**

**2024/2025 PLAYING CONDITIONS**

As of 7th December 2024

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**PART 1 – PRELIMINARY**

I**NTERPRETATION**

In these rules, expect in so far as the context or subject matter otherwise indicates or requires:-

* “committee” means a member of the general committee of the Griffith District Cricket Association Incorporated;
* “members” means a member of the Griffith District Cricket Association Incorporated’s Constitution;
* “club” means a club affiliated with the Griffith District Cricket Association Incorporated.

**PART 2 – PLAYING CONDITIONS**

**RULE 1 – PROGRAM**

* The First Grade competition will be conducted in a round robin (Preliminary Rounds) format involving Limited Overs Matches with a top four Finals Series as determined by the GDCA and is played under the Game 1 Playing Conditions
* The Second Grade competition will be conducted in a round robin (Preliminary Rounds) format involving Limited Overs Matches with a top four Finals Series as determined by the GDCA and is played under the Game 2 Playing Conditions
* The Third Grade competition will be conducted in a round robin (Preliminary Rounds) format involving Two Day Matches and Twenty20 Matches combined with a top four Limited Overs Finals Series as determined by the GDCA and is played under the Game 2, 3 and Game 5 Playing Conditions
* The Third Grade Twenty20 competition will be conducted in conjunction with the Preliminary Rounds with a top two Twenty20 Final and is played under the Game 5 Playing Conditions
* The Fourth Grade competition will be conducted in a round robin (Preliminary Rounds) format involving Limited Overs Matches with a top four Finals Series as determined by the GDCA and is played under the Game 4 Playing Conditions
* The First Grade and Second Grade Twenty20 competition will be conducted in a round robin (Preliminary Rounds) format with a top two Final as determined by the GDCA and is played under the Game 5 Playing Conditions

**COMPETITIONS**

* Pat Smith Shield – First Grade
  + Game 1 Playing Conditions
    - Preliminary Rounds and Finals Series – Limited Overs Matches
* Don ‘Captain’ Coleman Twenty20 Shield – First Grade
  + Game 5 Playing Conditions
    - Preliminary Rounds and Final – Twenty20 Matches
* G.W.Speirs Shield – Second Grade
  + Game 2 Playing Conditions
    - Preliminary Rounds and Finals Series – Limited Overs Matches
* McGann Family Twenty20 Shield – Second Grade
  + Game 5 Playing Conditions
    - Preliminary Rounds and Final – Twenty20 Matches
* Hughie McLean Shield – Third Grade
  + Game 2, 3 and Game 5 Playing Conditions
    - Preliminary Rounds – Two Day Matches and Twenty20 Matches
    - Finals Series – Limited Over Matches
* Allan Giddey Twenty20 Shield – Third Grade
  + Game 5 Playing Conditions
    - Preliminary Rounds and Final – Twenty20 Matches
* Fourth Grade
  + Game 4 Playing Conditions
    - Preliminary Rounds and Finals – Limited Overs Matches

**GAME 1 – FIRST GRADE PLAYING CONDITIONS**

**RULE 2 – DURATION OF MATCHES AND COMPOSITION OF TEAMS**

A Matches shall be of one days scheduled duration

B The match will consist of one innings per side

C Each innings is limited to 45 six ball overs

D A team shall consist of 11 players

E A minimum of 20 overs per team shall constitute a match

**RULE 3 – HOURS OF PLAY AND INTERVALS**

A Matches shall commence at 1pm\* with an innings break of 15 minutes

B Two drinks break per innings shall be permitted after the 15th over and 30th over or at the discretion of the Umpire/s. If a wicket falls during the 15th and 30th, a drinks break shall be taken

C An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted

D No other drinks shall be taken onto the field without the permission of the Umpire/s

E The provisions of Rule 27G shall be strictly observed for Moderate Weather Days

F Provisions has been made for up to 30 minutes of extra official playing time

*\* The GDCA Committee reserve the right change the starting time*

**RULE 4 – APPOINTMENT OF UMPIRES**

A The Griffith and District Cricket Umpires Association shall be responsible for the appointment of

Umpire/s

B If no umpires are appointed, both teams must appoint an umpire or officiate the game themselves

