICKET**

EST. 1891

Senior Cricket

Rules, Regulations and Playing
Conditions

2023-2024 Season

Edition – 1.0



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MACKAY CRICKET ASSOCIATION INC.
RULES, REGULATIONS, PLAYING CONDITIONS

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ASSOCIATION RULES, REGULATIONS AND PLAYING CONDITIONS

1. LAWS OF CRICKET

- 1.1 The ***Laws of Cricket (2017 Code 3rd Edition 2022)***¹ will apply except as varied by these rules, regulations and playing conditions.
- 1.2 All references under the Laws of Cricket or Cricket Australia Regulations to 'Governing Body' or 'Cricket Australia' shall be replaced with Mackay Cricket Association for the purposes of these Rules, Regulations and Playing Conditions.

2. CODES OF CONDUCT AND BEHAVIOURAL POLICIES

- 2.1 The Mackay Cricket Association adopts the Cricket Australia ***Code of Conduct for Players and Player Support Personnel*** ("the Code of Conduct")².
- 2.2 The Code applies to all registered players, officials and umpires whether participating or spectating at any match or event under the auspices of Cricket Australia or Queensland Cricket, including matches sanctioned by Queensland Cricket Affiliates. It applies in addition to and not in substitution for the ***ICC Code of Conduct*** and the ***Cricket Australia Code of Behaviour, Racial and Religious Vilification Code*** and the ***Anti-Harassment Policy***, [the Codes].³
- 2.3 "Official" means the manager or a member of the coaching, medical or fitness staff of a team; the selectors of a team; any other person acting in an official capacity for the Mackay Cricket Association or a Grade Club in relation to a team; or an umpire of a match.

3. COMMITTEES AND DELEGATES

A. Management Committee – Board of Directors

- 3.1 The Management Committee of the Association consists of the Board of Directors of the Mackay Cricket Association Inc.

B. Match Committee

- 3.2 The Match Committee chair will be Director of Senior Cricket or in the event the Director of Senior Cricket is unavailable or unable to act as chair, such other member of the Board of Directors as nominated by the Management Committee.
- 3.3 The Match Committee chair will appoint persons holding the following positions to form the Match Committee from time to time as required: -
 - 3.3.1 Any other MCA Board Member;
 - 3.3.2 MCA Umpires' Coordinator or their appointed delegate;
 - 3.3.3 GBRA Arena and Facilities Manager
- 3.4 The Match Committee will be comprised of three persons.

¹ See Annexure 1

² See Annexure 2

³ See Annexures 3, 4, 5 & 6

- 3.5 The Match Committee will be responsible creation and implementation of MCA fixtures/draws, MCA Rules, Regulations and Playing Conditions.

C. MCA Commissioner

- 3.6 The MCA Commissioner will be appointed by the Management Committee.
- 3.7 The MCA Commissioner will act in the position of Match Referee as defined in the Code of Conduct.
- 3.8 The MCA Commissioner will be responsible for receiving, investigating and dealing with any alleged breach of the Codes of Conduct, Behavioural Policies, MCA Rules, Regulations and Playing Conditions.
- 3.9 Any alleged breach of the Codes of Conduct, Behavioural Policies or MCA Rules, Regulations and Playing Conditions will be referred direct to the MCA Commissioner.
- 3.10 Any alleged breach of the Code of Conduct will be dealt with in accordance with the Method of Handling Breaches of the Code of Conduct, attached to these Rules.⁴
- 3.11 The MCA Commissioner upon being satisfied that a breach of the Codes of Conduct, Behavioural Policies or MCA Rules, Regulations and Playing Conditions has occurred may impose any penalty it thinks fit in accordance with the Code of Conduct and these Rules.

D. Appeals Committee

- 3.12 Should a person who has been found by the MCA Commissioner to have breached the Code of Conduct, Behavioural Policies or MCA Rules, Regulations and Playing Conditions take issue with a decision of the MCA Commissioner, he or she may appeal to the Appeals Committee provided they have paid a \$500.00 filing fee to Mackay Cricket Association Inc.
- 3.13 The Appeals Committee chair will be the President of the Board of Directors or in the event the President is unavailable or unable to act as chair, such other member of the Board of Directors as nominated by the Management Committee.
- 3.14 The Appeals Committee will be comprised of three persons.
- 3.15 An Appeal must be in writing and given to the Sports and Facilities Manager within 48 hours of receipt of the MCA Commissioner's decision. The Appeal notice must specifically outline the reasons for the appeal and the grounds that support such an appeal, failing which the Appeals Committee may, in the Appeals Committee's discretion, not allow the appeal.
- 3.16 The Appeal Committee is to conduct a hearing of the Appeal within 7 days of the receipt of the Appeal.
- 3.17 The MCA Commissioner is to attend and make submissions at the hearing in support of the MCA Commissioner's decision from which the appeal has been made.
- 3.18 The hearing of the Appeal will be conducted: -
- 3.18.1 In private unless all parties to the report and the Commissioner agrees otherwise.
- 3.18.2 With as little formality and technicality as reasonable; and
- 3.18.3 As quickly, as proper consideration of the report or complaint permits

⁴ Annexure 7

- 3.18.4 In the presence of the MCA Commissioner
- 3.19 The Appeals Committee: -
- 3.19.1 May conduct the hearing by telephone or other conference facility;
 - 3.19.2 May itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairman;
 - 3.19.3 May appoint another person to assist;
 - 3.19.4 May allow the person alleged to have breached the code to be assisted by another person (such as a club representative).
- 3.20 All people attending a hearing before the Appeals Committee must: -
- 3.20.1 Dress in a manner acceptable to the Appeals Committee;
 - 3.20.2 Behave with due decorum; and
 - 3.20.3 Comply with the directions of the Appeals Committee Chairman as to the way the hearing will be conducted.
- 3.21 Any person who fails to comply may be ejected from the hearing room and sanctioned under this Code
- 3.22 All parties except the Appeals Committee must leave the room when the Appeals Committee is deliberating on its decision.
- 3.23 The Appeals Committee may impose any penalty it thinks fit in accordance with these Rules and the Code of Conduct.
- 3.24 If an Appeals Committee hearing cannot be completed before the start of a relevant match the Appeals Committee may make such interim ruling as it deems appropriate including the interim suspension of a player pending completion of the hearing.
- 3.25 The Appeals Committee Chairman shall ensure that a completed Findings Sheet is lodged with the Secretary of the Mackay Cricket Association. The Secretary will distribute copies of the Findings Sheet to the accused player/official/umpire, the Clubs involved, the Umpires Association and the Commissioner or any other relevant party.
- 3.26 The Appeals Committee members will judge the appeal and communicate the decision to the Club which lodged the appeal, in writing within 7 days or in the case of a player who lodged an appeal, communicate with that player's Club's secretary in writing within 7 days. If the Appeal Committee can decide at the end of the hearing, then the parties at the appeal will be advised verbally at the hearing of the outcome of the Appeal.
- 3.27 Should the person who has been found to have breached the Code of Conduct, Behavioural Policies or MCA Rules, Regulations and Playing Conditions choose to appeal beyond the Mackay Cricket Association, and be entitled to do so, then such appeal process will be dealt with in accordance with the rules of those bodies (For example Queensland Cricket).

E. Delegate Members

- 3.28 The Match Committee will convene Meetings of club delegates before, during and after the cricket season as the Match Committee sees fit.

- 3.29 At the Meeting of Delegates, the Match Committee will inform and consult with club delegates regarding any business relating to cricket and the affiliated clubs of the Mackay Cricket Association.
- 3.30 Each Club is allowed two (2) Delegate Representative to attend Mackay Cricket Association Inc. Delegate Meetings.

4. FINANCIAL OBLIGATIONS

- 4.1 Each club shall pay to the Association an amount, as set by the Management Committee, to cover affiliation and registration fees for players and teams.
- 4.2 Any member of a club failing to satisfy the financial obligations or debt due by them to their club or the Association, may be disqualified by the Management Committee from playing in any matches until such obligations or debt is satisfied
- 4.3 All clubs must be financial with the Association as at the 1st August each year to be allowed to participate in the next season's fixtures.
- 4.4 All clubs must be financial with the Association as at the end of the final round of the regular season of a competition to be eligible to play in finals matches for that competition.

5. PLAYER REGISTRATION

- 5.1 The Mackay Cricket Association has adopted the PlayHQ program as the method for player registration.
- 5.2 Players must be registered prior to play.
- 5.3 No player shall be registered to play with more than one (1) club during the season without the consent of the Match Committee.
- 5.4 No member leaving one (1) club and joining another shall be allowed to play in any Association or other match between Associated Clubs until they have been granted a clearance from the club of which they were originally a member.