**RULE 5 – LENGTH OF MATCH**

A Each team shall bat for 45 overs unless all out earlier

B If the fielding team fails to bowl the required number of overs by the scheduled time of three hours, play shall continue until the required number of overs have been bowled

C If the fielding team fails to bowl the required number of overs by the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

D The over in progress at the scheduled time shall count as a completed over

E The Umpire/s may not penalised the fielding team if they are of the opinion that events beyond the control of the team fielding prevented them from bowling the required number of overs by the scheduled time

F If the batting team is all out and the last wicket falls at or after the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

G If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs

H A team shall not be permitted to declare its innings closed

**RULE 6 – DELAYED OR INTERRUPTED MATCHES**

A The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs

B Before any revised number overs are to be made, the 30 minutes Extra Time rule for the match under Rule 3F must be used first

C When playing time has been lost during the team batting first, the revised number of overs to be

bowled in the match shall be based on subtracting the numbers of overs that has been lost being 15 overs per hour (four minutes per over) from the original number of allocated overs for the match

D The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less that the agreed number of overs

E A team shall not be permitted to declare its innings closed

F Fractions are to be ignored in all calculations re number of overs

G In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth/Lewis/Stern (DLS) method.

H If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), 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 revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie

I If the innings of the side batting second is suspended (with at least 20 overs) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS ‘Par Score’ determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score

J To constitute a match, a minimum of 20 overs per side has to be bowled as per Rule 2E, subject to a result not being achieved earlier

K If the fielding team fails to bowl the revised number of overs by the new scheduled time (four minutes per over), rules apply under Rules 5B, 5C, 5E, 5F

L Calculations of target score – Refer Duckworth Lewis Stern System from PlayHQ

**RULE 7 – TEAM NOMINATION**

A Each Captain or any person associated with the team shall nominate the team in writing on one GDCA Team Sheet, supplied by the Home team and signed, to one of the umpires before the toss

B If a player named on the team sheet does not take the field at any stage of the match, the umpire will put a line through the players name with both the umpire/s and captain initialing the line. This team sheet is to be submitted to the GDCA

**RULE 8 – PLAYER ELIGIBILITY**

A Fourth Grade aged players are NOT permitted to play which includes substitute fielding

B Third Grade aged players are permitted to play Third Grade as well as First Grade on the same weekend however senior players are not allow to play First Grade and Second Grade on the same weekend

**RULE 9 – TOSS**

A The team:-

(i) **Preliminary Rounds:** named first on the draw will be classed as the home team,

(ii) **Finals Series:** that finished higher on the ladder,

is the team to toss the coin

B The toss is to be completed and decision made 15 minutes prior to the commencement of play

**RULE 10 – BATTING RESTRICTIONS**

*Not Applicable*

**RULE 11 – BOWLING RESTRICTIONS**

A No bowler shall bowl more than nine overs, in an innings

B In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed

C Where the total overs are not divisible by five one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

D Restrictions apply to young bowlers of medium pace or faster bowlers in regard to the number of overs, which are allowed in a spell and in a day play

E No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in spell and number of overs in a day’s play

F Guidelines for age as at 30th September bowling restrictions:-

(i) **Under 19:** seven overs,

(ii) **Under 17:** six overs,

(iii) **Under 15:** five overs,

(iv) **Under 13:** four overs,

per spell

G Following a spell of bowling a pace bowler must be rested for double the number of overs he/she bowled

H A bowler who has bowled a spell fewer than the maximum number of overs set out in Rule 11F may resume bowling prior to the completion of the minimum rest period as defined in Rule 11G, but this will be considered an extension of the same spell and the limit of overs in total in the spell will still apply

I Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded

J For the purpose of calculating a bowler’s minimum rest period, any interruption to play due to wet

weather or an interval shall contribute in the amount of one over for each four minutes or part thereof

**RULE 12 – FIELD MARKINGS**

A Two semi circles shall be drawn on the field of play (if available)

B The semi circles have as their centre the middle stump at either end of the pitch

C The radius of each of the semi-circle is 27.5 metres

D The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch

E Continuous painted white lines or dots shall mark the fielding restriction area

F An offside wide line shall be marked 12” in from the return crease on the off side

**RULE 13 – FIELDING RESTRICTIONS**

A At the instant of a delivery, there shall not be no more than five fieldsmen on the leg side

B At the instant of a delivery, there shall not be no more than:-

Powerplays:-

1. Over 1 to 10: two
2. Over 11 to 35: four
3. Over 36 to 45: five

fieldsmen outside the field restriction marking

C In circumstances where the number of overs for the batting team is reduced, the number of overs in regards to the restrictions in Rules 13B above shall be reduce as per Appendix A

**RULE 14 – NO BALL**

Short Pitched Deliveries

A A bowler shall be allowed to bowl one fast short pitched delivery per over

B A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the batsman standing upright in his normal guard position at the crease

C The Umpire at the bowler’s end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled

D In addition, for the purpose of this regulation, a ball that passes clearly above head height of the

batsman, other than a fast-short pitched ball as defined above that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above the shoulder height for that over

E In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in

Rule 14A, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

F After the second instance of a fast-short pitched delivery No Ball for that over, the bowlers end Umpire may enforce LAW 41.6

G Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

Non-Pitched Deliveries

H A bowler shall not be allowed to bowl any non-pitched above waist height deliveries

I A non-pitched above waist height delivery is defined as a ball, without pitching, passes or would have passed above waist height of the batsman standing upright in his normal guard position at the crease

J In the event of a bowler bowling a non-pitched above waist height delivery as defined in Rule 14I, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

K After the second instance of a non-pitched above waist height No Ball for that over, the bowlers end Umpire may enforce LAW 41.7

L Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

M Any No Ball delivery will result in the next delivery being a free hit and cannot be given out unless either batsman is run out

**RULE 15 – WIDE BOWLING**

A Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in

order to prevent negative bowling wide of the wicket

B If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide after pitching, if the ball passes above the head height of the striker standing upright at the popping crease

C Any delivery that passes outside of the off side wide marked line shall be called a wide.

D A penalty of one run or result from a Wide ball which is not a No Ball shall be scored as Wide balls

E Any delivery that passes outside the leg side danger zone mark without any contact with the striker’s bat or person shall be a Wide, unless the ball passes between the striker and the stumps

**RULE 16 – CRICKET BALLS**

A Red Kookaburra four-piece brand balls stamped GDCA shall be used for Day matches

B White Kookaburra four-piece brand balls shall be used for Day/Night matches

**RULE 17 – MATCH RESULT**

A A result is achieved by the team batting second:-

(i) passing the total number of runs of the team batting first, or

(ii) is dismissed before passing the total number of runs of the team batting first or it receives its maximum number of overs before passing the total number of runs of the team batting first

B A match shall cease when the team batting second passes the total number of runs of the team

batting first, or is dismissed or it receives its maximum number of overs

C A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs

D A match shall be a No Result if both teams have not had the opportunity to bat for a minimum 20 overs

E In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner

F In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but

have not had the opportunity to bat for the same number of overs, the result shall be determined by the run-rate of each team

G In matches in which both teams have had the opportunity of batting for the agreed number of overs in a reduced match, the team scoring the higher number of runs shall be the winner

H If the scores are equal, the result shall be a tie

**RULE 18 – FORFEITS**

A Any team which is unable to take the field of play within 30 minutes of the time scheduled for the commencement of play shall be deemed to have forfeited and given up the match as lost

B For the purpose of Rule 18A, a team shall be deemed to mean at least seven players, not including substitutes, with a kit

C Any team that forfeits a game will be charged the total ground fees for that game for both teams for the exception of the Final Series

**RULE 19 – PENALTY FOR LATE STARTS**

A A team arriving late or has not taken the field shall be penalised one over for every four minutes it is late starting at the scheduled start of play

B The time shall be kept by the Umpire/s

C For every over penalised, six runs will be awarded to the opposing team

D No overs will be deducted for the match

**RULE 20 – CALCULATION OF TARGET SCORES**

A If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 20 overs), 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

B This revised target is to be calculated using the Duckworth Lewis Stern System from PlayHQ

**RULE 21 – COMPETITION POINTS**

A (i) Win – 8 Points

(ii) Tie – 4 Points

(iii) Loss – 0 points

1. No Result (Washed Out/Abandoned) – 4 points

(v) Bye – 0 points

(vi) Bonus Point – 1 point

(vii) Forfeit – minus 3 points

B If the side batting second reaches the target under 80% of the overs to be bowled (EG: In a 50 over match, that target is under 40 overs.), then they are awarded a Bonus Point