6. UMPIRE ALLOCATION AND PAYMENT

- 6.1 The Mackay Umpires Co-ordinator will appoint umpires to matches scheduled by the Match Committee. Umpires shall be paid a sum, as determined by the Management Committee from time to time.

7. FITNESS OF GROUNDS – LAW 6

- 7.1 Laws of Cricket 2017 CODE - Law 6.2 (Fitness of the pitch for play) will apply with the following amendment:
- 7.2 Prior to the ground being handed over to the umpires in control of a match, the MCA Curator or Groundsman on duty will be the sole judge as to the condition of the grounds situated at Harrup Park. Should the MCA Curator or the Groundsman on duty not be satisfied that the ground will be in a condition to begin the match, they will notify the Sports Operations or Sports Administrator to advertise that cricket will not be taking place. Once satisfied that the pitch will be playable, the MCA Curator or Groundsman on duty will hand control over to the umpires. If there are no umpires assigned to the game, the MCA Curator or Groundsman on duty will hand control over to the captains. Law 2.7 and 2.8 will apply thereafter.

- 7.3 For all fields other than at Harrup Park, the Captains of each side playing at that ground must perform a Game Day Checklist prior to taking the field. If after completing the **Game Day Checklist**⁵, the captains of each side playing are not satisfied that the ground will be in a condition to begin the match, they will notify the Sport Administrator to advertise that cricket will not be taking place.

8. CHANGE ROOMS AND TOILETS

- 8.1 Teams supplied with change rooms are to ensure the rooms are left in a clean and tidy state at the conclusion of each match in which they are participating. Any team which fails to ensure that the change rooms and they have been provided with are left in a clean and tidy state at the conclusion of a match will be fined the sum of \$150.00 payable to the Mackay Cricket Association.

9. USE OF LIGHTS

- 9.1 The MCA will provide umpires with *light meters* for every 1st grade fixture played at Harrup Park fields.
- 9.2 Play will be suspended if a light meter reading is 100 or less.
- 9.3 If light permits, hours of play may be extended to ensure that all scheduled overs are bowled. Only 1st Grade matches on fields with lights are permitted to use lights to complete matches.

10. FINALS MATCHES

- 10.1 The match committee will decide upon the format of the finals series each year at their discretion.

11. COVERING THE PITCH

- 11.1 The covers shall be applied as per the **“Covering the Pitch – Covers Duty”**⁶ procedure.
- 11.2 The covers shall be removed no earlier than 6:00am and no later than 7:30am on each morning of the match if it is not raining and/or there is little likelihood of rain falling prior to the commencement of play.
- 11.3 This process will be under the direction of the Curator or if not available the Groundsman on duty. On the morning of the match, the club on covers Duty is required to remove the covers from the wicket square and drag them over the boundary.
- 11.4 If no matches are scheduled for the following day, the covers will be folded at the close of play by both sides playing on that field.
- 11.5 If matches are scheduled the following day, it is the duty of both teams playing on that ground to ensure that the pitch is covered at the completion of their game.
- 11.6 Should covers be needed throughout the day of play, it is both Captains responsibility to ensure that the covers on their field are folded and left in a tidy manner following completion of the days’ play
- 11.7 In no circumstances should anyone wearing spikes be involved with covers. Players are to change in to runners or simply will remove spiked shoes before handling the covers. If players are caught damaging the cover, the cost of repair will be sort from the club on covers duty.

⁵ See Annexure 8

⁶ See Annexure 9

12. DUTY OF CARE

- 12.1 All affiliated clubs; their Coaches and Managers are reminded that cricket is a game with potential risks for the players. All batters should be made aware of the benefits of using protective equipment, such as but not limited to, helmets, leg guards, gloves, arm guards, abdominal protection and (for males) a protector.
- 12.2 No player over 14 years of age and under 16 years of age shall field within the 10-metre circle at the striker's end, unless wearing the minimum protective equipment of a specifically designed properly fitting cricket helmet with face guard and a protector, except for the wicketkeeper, offside slip and gully fieldsman.
- 12.3 No player under 14 years of age shall field within the 10 metre, circle at the striker's end, except for the wicketkeeper, offside slip and gully fieldsman.
- 12.4 If a fielder is in breach of the above clauses, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal "dead ball".

13. PLAYING CONDITIONS – HELMETS

13.1 Batting

- 13.1.1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting.
- 13.1.2 The match umpire(s) are responsible for ensuring that a helmet is worn when required by clause 13.1.1 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.
- 13.1.3 The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by clause 13.1.1.
- 13.1.4 In the event of an extended delay in which a batter fails to wear a British Standard 7928:2013 compliant helmet when required by clause 13.1.1 the umpires must also report the occurrence to the Executive of the offending player's team and the MCA Commissioner via the Sports and Facilities Manager.

13.2 Wicketkeeping

- 13.2.1 At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.
- 13.2.2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 13.2.1 but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013.
- 13.2.3 The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a British Standard 7928:2013 helmet when required by clause 13.2.1.
- 13.2.4 Any wicketkeeper who is aged 17 years or younger, when wicketkeeping within (7) metres of the stumps, must wear a British Standard 7928:2013 compliant helmet.
- 13.2.5 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 13.2.4 but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013.

- 13.2.6 The umpire(s) are the sole judges of the distance from the stumps in this clause.
- 13.2.7 The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by clause 13.2.4.
- 13.2.8 In the event of an extended delay in which a wicket keeper fails to wear a British Standard 7928:2013 compliant helmet when required by clause 13.2.4 the umpires must also report the occurrence to the Executive of the offending player's team and the MCA Commissioner via the Sports and Facilities Manager.

13.3 Fielding

- 13.3.1 At all times when fielding in a position closer than (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position wholly behind the popping crease, a fielder must wear a British Standard 7928:2013 compliant helmet.
- 13.3.2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause 13.3.1 but are not responsible for ensuring that the helmet being worn by the fielder is compliant with British Standard 7928:2013.
- 13.3.3 The umpire(s) are the sole judges of the distance from the stumps in this clause.
- 13.3.4 The umpire(s) must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by clause 13.3.1.
- 13.3.5 In the event of an extended delay in which a fielder fails to wear a British Standard 7928:2013 compliant helmet when required by clause 13.3.1 the umpires must also report the occurrence to the Executive of the offending player's team and the MCA Commissioner via the Sports and Facilities Manager.
- 13.3.6 The exchange of protective equipment between members of the fielding side on the field of play is permitted provided that the umpire(s) do not consider that it constitutes a waste of playing time.

14. LIGHTNING AND THUNDER

- 14.1 All umpiring officials, Captains, coaches and managers are to exercise extreme caution during thunderstorms. The following 30/30 rule is to apply to all association fixtures
- 14.2 If lightning and thunder are separated by a period of less than 30 seconds, then the lightning is close enough to be a threat and players & officials/umpires are to leave the field or training area immediately and seek shelter;
- 14.3 A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before resuming play. If during this time lightning is again observed, the 30 minutes starts again.
- 14.4 Fixtures at Harrup Park – any official umpire, after observing lightning as per clause 14.2 will initiate 3 short bursts of an air horn to signal to all fields that lightning is in the area and players are required to immediately leave the playing area & seek shelter. The initiating umpire will monitor the timing of the lightning and communicate to all official umpires &/or captains when play is to resume.

15. PLAYER TROPHIES

15.1 Individual Trophies

15.1.1 All individual trophies will be determined on the regular season only and considering the minimum criteria set out below. Semi Finals & Grand Finals will not be taken into consideration.