C If the side bowling second dismisses or restricts the other side to under 80% of the target, (EG: If a side makes 200 runs, they must restrict the other side to 159 runs), then they are awarded a Bonus Point

D Only one Bonus Point is allocated per game

E The Umpire/s and both Captains to agree on the Bonus Point target during the break between innings

F If the side batting second loses the match however reaches 80% or more of the target (EG: If a side makes 200 runs, they must make 160 runs or more), then they are awarded a Bonus Point

G If the side bowling second loses the match however bowls 80% or more of the overs to be bowled (EG: In a 50 over match, the target is 40 overs or more), then they are awarded a Bonus Point

H If two or more teams have the same number of Competition Points, it will decide by Nett Run Rate *(Total Runs Scored / Total Overs Faced – Total Runs Conceded /Total Overs Bowled)*

**RULE 22 – SUBMITTING MATCH RESULTS**

A Match results are to be forward to The Area News by 11am the Sunday following the match

B Match results are to be entered into the Griffith PlayHQ Website by 5pm Friday following the match

C It is the responsibility of the home team (team named first in the fixture) to bring a device with a PlayHQ scoring site to score during the match and to submit the results to The Area News and add into PlayHQ Website, while the away team (team named second in the fixture) to bring a scorebook to score during the match

D For player qualifications and points allocation, results must be submitted for abandoned/washed out matches and forfeits, listing player's names including those who did not bat in the match onto the PlayHQ Website by 5pm the Friday following the match

E If scorecards are not submitted to The Area News and the PlayHQ Website by the required time, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

F The Committee may direct any team to make available to the Secretary its scorebook at any time

G It is the responsibility of the batting team to complete scorecards correctly

H If scorecards are not properly completed by the batting team into The Area News and the PlayHQ Website, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

I For forfeit matches, only the team receiving the forfeit can submit a list of players onto the MyCricket Website

**RULE 23 – FINALS STRUCTURE**

A The Finals Series matches will be played by the following placed teams at the completion of the Preliminary Rounds:-

(i) **Weekend 1** 2nd Semi Final – 1st v 2nd, 1st Semi Final – 3rd v 4th

(ii) **Weekend 2** Preliminary Final – Loser 2nd Semi Final v Winner 1st Semi Final

(iii) **Weekend 3** Grand Final – Winner 2nd Semi Final v Winner Preliminary Final

**RULE 24 – PLAYER QUALIFICATIONS**

A To be eligible for the Finals Series:-

(i) a senior player must have played a minimum of six games of cricket for their club in any grade in the current season or must have played four of the last seven games of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

(ii) a Third Grade aged player must have played a minimum of six weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

B Exemptions for Rule 24A can be sought from the committee for injuries and University students/boarding school students and these exemptions will be discussed on a case by case basis at the discretion of the GDCA committee. An exemption request MUST be submitted for these players.

C For the purpose of qualifying for the Finals Series any player listed on an official team sheet, submitted to the grade co-ordinator before 5pm on the following Friday proceeding the match,of a team involved in a wash out, abandon match or team receiving a forfeit, shall be deemed to have played in that match

D Clubs must nominate the full side of selected players so that all are counted in accordance with Rule 24C

E For the team forfeiting the match no player in that team shall be deemed to have played

F The committee will then be obliged to make a ruling in writing prior to the midnight of the Thursday preceding the commencement of the Finals Series

G Applications must be made, in writing, to an office-bearer on the GDCA committee, prior to 5pm of the Monday preceding the commencement of the Finals Series

H Applications must include, all dates of games played, reason for not qualifying and medical records from the treating doctor and/or physio which MUST include dates of treatment or recommendation when to resume playing cricket

I Complaints regarding player eligibility must be made, in writing, to an office bearer on the GDCA committee, prior to 5pm of the Monday after the game has been played

J The penalty for a club playing an ineligible player in the Finals Series will be forfeiture of the match in which the ineligible player has played

K Automatic downgrading is allowed between successive grades during the Finals Series

L To be recorded as playing a match, the player MUST be named on the Team Sheet prior to the commencement of play and MUST have taken the field at some stage of the match