Award	Minimum Criteria
Batting Average (POOLE Cup Matches/One day) 1st, 2nd, 3rd and 4th Grade	Highest average but must score at least 200 runs in total for the entire season and bat in at least TWO-THIRDS of the greatest number of innings commenced by any player of his club in that grade.
Batting Average (T20 Cricket) 1st Division and 2nd Division	Highest average but must score at least 200 runs in total for the entire season and bat in at least 50% of the greatest number of innings commenced by any player of his club in that grade
Bowling Average (POOLE Cup Matches) 1st, 2nd 3rd and 4th Grade	Lowest average but must have taken at least 20 wickets and bowled at least 50 overs in the season in that grade.
Bowling Average (T20 Cricket 1st Division and 2nd Division)	Lowest average but must have taken at least 7 wickets and bowled at least 15 overs in the season in that grade.
Bowling Aggregate	Highest number of wickets taken in that grade for the entire season
Batting Aggregate	Highest number of runs scored in that grade for the entire season

15.2 Player of the Year Trophies

- 15.2.1 At the conclusion of each match, the umpires who stood in that match are to allocate 6 points to the players the umpires consider to be the best performing players of the match.
- 15.2.2 Points are to be allocated on a 3-2-1 basis.
- 15.2.3 No player is to receive more than 3 points for a match
- 15.2.4 In the event there is no umpire officiating in a match, at the conclusion of the match, the captains of each team will consult and allocate 6 points to the players the captains consider to be the best performing players of the match.
- 15.2.5 The allocations of points are to be recorded in both scorebooks.
- 15.2.6 1st Grade or Games with Official MCA Umpires: All umpires are to record player of the year points and hand them to the umpire's coordinator at the end of the match. The umpire's coordinator will then provide the points information from each match to the Sports Administrator.
- 15.2.7 Other Grades or without official umpire: All lower grades – 2nd, 3rd and 4th Grade teams are to email (sportsadmin@harruppark.com.au) the 3-2-1 points to Sports Administration by no later than 6:00pm of the Tuesday immediately following the completion of the match
- 15.2.8 Any players who are unable to play a fixture due to representative commitments shall be awarded 3 points for the fixture they are unable to play.

15.2.9 No points shall be awarded where an allocation of points has not been performed and/or recorded or sent to the MCA administration.

15.2.10 The points allocated to players for each match are added over the season to determine the MCA Player of the Year for each competition and grade.

16. CLUB CHAMPIONSHIP TROPHY

16.1 Points will be allocated to clubs as follows: -

16.1.1 Points earned from 1st Grade competition multiplied by five (5) added to points earned, from 2nd Grade competition multiplied by four (4) added to points earned from 3rd Grade competition multiplied by three (3) added to 4th Grade points multiplied by two (2).

16.1.2 T20 points will be included in the club championship. 1st Division T20 points will be multiplied by five (5), 2nd Division T20 points multiplied by four (4). This will include Komatsu Ladies 8's points multiplied by three (3).

16.2 The Club Championship will be decided from the points earned from all grades with the appropriate loading as per rule 16.1.1.

16.3 Should any Club have more than one side nominated in any Grade, only the points from the highest finishing side will go towards the Club Championship.

17. CONTRIVED RESULT

17.1 The MCA shall have the power to investigate a game or the actions of the captains of the teams or any player involved in a match if it suspects reasonably that the competing clubs with or without the assistance of any other person or club have colluded to contrive the result of a match, or if it suspects that a competing club has unreasonably declared or forfeited an innings in the match. If MCA decides to carry out an investigation, it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give the opportunity to be heard to interested parties, including representatives of both teams involved.

17.2 Any player found to have acted or colluded to contrive the result of a match will be suspended from any Mackay Cricket Association Competition for the remainder of the season and will face further sanction as decided by the Match Committee which may include expulsion from any future Mackay Cricket Association Competitions.

ONE (1) DAY CRICKET – RULES and PLAYING CONDITIONS

The following rules and playing conditions are applicable only to Mackay Cricket Association One (1) Day Fixtures.

These rules and conditions are to be read in conjunction with **Cricket Australia, Domestic Playing Conditions (Marsh ONE Day Cup) playing handbook⁷** and as amended and contained in this document.

18. DURATION OF MATCHES

18.1 One-day matches will consist of one innings per side and each innings will be limited to the following:

1 st Grade – all rounds and finals	40 overs
2 nd Grade – all rounds and finals	40 overs
3 rd Grade – all rounds and finals	35 overs
4 th Grade – all rounds and finals	35 overs

18.2 A minimum of 15 overs per team (subject to a result not being achieved earlier) will constitute a match for all One-day matches and One-day Finals Matches regardless of the original scheduled duration of the match.

19. HOURS OF PLAY – Match Times

19.1 The Management Committee shall determine the hours of play which unless varied will be as follows: -

	Scheduled Start Times
First Grade – Saturday 40 over day matches	12:30pm or light assisted finish 1:30pm*
First Grade – Saturday 40 over day/night	2:30pm
First Grade – Sunday 40 over matches	12:30pm
Second Grade – Saturday day matches	12:30pm
Fourth Grade – Saturday day matches	1:00pm
Second Grade, Third Grade and Fourth Grade – Sunday day matches	12:30pm

*Times may be adjusted to allow for varying sunsets and capability of lux lighting at grounds.

19.2 Each innings of 50 overs is to be completed in 3 hours and 20 minutes

19.3 Each innings of 40 overs is to be completed in 2 hours and 40 minutes

19.4 Each innings of 35 overs is to be completed in 2 hours and 20 minutes

19.5 A tea interval of 20 minutes shall be taken at the conclusion of the innings of the team batting first.

19.6 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

19.7 If light permits, hours of play may be extended to ensure that all scheduled overs are bowled. 1st Grade matches on fields with lights are permitted to use lights to complete matches.

⁷ See Annexure 10

20. INTERVAL FOR DRINKS

- 20.1 In matches of more than 25 overs duration and up to 40 overs duration, one drinks break per innings shall be permitted to be taken once half the scheduled numbers of overs have been completed in each match.
- 20.2 In matches of more than 50 overs duration, two drinks break per innings shall be permitted to be taken at 17 and 34 over intervals.

21. LENGTH OF INNINGS – Uninterrupted Match (Neither delayed nor interrupted)

- 21.1 Each team shall bat for the maximum number of overs allocated unless dismissed earlier. A team shall not be permitted to declare its innings closed.
- 21.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of required overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 21.3 If the team batting first is dismissed in less than the maximum number of allocated overs, the team batting second shall be entitled to receive the full number of allocated overs.
- 21.4 If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended (where possible) until the required number of overs have been bowled or a result achieved.

22. LENGTH OF INNINGS - Delayed or Interrupted Matches of the team batting first.

- 22.1 In the event of delay or interruptions to the innings of the team batting first the following provisions are to apply.
- 22.2 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play.
- 22.3 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its inning in less than the allocated overs. To constitute a match, a minimum of 15 overs must be bowled to the side batting second, subject to a result not being achieved earlier.
- 22.4 A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 15 overs at 4 minutes per over. When calculating the length of playing time available for the match, or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
- 22.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
- 22.6 Should calculations regarding numbers of overs resulting in a fraction of an over, the fraction shall be ignored.

- 22.7 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 22.8 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 22.9 To constitute a match, a minimum of 15 overs must be bowled to the team batting second subject to a result not being achieved earlier.
- 22.10 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 22.11 A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 22.12 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- 22.13 In all matches with a reduced number of overs the fielding team will be given 1 over's leeway in addition to any time that the umpires might allow for stoppages.
- 22.14 No extra time shall be permitted to make up for any time lost.

23. THE BALL

- 23.1 All one-day fixtures conducted by the Association will use a ball types as follows: -

	1st Grade	2nd Grade	3rd Grade	4th Grade
One Day	Kookaburra Regulation White 156g	Kookaburra White Senator 156g	Kookaburra White Senator 156g	Kookaburra White Senator 156g

- 23.2 Each fielding team shall use ONE new ball only.
- 23.3 The umpires shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play, umpires may inspect the ball in use at any time during an over and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

24. NOMINATIONS OF PLAYERS

- 24.1 Captains are required to prepare a team list to be provided to the opposition Captain a minimum of 10 minutes prior to the commencement of play
- 24.2 Any team in 1st Grade or 2nd Grade team which, without reasonable excuse fails to name 11 eligible players prior to the commencement of play shall be liable to the following penalties: -

- 24.2.1 1st infringement – Written warning
- 24.2.2 2nd infringement - \$50.00 fine payable to Mackay Cricket Association Inc.
- 24.2.3 3rd Infringement - \$100.00 fine payable to Mackay Cricket Association Inc
- 24.2.4 Any subsequent infringements - \$100.00 fine and deduction of 2 competition points.

25. PLAYER ELIGIBILITY

- 25.1 Players are ineligible to play in more than one grade during any one weekend of the One-day competition, unless prior written approval is granted by the Match Committee.
- 25.2 Written approval of the match committee as set out in rule 25.1 is not required for players who are registered and actively playing in the current season of the Mackay junior cricket competition (so long as all other eligibility rules are adhered to).
- 25.3 Any player must not play in a lower grade unless written permission is first obtained from the Match Committee if in the current or previous season they have:
 - (i) an aggregate of more than 200 runs in a grade; and/or
 - (ii) taken more than 15 wickets, in a grade.
- 25.4 Players are ineligible to play more than one grade below the last grade in which they played during that cricket season, unless prior written approval is granted by the Match Committee.
- 25.5 Any player who is selected in the Mackay Whitsundays Open grade representative teams during the current cricket season is ineligible to play a grade lower than 1st Grade unless prior written approval is granted by the Match Committee.
- 25.6 A team which names an ineligible player will be deducted 8 points for each match the player participated in while ineligible.
- 25.7 If a grade is not playing on a particular weekend whilst other grades are, no player from a higher grade shall be eligible to play in a lower grade unless that player has previously played in that grade or lower during the current season, unless permission to play has been granted from the Match committee prior to the commencement of play.
- 25.8 Should it be determined that a club has named an unregistered or uncleared player, the offending team shall be deducted 8 competition points for each match the player participated while unregistered or uncleared.
- 25.9 All clearances for games are to be provided to sports administration sportsadmin@harruppark.com.au at least 24 hours prior to the selected game, unless extreme circumstances.