M If a player is named and has not taken the field at any stage, the umpire MUST remove that player from the Team Sheet after the completion of the match

N Umpires official team sheets will be the only record used for finals qualifications

**RULE 25 – COVERING OF WICKETS**

A For the Finals Series wicket covers can be used to protect the wicket from inclement weather

B The covers will be available to be used from the Thursday prior to the Finals Series

C Either team playing in the Finals Series can organise to have the covers put on

**RULE 26 – CLOTHING, EQUIPMENT AND FOOTWEAR**

A All teams participating must wearclub colour One Day shirts and predominantly white/cream pants or club colour pants

B Batting pads must be either white/cream or club colour pads/clads

C All teams are to supply a set of stumps and all equipment so as play can start on time

D All teams are to supply a set of 12 boundary markers each

E Any player batting or bowling must wear spiked footwear

F Any player who is eligible to play Third Grade or is under the age of 18 MUST wear an approved British Standard BS7928:2013 helmet with full grill when batting or fielding (including the wicket keeper) within 10 metres of batter’s end stumps

**RULE 27 – EXTREME/MODERATE WEATHER DAYS**

A At 6pm on the day before the game, if the projected maximum temperature at 3pm the following day for Griffith on the Griffith Weatherzone Website [www.weatherzone.com.au/nsw/riverina/griffith](http://www.weatherzone.com.au/nsw/riverina/griffith)) is:-

(i) 42.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) Between 40.1 Degrees Celsius and 42.0 Degrees Celsius, a Moderate Weather Day will be called

(iii) 40.0 Degrees Celsius or below, a Normal Weather Day will be called

B All grounds utilised within the Griffith District Cricket Association will fall under the Griffith Weatherzone Website (eg: Yenda and Coleambally)

C The President of the Griffith District Cricket Association (or a person who has been delegated by the President) will declare that day an Extreme or Moderate Weather Day

D All players and umpires MUST NOT assume that the day is called an Extreme or Moderate weather Day until an official decision has been made

E Any Extreme or Moderate Weather Day decisions will be displayed on the Griffith Cricket Website and emails to all club and umpire contacts just after 6pm the night before the match

F If an Extreme Weather Day has been called, that days play will be called off

G For Normal Weather Day, matches to continue as per rules

H If a Moderate Weather Day has been called:-

(i) 20 overs will be deducted from that day’s play,

(ii) drinks break must be taken every 10 overs with longer breaks, and

(iii) all umpires and players MUST comply with the rule

**GAME 2 – SECOND GRADE AND (THIRD GRADE FINALS ONLY) PLAYING CONDITIONS**

**RULE 2 – DURATION OF MATCHES AND COMPOSITION OF TEAMS**

A Matches shall be of one days scheduled duration

B The match will consist of one innings per side

C Each innings is limited to:-

1. **2nd Grade Day Matches and 3rd Grade Finals Series:** 40 six ball overs
2. **2nd Grade D/N:** 35 six ball overs

D A team shall consist of:-

(i) **2nd Grade:** 11 players

(ii) **3rd Grade:** 12 players

E A minimum of 20 overs per team shall constitute a match

Third Grade only

F If one of the teams has 12 players, one player in that team shall not be permitted to bat. All 12 players shall be permitted to bowl

**RULE 3 – HOURS OF PLAY AND INTERVALS**

A Matches shall commence at:-

(i) **2nd Grade Day Matches:** 1pm\*,

(ii) **3rd Grade Finals Series:** at times scheduled by the GDCA Committee,

(iii) **2nd Grade D/N Matches:** 5:45pm\*

with an innings break of 10 minutes

B One drinks break per innings shall be permitted after the:-

(i) **2nd Grade Day Matches and 3rd Grade Finals Series:** 20th over,

(ii) **2nd Grade D/N Matches:** 18th over,

or at the discretion of the Umpire/s. If a wicket falls during the 20th (or 18th for Second Grade D/N), a drinks break shall be taken

C An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted

D No other drinks shall be taken onto the field without the permission of the Umpire/s

E The provisions of Rule 27G shall be strictly observed for Moderate Weather Days

F Provisions has been made for up to 30 minutes of extra official playing time

*\* The GDCA Committee reserve the right change the starting time*

**RULE 4 – APPOINTMENT OF UMPIRES**

A The Griffith and District Cricket Umpires Association shall be responsible for the appointment of

Umpire/s

B If no umpires are appointed, both teams must appoint an umpire or officiate the game themselves

**RULE 5 – LENGTH OF MATCH**

A Each team shall bat for:-

1. **2nd Grade Day Matches and 3rd Grade Finals Series:** 40 overs,

(ii) **2nd Grade D/N Matches:** 35 overs,

unless all out earlier

B If the fielding team fails to bowl the required number of overs by the scheduled time of:-

(i) **2nd Grade Day Matches & 3rd Grade Finals Series:** two hours and 40 minutes,

(ii) **2nd Grade D/N Matches:** two hours and 20 minutes,

play shall continue until the required number of overs have been bowled

C If the fielding team fails to bowl the required number of overs by the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

D The over in progress at the scheduled time shall count as a completed over

E The Umpire/s may not penalised the fielding team if they are of the opinion that events beyond the control of the team fielding prevented them from bowling the required number of overs by the scheduled time

F If the batting team is all out and the last wicket falls at or after the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

G If the team batting first is dismissed in less than:-

(i) **2nd Grade Day Matches & 3rd Grade Finals Series:** 40 overs,

(ii) **2nd Grade D/N Matches:** 35 overs,

the team batting second shall be entitled to bat for:-

(iii) **2nd Grade Day Matches & 3rd Grade Finals Series:** 40 overs

(iv) **2nd Grade D/N Matches:** 35 overs

H A team shall not be permitted to declare its innings closed

**RULE 6 – DELAYED OR INTERRUPTED MATCHES**

A The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs

B Before any revised number overs are to be made, the 30 minutes Extra Time rule for the match under Rule 3F must be used first

C When playing time has been lost during the team batting first, the revised number of overs to be

bowled in the match shall be based on subtracting the numbers of overs that has been lost being 15 overs per hour (four minutes per over) from the original number of allocated overs for the match

D The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less that the agreed number of overs

E A team shall not be permitted to declare its innings closed

F Fractions are to be ignored in all calculations re number of overs

G If playing time is lost during the team batting first, the revised number of overs should ensure that

both teams have the opportunity of batting for the same number of overs

H When playing time has been lost during the team batting second and it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs, the number of overs shall be reduced at a rate of 15 overs per hour (four minutes per over)

I To constitute a match, a minimum of 20 overs per side has to be bowled as per Rule 2E, subject to a result not being achieved earlier

J If the fielding team fails to bowl the revised number of overs by the new scheduled time (four minutes per over), rules apply under Rules 5B, 5C, 5E, 5F

K Calculations of target score – refer to Rule 20

**RULE 7 – TEAM NOMINATION**

A Each Captain or any person associated with the team shall nominate the team in writing on one GDCA Team Sheet, and signed, to one of the umpires before the toss

B If a player named on the team sheet does not take the field at any stage of the match, the umpire will put a line through the players name with both the umpire/s and captain initialing the line. This team sheet is to be submitted to the GDCA

Third Grade Finals Series only

C If one team nominates 12 players as per Rule 2F, the Captain must document on the team sheet a nominated batsman and a nominated bowler who can interchange

**RULE 8 – PLAYER ELIGIBILITY**

Second Grade

C Fourth Grade aged players are NOT permitted to play which includes substitute fielding

D Third Grade aged players are permitted to play Third Grade as well as Second Grade on the same weekend however senior players are not allow to play First Grade and Second Grade on the same weekend

Third Grade Finals Series

F Players in Years eight, nine and 10 at school at the commencement of the cricket season otherwise player will be classed as being an overage player for the exception of women players of any age who are not classed as overage players

G It is permissible to have three overage players in each team, of whom the committee considers to

have similar cricketing ability to the players in the team themselves

H Rule 8G allows mature age guidance in such aspects as leadership, personal development, and

tactical play

I Overage players will be deemed to be graded players and therefore will play under Rule 8I

J Overage players:-

(i) **Bowling:** are only allowed to bowl a maximum of four overs and these overs must be bowled in the first 16 overs of the game, and

(ii) **Batting:** must retire at 35 runs

K Players are permitted to play Third Grade Limited Overs as well as First Grade or Second Grade on the same weekend