26. ATTIRE

- 26.1 Teams playing matches with white balls must wear their club's coloured uniforms and coloured leg guards when batting.

- 26.2 New players in 3rd and 4th grade will be allowed leniency to play (up to TWO (2) games) in attire that is not normal standard. If a player consistently wears clothing that is not the official club attire, that person will not be allowed to play until correct attire is worn.
- 26.3 All players playing on Turf pitches must wear spiked cricket shoes.
- 26.4 For teams playing on synthetic wickets, players must wear rubber soled or other suitable soled sports shoes.
- 26.5 Teams failing to comply with section 26.1, 26.2, 26.3, 26.5, 26.6 or 26.7 will be fined \$100.00 for each player that contravenes the relevant section.

27. PLAYERS TO CONSTITUTE A TEAM

- 27.1 Laws of Cricket 2017 CODE - Law 1.1 will apply with the following amendment:
- 27.2 Teams are permitted to field players from any grade as substitute fielders to ensure 11 players. A substitute fielder is not permitted to bat or bowl and does not count towards the minimum number of players required to constitute a team.
- 27.3 At the commencement of a match, no fewer than seven (7) players shall constitute a team before a forfeit can be claimed.

28. FORFEITS AND BYES

- 28.1 Any team, on receiving a forfeit in a match, shall be awarded the maximum number of points available for that match.
- 28.2 In the event of a forfeit in 1st or 2nd Grade all playing sides within that club will be deducted 4 competition points.
- 28.3 In the event of a bye in a grade where not all teams receive the same number of byes, the team who has the bye shall be awarded the maximum points achieved for that round by a winning side in that grade.
- 28.4 In grades where all teams receive the same number of byes, the team having the bye shall receive zero points.
- 28.5 In the event a team is not able to field at least seven (7) players within 15 minutes of the scheduled start of play and the opposing team is able to field at least seven (7) players, the opposing captain will claim a forfeit.
- 28.6 Any team claiming a forfeit must inform the Sports and Facilities Manager via email by 6:00pm on the Tuesday following the match.
- 28.7 Any team which forfeits two (2) matches in one (1) season will be required to show cause to the Match Committee as to why it should be allowed to remain in the competition.
- 28.8 Any club which has a team which forfeits two (2) matches in 1st Grade or 2nd Grade during a particular season will be required to show cause to the Match Committee as to why it should not forfeit all rights to memberships or representation to the Association.

29. FIXTURES

- 29.1 The Match Committee shall allow fixtures to be postponed only under extraordinary circumstances.

- 29.2 The Match Committee may, at its sole discretion, move fixtures to a different ground to enable MCA matches to proceed as efficiently as possible.
- 29.3 Without limiting the above and for the avoidance of doubt, the Match Committee may move 2nd grade, 3rd grade or 4th grade games from turf wickets to astroturf wickets.
- 29.4 2nd grade games will only to be moved to astroturf on rain effected weekends. If no astroturf wicket is able to be allocated to a rain effected fixture and the original ground is not fit for play, the washout rules herein shall apply.
- 29.5 The Match Committee’s decision on movement of fixtures set out in this rule 29 is final.

30. CLUBS WITH MORE THAN ONE (1) TEAM NOMINATED IN A GRADE

- 30.1 If any Club nominates more than one (1) team in a particular Grade, any senior player, having played three (3) completed matches with one (1) team, shall not be permitted to play for any other team in the same Grade without the express written permission of the Match Committee. Teams found in breach of this rule shall be deducted eight (8) competition points

31. MINIMUM AGE EXEMPTIONS

- 31.1 No player shall play in the 3rd or 4th grade competition until they are at least 14 years of age except with the prior approval of the Match Committee.
- 31.2 No player shall play in the 1st or 2nd grade competition until they are at least 15 years of age except with the prior approval of the Match Committee.
- 31.3 An application for a minimum age exemption must be made in writing by completing the Mackay Cricket Association Minimum Age Exemptions Form.
- 31.4 Clubs should only apply for approval of the Match Committee for under-age players that have been assessed by the Club Coach as clearly being capable to perform to a high standard in the relevant Grade Competitions.
- 31.5 Any Club applying for an exemption must first complete the minimum age exemption application form⁸ for an appointment to be made with the MCA High Performance department.
- 31.6 A team which fields an ineligible player will be deducted 8 points for each match the player participated in while ineligible.
- 31.7 Players are to prioritise Junior Cricket so that participation in senior grade competitions is only in addition to playing with their Junior Club. For example, players may choose to participate in both Grade competitions and junior competitions, but where circumstances arise that may prevent participation in both, players are encouraged to participate in junior Cricket.

32. SCOREBOOKS AND UMPIRES REPORTS

- 32.1 The scores for each match must be recorded in either: -
- 32.1.1 Two “hard copy” scorebooks; or
- 32.1.2 One “hard copy scorebook” and one digital scorebook.

⁸ see Annexure 11

- 32.2 Captains must compare and ensure that the scorebooks for each match balance at the completion of each day's play.
- 32.3 The scorebooks shall be kept by the captain or team representative and scores must be entered in PlayHQ web site before 6:00pm on the Tuesday immediately following the completion of play. In the event of a failure with the PlayHQ system, each team is to provide a hard copy of the pages of the scorebook for the match to the Sports Administration sportsadmin@harruppark.com.au before 6:00pm on the Tuesday immediately following the completion of play.
- 32.4 Teams who fail to enter results and player scores in compliance with section 32.3 without reasonable excuse shall be subject to the following penalties: -
- 32.4.1 1st Infringement – Written warning.
- 32.4.2 2nd Infringement - \$50.00 fine payable to the Mackay Cricket Association Inc.
- 32.4.3 3rd Offence - \$100.00 fine payable to Mackay Cricket Association Inc.
- 32.4.4 Any subsequent infringements – \$100.00 fine and deduction of two (2) competition points.
- 32.5 Captains must ensure that scorebooks must include all relevant details for matches including: -
- 32.5.1 Full names of both batters and bowlers.
- 32.5.2 Batters score and how out, sundry total(s), bowler's figures and total score.
- 32.5.3 An agreed total for each team's innings.
- 32.5.4 A game result (e.g.: Team A won by 34 runs, Team B won by 2 wickets) written in the hard copy score book and signed by Official Umpires. In the event of no official umpires are allocated to a match both Captains shall sign the hardcopy scorebook.
- 32.6 Should a team not adhere to the conditions as listed in 32.5, that side shall incur the following penalty:
- 32.6.1 1st Infringement – Written warning.
- 32.6.2 2nd Infringement - \$50.00 fine payable to the Mackay Cricket Association Inc.
- 32.6.3 3rd Infringement - \$100.00 fine payable to the Mackay Cricket Association Inc.
- 32.6.4 Any subsequent infringements – \$100.00 fine and deduction of two (2) competition points.
- 32.7 The MCA Commissioner may direct a team to provide its hard copy Scorebook to the Sports Operations and Facilities Manager within 48 hours for review. Any team which fails to comply with this direction will be fined the sum of \$50.00 payable to the Mackay Cricket Association Inc.
- 32.8 At the completion of each game in which they have umpired, umpires are required to complete a Match Report which details any issues arising from the match.
- 32.9 Umpires' Performance Reviews – No official Game Review, in the event a captain wants to discuss an issue he can approach an umpire at the end of the day/match or can lodge an official complaint to the umpire's co-ordinator. Note: Only Captains are permitted to approach umpires.

33. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

- 33.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 33.2 Further to the restriction contained above, further fielding restrictions shall apply to certain overs in each innings (hereinafter referred to as the Fielding Restriction Overs [FROs]).
- 33.3 The FRO's will not apply to 3rd Grade or 4th Grade competitions.
- 33.4 The following fielding restrictions shall apply to 1st Grade and 2nd Grade (Regular season fixtures & finals matches)
- 33.5 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer Attached Appendix F).
- 33.6 The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- 33.7 At the instant of delivery
- 33.7.1 Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 35 overs these are overs 1 to 7 inclusive. In an innings of 40 overs these are overs 1 to 8 inclusive. In an innings of 50 overs these are overs 1 to 10 inclusive.
- 33.7.2 Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 35 overs these are overs 8 to 28 inclusive. In an innings of 40 overs these are overs 9 to 32 inclusive. In an innings of 50 overs these are overs 11 to 40 inclusive.
- 33.7.3 Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 35 overs these are overs 29 to 35 inclusive. In an innings of 40 overs these are overs 33 to 40 inclusive. In an innings of 50 overs these are overs 41 to 50 inclusive.
- 33.8 In circumstances where the number of overs is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with Table 1 below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and the 2nd innings of the match.
- 33.9 If play is interrupted during an innings and Table 1 applies, the powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- 33.10 Illustrations:
- 33.10.1A 45 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+19+6.
- 33.10.2 Therefore, the middle powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.
- 33.10.3A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The powerplays are 5+13+4. When play resumes, the final powerplay fielding restrictions apply for the remaining 3.1 overs.
- 33.11 At the commencement of the middle and final powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

33.12 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal “No Ball”.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

34. NUMBER OF OVERS PER BOWLER

- 34.1 No bowler may bowl more than one-fifth (1/5) of the total overs allowed in an innings.
- 34.2 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 34.3 In the event of a bowler being unable to complete an over due to injury, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

35. NO BALL – LAW 21

- 35.1 Laws of Cricket 2017 Code (3rd Edition – 2022) LAW 21 – NO BALL will apply in its entirety. Cricket Australia, MARSH ONE-DAY Cup playing conditions will apply with the following additions.
- 35.2 The delivery following a No ball 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.
- 35.3 For any free hit, the batsman may only be dismissed under the normal circumstances for a no ball even if the delivery for a free hit is called a wide.
- 35.4 The bowlers end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- 35.5 Field changes are not permitted for free hit deliveries unless:
- 35.5.1 There is a change of striker; or
 - 35.5.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
- 35.6 A bowler shall be permitted to bowl two (2) fast short-pitched delivery per over.
- 35.7 A short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- 35.8 Any delivery that clearly passes the batsman standing upright in his normal guard position at the crease, above his head, will be called as a no-ball.

36. WIDES - WIDE BOWLING – JUDGING A WIDE – LAW 22

- 36.1 Laws of Cricket 2017 (3rd Edition – 2022) LAW 22 – Wide Ball will apply in its entirety subject to the following addition.
- 36.2 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,
- 36.2.1 *According to the definition in laws of cricket 2017 (3rd Edition) 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.*
 - 36.2.2 (22.1.2) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

37. PENALTY FOR NOT BOWLING REQUIRED OVERS

- 37.1 If the fielding teams fails to bowl the required number of overs by the scheduled time for cessation of an innings, play shall continue until the required number of overs has been bowled.
- 37.2 Upon completion of the innings, the batting team will be credited with five (5) runs for every whole over that was not been bowled within the schedule time.

- 37.3 If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.
- 37.4 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- 37.5 If the innings is completed before the scheduled time for cessation of the innings, no over-rate penalty will apply.
- 37.6 If the innings is interrupted, the over-rate penalty will apply based on the rescheduled cessation time for that innings.
- 37.7 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 37.8 For determining penalties, the following allowances shall be considered:
- 37.8.1 Actual time taken for treatment of an injured player on the field.
 - 37.8.2 Actual time taken for a player leaving the field in the event of serious injury.
 - 37.8.3 Actual time taken to dry a wet ball.
 - 37.8.4 Actual time to find or replace a ball.
 - 37.8.5 Actual time taken to a maximum of 4 minutes for each drink's break more than two per innings in conditions of extreme heat.
 - 37.8.6 Actual time taken for referrals to third umpire.
 - 37.8.7 Actual time lost due to all other circumstances that are beyond the control of the fielding side.
- 37.9 There shall be no allowances given for:
- 37.9.1 Wickets falling.
 - 37.9.2 Drinks Intervals
 - 37.9.3 Sightscreen changes.

38. THE RESULT – LAW 16

- 38.1 Law 16 – The Result will apply in its entirety with the following addition.
- 38.2 A result can be achieved only if both teams have had the opportunity of batting at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.
- 38.3 All matches, in which both teams have not had an opportunity of batting for the minimum number of overs, shall be declared NO result.
- 38.4 In matches in whom both teams have had the opportunity of batting for the agreed number of overs,

the team scoring the higher number of runs shall be declared the winner. **If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.** During finals any tied games will complete provisions for a super over to determine the winner.

- 38.5 If, due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allocated, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.
- 38.6 This target will be the average runs multiplied by the overs available plus 1 to win scored by the team batting first at the same stage of their innings plus one, regardless of wickets lost by either team at completion of the last fully completed over.
- 38.7 In the event of the team batting first is bowled out in less than the maximum overs allocated, it will be deemed they faced the maximum number of overs for that Grade.
- 38.8 In all Finals matches in which the scores are equal, the result shall be determined through Elimination (super) over.
- 38.9 The Elimination (super) Over shall occur as follows:
- 38.9.1 The umpires shall decide from which end the Elimination Over deliveries will be bowled. The Umpires shall stand at the same end as they stood during the game.
- 38.9.2 Under the supervision of the umpires the home captain shall toss a coin with the winner choosing which side shall bowl first.
- 38.9.3 Each of the two teams nominates three batsmen and one bowler, to play a one-over per side game.
- 38.9.4 If a team loses two wickets before the over is complete, their innings is over. If this does not happen, the team with the higher score from its over wins.
- 38.9.5 In case there is a tie after the Elimination over as well, the team that has higher number of sixes in its Elimination over wins; if there is still a tie, the winning team is the one with the higher number of fours in the Elimination Over.
- 38.9.6 If there is still a tie the team that has a higher number of sixes in their normal innings will win, if this is still a tie the result will be determined by the higher number of fours in the normal innings.
- 38.9.7 No more than 5 fieldsmen shall be permitted outside the fielding restriction area during an elimination over.

39. MATCH POINTS

39.1 The points allocated for the One Day Competition will be as follows: -

Win	8
Tie	4
No Result	4
Loss	0

39.2 In addition, the team that wins the match and achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus points.

- 39.3 The team that wins the match and achieves a run rate of twice that of the opposition shall be awarded an additional 1 bonus points.
- 39.4 A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. In the case of a team being bowled out in less than the maximum overs allocated, it will be deemed they faced the maximum overs for scheduled for that match (e.g. 40 overs for uninterrupted 1st Grade, 40 overs for uninterrupted 2nd Grade and 35 overs for uninterrupted other grades) not the number of overs faced. Therefore, to calculate a team's run rate that is bowled out before the maximum is: total runs scored divided by maximum overs in that match or revised total overs if the match is rain or light affected.

40. FINALS MATCHES

- 40.1 Finals matches (including semi-finals & grand finals), will be played as scheduled by the Match Committee.
- 40.2 The Match Committee will also schedule reserve dates for Grand Finals which will be included on the season draw.
- 40.3 If a Grand final is interrupted before a result can be achieved (i.e. both sides have had the opportunity to bat for 15 overs), the match is to be restarted from the beginning on the scheduled reserve date.
- 40.4 Any eligible player may be selected to play in a Grand Final played on a Reserve date provided the player did not play in a Grand Final in another grade on the original scheduled date for which a result was achieved.
- 40.5 There is to be no reserve Semi Final dates.
- 40.6 A semi-final which is interrupted will result in the higher placed team qualifying for the Grand final

41. QUALIFYING FOR THE FINAL

- 41.1 In competitions comprising 7 teams or less, the team placed first at the completion of the regular season, shall have automatic qualification for the grand final. Teams that placed second and third at the completion of the regular season shall qualify for the semi-final match. The winner of the semi-final shall then qualify to play in the Grand Final.
- 41.2 In competitions comprising 8 or more teams the team placed first at the completion of the regular season, shall play the team which placed fourth in a semi final. The teams which placed second and third will play each other in a semi final. The winner of each semi final shall then qualify to play in the Grand Final.
- 41.3 In the event only one semi final can be commenced the semi final between the 2nd and 3rd placed teams is to be played in priority over the semi final between the 1st and 4th placed teams.
- 41.4 In circumstances where a result is not possible in a semi-final then the team which finishes higher on the points table at the completion of all preliminary matches shall qualify for the final.
- 41.5 If team finish on equal points the right to play in the semi-final will be decided as follows:
- 41.5.1 The Team with the greatest number of wins.
- 41.5.2 If it is still equal, the team with the higher net run rate (NRR). In a match declared as a no result, run rate is not applicable.