**RULE 9 – TOSS**

A The team:-

(i) **2nd Gade Preliminary Rounds:** named first on the draw will be classed as the home team,

(ii) **2nd Grade Finals Series & 3rd Grade Finals Series:** that finished higher on the ladder,

is the team to toss the coin

B The toss is to be completed and decision made 15 minutes prior to the commencement of play

**RULE 10 – BATTING RESTRICTIONS**

Second Grade only

A There are no batting restrictions

Third Grade Finals Series only

B A Batsman must retire at 100 runs

C In the event of all batsmen being out, the retired batsmen can then re-enter to bat at the fall of the last wicket until the team is all out

D If a batsman retires before reaching 100 runs, they are not permitted to return to the crease and complete their innings after all batsmen being out

**RULE 11 – BOWLING RESTRICTIONS**

A No bowler shall bowl more than:-

(i) **2nd Grade Day Matches and 3rd Grade Finals Series:** eight overs,

(ii) **2nd Grade D/N Matches:** seven overs,

in an innings

B In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed

C Where the total overs are not divisible by five one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

D Restrictions apply to young bowlers of medium pace or faster bowlers in regard to the number of overs, which are allowed in a spell and in a day play

E No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in spell and number of overs in a day’s play

F Guidelines for age as at 30th September bowling restrictions:-

(i) **Under 19:** seven overs,

(ii) **Under 17:** six overs,

(iii) **Under 15:** five overs,

(iv) **Under 13:** four overs,

per spell

G Following a spell of bowling a pace bowler must be rested for double the number of overs he/she bowled

H A bowler who has bowled a spell fewer than the maximum number of overs set out in Rule 11F may resume bowling prior to the completion of the minimum rest period as defined in Rule 11G, but this will be considered an extension of the same spell and the limit of overs in total in the spell will still apply

I Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded

J For the purpose of calculating a bowler’s minimum rest period, any interruption to play due to wet

weather or an interval shall contribute in the amount of one over for each four minutes or part thereof

Third Grade Finals Series only

K A bowler is limited to a maximum of 10 balls in an over

**RULE 12 – FIELD MARKINGS**

A Two semi circles shall be drawn on the field of play (if available)

B The semi circles have as their centre the middle stump at either end of the pitch

C The radius of each of the semi-circle is 27.5 metres

D The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch

E Continuous painted white lines or dots shall mark the fielding restriction area

F An offside wide line shall be marked 12” in from the return crease on the off side

**RULE 13 – FIELDING RESTRICTIONS**

A At the instant of a delivery, there shall not be no more than five fieldsmen on the leg side

B At the instant of a delivery, there shall not be no more than:-

Powerplays

**2nd Grade Day Matches and 3rd Grade Finals Series**

1. Over 1 to 10: two
2. Over 11 to 30: four
3. Over 31 to 40: five

**2nd Grade D/N Matches**

1. Over 1 to 10: two
2. Over 11 to 25: four
3. Over 26 to 35: five

fieldsmen outside the field restriction marking

C In circumstances where the number of overs for the batting team is reduced, the number of overs in regards to the restrictions in Rules 13B above shall be reduce as per:-

(i) **2nd Grade Day Matches and 3rd Grade Finals Series:** Appendix B

(ii) **2nd Grade D/N Matches:** Appendix C

**RULE 14 – NO BALL**

Short Pitched Deliveries

A A bowler shall be allowed to bowl one fast short pitched delivery per over

B A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the batsman standing upright in his normal guard position at the crease

C The Umpire at the bowler’s end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled

D In addition, for the purpose of this regulation, a ball that passes clearly above head height of the

batsman, other than a fast-short pitched ball as defined above that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above the shoulder height for that over

E In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in

Rule 14A, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

F After the second instance of a fast-short pitched delivery No Ball for that over, the bowlers end Umpire may enforce LAW 41.6

G Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

Non-Pitched Deliveries

H A bowler shall not be allowed to bowl any non-pitched above waist height deliveries

I A non-pitched above waist height delivery is defined as a ball, without pitching, passes or would have passed above waist height of the batsman standing upright in his normal guard position at the crease

J In the event of a bowler bowling a non-pitched above waist height delivery as defined in Rule 14I, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

K After the second instance of a non-pitched above waist height No Ball for that over, the bowlers end Umpire may enforce LAW 41.7

L Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

M Any No Ball delivery will result in the next delivery being a free hit and cannot be given out unless either batsman is run out

**RULE 15 – WIDE BOWLING**

A Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in

order to prevent negative bowling wide of the wicket

B If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide after pitching, if the ball passes above the head height of the striker standing upright at the popping crease

C Any delivery that passes outside of the off side wide marked line shall be called a wide.