42. PLAYER ELIGIBILITY FOR FINALS

- 42.1 A player will be eligible to play in a semi-final or grand final if they have played at least $\frac{1}{3}$ of commenced matches rounded down to the nearest whole integer. (For clarification this means that if $\frac{1}{3}$ is 4.7 then a player will be eligible if they have played 4 commenced matches.
- 42.2 A commenced match is one in which a ball has been bowled.
- 42.3 A player may also be eligible to play in a Finals Match if that player has: -
- 42.3.1 Played a total number of commenced matches in that grade or any lower grade or grades which when added together equal or exceed at least $\frac{1}{3}$ of commenced matches in the grade they wish to play the finals match in rounded down to the nearest whole integer.
 - 42.3.2 Played a minimum of $\frac{1}{3}$ of commenced matches in the immediate higher grade rounded down to the nearest whole integer but only in circumstances where the club's immediate higher grade has qualified in the corresponding type of finals match that the player wishes to play in for the lower grade and the player has not been selected in the higher grade finals match. If a player plays in the lower grade semi-final team and the team wins and the higher team loses, the player is eligible to participate in the grand final as they qualified for the lower final as long as they have played a $\frac{1}{3}$ of commenced matches in the immediate higher grade. Note: immediate higher grade is the grade above the selected one e.g. Division 1 to 2, not Division 1 to 3 or Division 2 to 4.
- 42.4 Where a team has qualified for a grand final or semi-final but is not required to play a semi-final due to qualifying in first position or the semi-final being abandoned, it may provide the Match Committee with a list of 11 players which are to play in the grand final. The list must be provided to the Match Committee before the scheduled start of both the higher and lower grade semi-final. Any player not named in the 11 may also be eligible to play in a Finals Match in the grade immediately below if that player meets the conditions of 42.1 or 42.3.1.

43. COVERS DUTY

- 43.1 When a match is scheduled on a Harrup Park Ground for the following day after completion of a match, each of the teams playing in the match on the earlier day must if directed by the Sports and Facilities Manager, Curator or Groundsman on duty cover the pitch at the completion of their days play. Each team that fails to cover the pitch at the completion of their days play will be fined \$100.00 payable to the Mackay Cricket Association.
- 43.2 Clubs assigned Covers Duty which then fail to cover or remove pitches in accordance with the "Covering the Pitch – Covers Duty" will have four competition points deducted from each of their 1st and 2nd grade teams and will be fined the sum of \$250.00 payable to the Mackay Cricket Association.
- 43.3 Clubs assigned Covers Duty when then fail to cover pitches in accordance with the "Covering the Pitch – Covers Duty" on a subsequent occasion during the season will be will have eight competition points deducted from each of their 1st and 2nd grade teams and will be fined the sum of \$500.00 payable to the Mackay Cricket Association.

44. NET RUN RATE

- 44.1 A team's net run rate (NRR) is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- 44.2 In the event of a team being all out in less than its full quota of overs, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- 44.3 Only those matches where results are achieved will count for net run rate calculations.

T20 CRICKET – RULES AND PLAYING CONDITIONS

The following rules and playing conditions are applicable only to Mackay Cricket Association T20 Cricket Fixtures.

These rules and conditions are to be read in conjunction with **Cricket Australia, Domestic Playing Conditions (KFC T20 Big Bash League) handbook**⁹ and as amended and contained in this document.

45. DURATION OF MATCHES

- 45.1 All matches will consist of one (1) innings per side, each innings being limited to 20 overs.
- 45.2 A minimum of 5 overs per side will constitute a match subject to a result not being achieved earlier.

46. HOURS OF PLAY – Match Times

- 46.1 The Management Committee shall determine the hours of play which unless varied will be as follows: -

Scheduled Start times

	Scheduled Start Times
Friday Night Games	6:30pm
Saturday Morning Games	10:00am
Saturday Afternoon Games	2:00pm
Saturday Night Games	6:30pm
Sunday Morning Games	10:00am
Sunday Afternoon Games	2:00pm

- 46.2 Each innings is to be completed within eighty minutes (80 minutes).
- 46.3 A tea interval of fifteen (15 minutes shall be taken at the conclusion of the innings of the team batting first.
- 46.4 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 46.5 In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.
- 46.6 On all occasions where play is delayed or interrupted the umpires will reduce the length of the interval to 10 minutes.
- 46.7 No drinks intervals are permitted during an innings.

47. LENGTH OF INNINGS – Uninterrupted Match (Neither delayed nor interrupted)

- 47.1 Each team shall bat for 20 overs unless dismissed earlier. A team shall not be permitted to declare its innings closed.
- 47.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the

⁹ see Annexure 12

cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- 47.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 47.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

48. LENGTH OF INNINGS - Delayed or Interrupted Match:

- 48.1 In the event of delay or interruptions to the innings of the team batting first the following provisions are to apply.
- 48.2 When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play.
- 48.3 The revision of the number of overs should ensure, whenever possible, that both teams can bat for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the later completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs must be bowled to the side batting second, subject to a result not being achieved earlier.
- 48.4 A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final schedule day for play. If required, the original time shall be extended to allow for one extra over for each team.
- 48.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
- 48.6 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- 48.7 In the event of delay or interruptions to the innings of the team batting second the following provisions are to apply: -
 - 48.7.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 48.8 In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

- 48.9 To constitute a match, a minimum of 5 overs must be bowled to the team batting second subject to a result not being achieved earlier.
- 48.10 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than the allocated overs.
- 48.11 A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 48.12 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved.
- 48.13 In all matches with a reduced number of overs, the fielding team will be given 1 over's leeway in addition to any time that the umpires might allow for stoppages.
- 48.14 No extra time shall be permitted to make up for any time lost.

49. THE BALL

- 49.1 All T20 fixtures conducted by the Association will use a ball types as follows: -

	1 st Division	2 nd Division
T20	ONE Day Game Kookaburra White Club Match 156g	ONE Day Game Kookaburra White Club Match 156g

- 49.2 Each fielding team shall use ONE new ball only.
- 49.3 The umpires shall retain possession of the match balls throughout the duration of the match when play is not actually taking place. During play, umpires may inspect the ball in use at any time during an over and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

50. NOMINATIONS OF PLAYERS

- 50.1 Captains are required to prepare a team list to be provided to the opposition Captain a minimum of 10 minutes prior to the commencement of play
- 50.2 Any team in 1st Division or 2nd Division team which, without reasonable excuse fails to name 11 eligible players prior to the commencement of play shall be liable to the following penalties: -
- 50.2.1 1st infringement – Written warning
- 50.2.2 2nd infringement - \$50.00 fine payable to Mackay Cricket Association Inc.
- 50.2.3 3rd Infringement - \$100.00 fine payable to Mackay Cricket Association Inc
- 50.2.4 Any subsequent infringements - \$100.00 fine and deduction of 2 competition points.

51. PLAYER ELIGIBILITY

- 51.1 Players are ineligible to play in more than two matches (regardless of the grade) during any one weekend of the T20 competition, unless prior written approval is granted by the Match Committee.
- 51.2 Any player who is selected in the **Mackay Nitros open grade representative teams** during the 2023/2024 cricket season is ineligible to play a grade lower than 1st Division unless prior written approval is granted by the Match Committee.
- 51.3 A team which names an ineligible player will be deducted 6 points for each match the player participated in while ineligible.
- 51.4 Should it be determined that a club has named an unregistered or uncleared player, the offending team shall be deducted 6 competition points for each match the player participated in while unregistered or uncleared.

52. ATTIRE

- 52.1 Teams playing matches with white balls must wear their club's coloured uniforms and coloured leg guards when batting.
- 52.2 All players playing on Turf must wear spiked cricket shoes.
- 52.3 Teams failing to comply with section 52.1 or 52.2 will be fined \$100.00 payable to the Mackay Cricket Association for each player contravening this section.

53. PLAYERS TO CONSTITUTE A TEAM

- 53.1 Laws of Cricket 2017 CODE - Law 1.1 will apply with the following amendment:
 - 53.1.1 Teams are permitted to field players from another grade as substitute fielders. A substitute fielder is not permitted to bat or bowl and does not count towards the minimum number of players required to constitute a team.
 - 53.1.2 At the commencement of a match, no fewer than seven (7) players shall constitute a team before a forfeit can be claimed.

54. FORFEITS AND BYES

- 54.1 Any team, on receiving a forfeit in a match, shall be awarded 6 competition points.
- 54.2 In the event of a forfeit in 1st or 2nd Division all playing sides within that club will be deducted 4 competition points.
- 54.3 In the event of a bye in a grade where not all teams receive the same number of byes, the team who has the bye shall be awarded the maximum points achieved for that round by a winning side in that grade.
- 54.4 In grades where all teams receive the same number of byes, the team having the bye shall receive zero points.
- 54.5 In the event a team is not able to field at least seven (7) players within 15 minutes of the scheduled start of play and the opposing team is able to field at least seven (7) players, the opposing captain will claim a forfeit.

- 54.6 Any team claiming a forfeit must inform the Sports and Facilities Manager via email by 6:00pm on the Tuesday following the match.
- 54.7 Any team which forfeits two (2) matches in one (1) season will be required to show cause to the Match Committee as to why it should be allowed to remain in the competition.
- 54.8 Any club which has a team which forfeits two (2) matches will be required to show cause to the Match Committee as to why it should not forfeit all rights to memberships or representation to the Association.

55. FIXTURES

- 55.1 The Match Committee shall allow fixtures to be postponed only under extraordinary circumstances.
- 55.2 The Match Committee may, at its sole discretion, move fixtures to a different ground to enable MCA matches to proceed as efficiently as possible.
- 55.3 Without limiting the above and for the avoidance of doubt, the Match Committee may move 2nd grade T20 games from turf wickets to astroturf wickets.
- 55.4 2nd grade T20 games will only to be moved to astroturf on rain effected weekends. If no astroturf wicket is able to be allocated to a rain effected fixture and the original ground is not fit for play, the washout rules herein shall apply.
- 55.5 The Match Committee's decision on movement of fixtures set out in this rule 55 is final.

56. MINIMUM AGE EXEMPTIONS

- 56.1 No player shall play in the 1st Division or 2nd Division T20 competition until they are at least 15 years of age except with the prior approval of the Match Committee.
- 56.2 An application for a minimum age exemption must be made in writing by completing the Mackay Cricket Association Minimum Age Exemptions Form.
- 56.3 Clubs should only apply for approval of the Match Committee for under-age players that have been assessed by the Club Coach as clearly being capable to perform to a high standard in the relevant Grade Competitions.
- 56.4 Any Club applying for an exemption must first complete the minimum age exemption application form for an appointment to be made with the MCA High Performance department.
- 56.5 A team which fields an ineligible player will be deducted 6 points for each match the player participated in while ineligible.
- 56.6 Players are to prioritise Junior Cricket so that participation in senior grade competitions is only in addition to playing with their Junior Club. For example, players may choose to participate in both Grade competitions and junior competitions, but where circumstances arise that may prevent participation in both, players are encouraged to participate in junior Cricket.

57. SCOREBOOKS AND UMPIRES REPORTS

- 57.1 The scores for each match must be recorded in either: -

- 57.1.1 Two “hard copy” scorebooks; or
- 57.1.2 One “hard copy scorebook” and one digital scorebook.
- 57.2 Captains must compare and ensure that the scorebooks for each match balance at the completion of each day’s play.
- 57.3 The scorebooks shall be kept by the captain or team representative and scores must be entered in PlayHQ web site before 6:00pm on the Tuesday immediately following the completion of play. In the event of a failure with the PlayHQ system, each team is to provide a hard copy of the pages of the scorebook for the match to the Sports Administrator before 6:00pm on the Tuesday immediately following the completion of play.
- 57.4 Teams who fail to enter results and player scores in compliance with section 57.3 without reasonable excuse shall be subject to the following penalties: -
 - 57.4.1 1st Infringement – Written warning.
 - 57.4.2 2nd Infringement - \$50.00 fine payable to the Mackay Cricket Association Inc.
 - 57.4.3 3rd Offence - \$100.00 fine payable to Mackay Cricket Association Inc.
 - 57.4.4 Any subsequent infringements – \$100.00 fine and deduction of two (2) competition points.
- 57.5 Captains must ensure that scorebooks must include all relevant details for matches including: -
 - 57.5.1 Full names of both batters and bowlers.
 - 57.5.2 Batters score and how out, sundry total(s), bowler’s figures and total score.
 - 57.5.3 An agreed total for each team’s innings.
 - 57.5.4 A game result (e.g.: Team A won by 34 runs, Team B won by 2 wickets) written in the hard copy score book and signed by Official Umpires. In the event of no official umpires are allocated to a match both Captains shall sign the hardcopy scorebook.
- 57.6 Should a team not adhere to the conditions as listed in 57.5, that side shall incur the following penalty:
 - 57.6.1 1st Infringement – Written warning.
 - 57.6.2 2nd Infringement - \$50.00 fine payable to the Mackay Cricket Association Inc.
 - 57.6.3 3rd Infringement - \$100.00 fine payable to the Mackay Cricket Association Inc.
 - 57.6.4 Any subsequent infringements – \$100.00 fine and deduction of two (2) competition points.
- 57.7 The MCA Commissioner may direct a team to provide its hard copy Scorebook to the Sports and Facilities Manager within 48 hours for review. Any team which fails to comply with this direction will be fined the sum of \$50.00 payable to the Mackay Cricket Association Inc.
- 57.8 At the completion of each game in which they have umpired, umpires are required to complete a Match Report which details any issues arising from the match.
- 57.9 Umpires’ Performance Reviews – No official Game Review, in the event a captain wants to discuss an

issue he can approach an umpire at the end of the day/match or can lodge an official complaint to the umpire's co-ordinator. Note: Only Captains are permitted to approach umpires.

58. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

- 58.1 At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.
- 58.2 Further to the restriction contained above, further fielding restrictions shall apply to certain overs in each innings (hereinafter referred to as the Fielding Restriction Overs (FROs)).
- 58.3 The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs:
- 58.4 Subject to these playing conditions and THE Table below, these additional fielding restrictions shall apply to the first 4 overs of each innings; and a block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the wicket between the end of the 10th over and the beginning of the 19th over. (Fielding Restriction Overs)
- 58.5 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres).
- 58.6 The semi-circles shall be linked by two (2) parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (17.78cm) in diameter.
- 58.7 During the FROs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- 58.8 During the non-FROs no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to above.
- 58.9 A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over
- 58.10 Once a batter has nominated the floating overs the decision cannot be reversed
- 58.11 Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted match) or at the latest over available in an interrupted match. Refer to Fielding Restriction Overs table below
- 58.12 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.
- 58.13 In the circumstances when the number of overs of the batting team is reduced, the number of FROs shall be reduced in accordance with Table 2 below. For the sake of clarity, it should be noted that the table shall apply to both 1st and 2nd innings of the match.
- 58.14 Where, in an interrupted innings, on resumption the recalculation number of FRO's (as set out above) is no longer achievable, the actual number of FRO's for that innings will be the closest achievable whole number.
- 58.15 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of FRO's have already been bowled, the

remaining deliveries in the over to be completed shall not be subject to the FRO fielding restrictions.

INNINGS DURATION NUMBER OF FROs

Overs	Floating Powerplay available after over	Floating Powerplay available between overs	# of Fixed PP Overs	# of Floating PP Overs
20	10	11-19	4	2
19	9	10-18	4	1
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	2	1
12	6	7-11	2	1
11	5	6-10	2	1
10	5		2	0
9			2	0
8			2	0
7			2	0
6			1	0

59. NUMBER OF OVERS PER BOWLER

- 59.1 No bowler shall bowl more than 4 overs in an innings.
- 59.2 In matches lasting less than 20 overs in duration (whether scheduled or due to a delayed or interrupted match), no bowler may bowl more than one-fifth (1/5) of the total overs allowed.
- 59.3 Where the total overs are not divisible by 5; one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 59.4 In the event of a bowler being unable to complete an over due to injury, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

60. NO BALL

- 60.1 **Cricket Australia, Domestic Playing Conditions (T20 Big Bash League)** - LAW 21 will apply in its entirety.
- 60.2 The penalty for any no ball will be 1 run.
- 60.3 The delivery following a No ball shall be a free hit for whichever batsman is facing it. If the delivery

for the free hit is not a legitimate deliver (any kind of no ball or wide), then the next delivery will become a free hit for whichever batsman is facing it.

- 60.4 For any free hit, the batsman may only be dismissed under the normal circumstances for a no ball even if the delivery is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.
- 60.5 Field changes are not permitted for free hit deliveries unless:
- 60.5.1 There is a change of striker (the provisions of playing conditions 3.5 above shall apply) or
 - 60.5.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
- 60.6 A Bowler shall be permitted to bowl one (1) fast short-pitched delivery per over.
- 60.7 A short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head
- 60.8 Any delivery that clearly passes the batsman standing upright in his normal guard position at the crease, above his head, will be called as a no-ball.

61. WIDE- WIDE BOWLING – JUDGING A WIDE – LAW 22

- 61.1 Laws of Cricket 2017 (3rd Edition – 2022) LAW 22 – Wide Ball will apply in its entirety subject to the following.
- 61.2 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,
- 61.2.1 *According to the definition in laws of cricket 2017 (3rd Edition) 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.*
 - 36.2.2 (22.1.2) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

62. TIMED OUT

- 62.1 Law 31 will apply except that the incoming batsman must be in position to be ready to receive the ball or for his partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately after a wicket falls.

63. PENALTY FOR NOT BOWLING REQUIRED OVERS

- 63.1 If the fielding teams fails to bowl the required number of overs by the scheduled time for cessation of an innings, play shall continue until the required number of overs has been bowled.
- 63.2 Upon completion of the innings, the batting team will be credited with five (5) runs for every whole over that was not been bowled within the schedule time.

- 63.3 If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.
- 63.4 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- 63.5 If the innings is completed before the scheduled time for cessation of the innings, no over-rate penalty will apply.
- 63.6 If the innings is interrupted, the over-rate penalty will apply based on the rescheduled cessation time for that innings.
- 63.7 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 63.8 For determining penalties, the following allowances shall be considered:
- 63.8.1 Actual time taken for treatment of an injured player on the field.
 - 63.8.2 Actual time taken for a player leaving the field in the event of serious injury.
 - 63.8.3 Actual time taken to dry a wet ball.
 - 63.8.4 Actual time to find or replace a ball.
 - 63.8.5 Actual time taken to a maximum of 4 minutes for each drink's break more than two per innings in conditions of extreme heat.
 - 63.8.6 Actual time taken for referrals to third umpire.
 - 63.8.7 Actual time lost due to all other circumstances that are beyond the control of the fielding side.
- 63.9 There shall be no allowances given for:
- 63.9.1 Wickets falling.
 - 63.9.2 Drinks Intervals
 - 63.9.3 Sightscreen changes.

64. THE RESULT

- 64.1 A result can be achieved only if both teams have had the opportunity of batting at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scored enough runs to win in less than 5 overs.
- 64.2 All matches, in which both teams have not had an opportunity of batting or the minimum number of overs, shall be declared No Result.
- 64.3 In matches in whom both teams have had the opportunity of batting for the agreed number of over, the team scoring the higher number of runs shall be declared the winner.

- 64.4 If the scores are equal in the Pool rounds, Semi-finals or Grand Final, the result shall be decided by an Elimination (Super) Over.
- 64.5 If, due to the suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allocated, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This target will be the average run rate multiplied by the overs available plus 1 to win. The average is calculated by reference to the runs scored in an innings divided by the number of overs faced. In the case of a team being bowled out in less than the maximum overs allocated, it will be deemed they faced the maximum overs for T20, not the number of overs faced. Therefore, to calculate a team's run rate that is bowled out before the maximum is: total runs scored divided by maximum overs in that game or revised total overs if the match is rain or light affected at the start.
- 64.6 This is regardless of wickets lost by either team.
- 64.7 In all matches in which the scores are equal, the result shall be determined through Elimination over.
- 64.8 The Elimination (super) Over shall occur as follows:
- 64.8.1 The umpires shall decide from which end the Elimination Over deliveries will be bowled. The Umpires shall stand at the same end as they stood during the game.
- 64.8.2 Under the supervision of the umpires the home captain shall toss a coin with the winner choosing which side shall bowl first.
- 64.8.3 Each of the two teams nominates three batsmen and one bowler, to play a one-over per side game.
- 64.8.4 If a team loses two wickets before the over is complete, their innings is over. If this does not happen, the team with the higher score from its over wins.
- 64.8.5 In case there is a tie after the Elimination over as well, the team that has higher number of sixes in its Elimination over wins; if there is still a tie, the winning team is the one with the higher number of fours in the Elimination Over.
- 64.8.6 If there is still a tie the team that has a higher number of sixes in their normal innings will win, if this is still a tie the result will be determined by the higher number of fours in the normal innings.
- 64.8.7 No more than 5 fieldsmen shall be permitted outside the fielding restriction area during an elimination over.

65. MATCH POINTS

- 65.1 Match points will be allocated as follows:

Match Points

Win	6
No Result	3
Loss	0

66. FINALS MATCHES

- 66.1 Finals matches (including semi-finals & grand finals), will be played as scheduled by the Match Committee.
- 66.2 The Match Committee will also schedule reserve dates for Grand Finals which will be included on the season draw.
- 66.3 If a Grand final is interrupted before a result can be achieved (i.e. both sides have had the opportunity to bat for 15 overs), the match is to be restarted from the beginning on the scheduled reserve date.
- 66.4 Any eligible player may be selected to play in a Grand Final played on a Reserve date provided the player did not play in a Grand Final in another grade on the original scheduled date for which a result was achieved.
- 66.5 There is to be no reserve Semi Final dates.
- 66.6 A semi-final which is interrupted will result in the higher placed team qualifying for the Grand final

67. QUALIFYING FOR THE FINAL

- 67.1 In competitions comprising 7 teams or less, the team placed first at the completion of the regular season, shall have automatic qualification for the grand final. Teams that placed second and third at the completion of the regular season shall qualify for the semi-final match. The winner of the semi-final shall then qualify to play in the Grand Final.
- 67.2 In competitions comprising 8 or more teams the team placed first at the completion of the regular season, shall play the team which placed fourth in a semi final. The teams which placed second and third will play each other in a semi final. The winner of each semi final shall then qualify to play in the Grand Final.
- 67.3 In the event only one semi final can be commenced the semi final between the 2nd and 3rd placed teams is to be played in priority over the semi final between the 1st and 4th placed teams.
- 67.4 In circumstances where a result is not possible in a semi-final then the team which finishes higher on the points table at the completion of all preliminary matches shall qualify for the final.
- 67.5 If team finish on equal points the right to play in the semi-final will be decided as follows:
 - 67.5.1 The Team with the greatest number of wins.
 - 67.5.2 If it is still equal, the team with the higher net run rate (NRR). In a match declared as a no result, run rate is not applicable.

68. PLAYER ELIGIBILITY FOR FINALS

- 68.1 A player will be eligible to play in a semi-final or grand final if they have played at least 1/3 of commenced matches rounded down to the nearest whole integer. (For clarification this means that if 1/3% is 4.7 then a player will be eligible if they have played 4 commenced matches.
- 68.2 A commenced match is one in which a ball has been bowled.
- 68.3 A player may also be eligible to play in a Finals Match if that player has: -

- 68.3.1 Played a total number of commenced matches in that grade or any lower grade or grades which when added together equal or exceed at least 1/3 of commenced matches in the grade they wish to play the finals match in rounded down to the nearest whole integer.
- 68.3.2 Played a minimum of 1/3 of matches in the immediate higher grade but only in circumstances where the club's immediate higher grade has qualified in the corresponding type of finals match that the player wishes to play in for the lower grade and the player has not been selected in the higher grade finals match.
- 68.4 Where a team has qualified for a grand final or semi-final but is not required to play a semi-final due to qualifying in first position or the semi-final being abandoned, it may provide the Match Committee with a list of 11 players which are to play in the grand final. The list must be provided to the Match Committee before the scheduled start of both the higher and lower grade semi-final. Any player not named in the 11 may also be eligible to play in a Finals Match in the grade immediately below if that player meets the conditions of 68.1 or 68.3.1.

69. COVERS DUTY

- 69.1 When a match is scheduled for the following day after completion of a match, each of the teams playing in the match on the earlier day are required to cover the pitch at the completion of their day's play. Each team that fails to cover the pitch at the completion of their days play will be fined \$100.00 payable to the Mackay Cricket Association.
- 69.2 Clubs assigned Covers Duty which then fail to cover or remove pitches in accordance with the "Covering the Pitch – Covers Duty" will have three competition points deducted from each of their 1st and 2nd grade teams and will be fined the sum of \$250.00 payable to the Mackay Cricket Association.
- 69.3 Clubs assigned Covers Duty when then fail to cover pitches in accordance with the "Covering the Pitch – Covers Duty" on a subsequent occasion during the season will be will have eight competition points deducted from each of their 1st and 2nd grade teams and will be fined the sum of \$500.00 payable to the Mackay Cricket Association.

70. NET RUN RATE

- 70.1 A team's net run rate (NRR) is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- 70.2 In the event of a team being all out in less than its full quota of overs, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.



MACKAY CRICKET

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