D A penalty of one run or result from a Wide ball which is not a No Ball shall be scored as Wide balls

**RULE 16 – CRICKET BALLS**

A **2nd Grade:** Red Kookaburra two-piece brand balls stamped GDCA shall be used for Day matches

**3rd Grade Finals Series:** four piece or two-piece balls approved by either the Umpire/s or the

opposing Captain can be used for Day matches

B **2nd Grade:** White Kookaburra two-piece brand balls shall be used for Day/Night matches

**3rd Grade Finals Series:** four piece or two-piece balls approved by either the Umpire/s or the

opposing Captain can be used for Day/Night matches

**RULE 17 – MATCH RESULT**

A A result is achieved by the team batting second:-

(i) passing the total number of runs of the team batting first, or

(ii) is dismissed before passing the total number of runs of the team batting first or it receives its maximum number of overs before passing the total number of runs of the team batting first

B A match shall cease when the team batting second passes the total number of runs of the team

batting first, or is dismissed or it receives its maximum number of overs

C A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs

D A match shall be a No Result if both teams have not had the opportunity to bat for a minimum 20 overs

E In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner

F In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but

have not had the opportunity to bat for the same number of overs, the result shall be determined by the run-rate of each team

G In matches in which both teams have had the opportunity of batting for the agreed number of overs in a reduced match, the team scoring the higher number of runs shall be the winner

H If the scores are equal, the result shall be a tie

I In the event of a Finals Series match (Semi Final, Preliminary Final and Grand Final) ending in a tie, the team who finished higher on the ladder at the end of the Preliminary Rounds will be declared the winner

J In the event of a Finals Series match (Semi Final, Preliminary Final and Grand Final) ending in a No Result, the match is replayed on the Sunday following the match

K In the event of a replayed Finals Series matches (Semi Final, Preliminary Final and Grand Final)

ending in a No Result, the team who finished higher on the ladder at the end of the Preliminary Rounds will be declared the winner

**RULE 18 – FORFEITS**

A Any team which is unable to take the field of play within 30 minutes of the time scheduled for the commencement of play shall be deemed to have forfeited and given up the match as lost

B For the purpose of Rule 18A, a team shall be deemed to mean at least seven players, not including substitutes, with a kit

C Any team that forfeits a game will be charged the total ground fees for that game for both teams for the exception of the Finals Series

**RULE 19 – PENALTY FOR LATE STARTS**

A A team arriving late or has not taken the field shall be penalised one over for every four minutes it is late starting at the scheduled start of play

B The time shall be kept by the Umpire/s

C For every over penalised, six runs will be awarded to the opposing team

D No overs will be deducted for the match

**RULE 20 – CALCULATION OF TARGET SCORES**

A If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 20 overs), 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

B This revised target is to be calculated using the Duckworth Lewis Stern System from PlayHQ

**RULE 21 – COMPETITION POINTS**

A (i) Win – 6 points

(ii) Tie – 3 points

(iii) Loss – 0 points

(iv) No Result (Washed Out/Abandon) – 3 points

(v) Bye – 0 points

(vi) Bonus Point – 1 point

(vii) Forfeit – minus 3 points

B If the side batting second reaches the target under 80% of the overs to be bowled (EG: In a 40 over match, that target is under 32 overs.), then they are awarded a Bonus Point

C If the side bowling second dismisses or restricts the other side to under 80% of the target, (EG: If a side makes 200 runs, they must restrict the other side to 159 runs), then they are awarded a Bonus Point

D Only one Bonus Point is allocated per game

E The Umpire/s and both Captains to agree on the Bonus Point target during the break between innings

F If the side batting second loses the match however reaches 80% or more of the target (EG: If a side makes 200 runs, they must make 160 runs or more), then they are awarded a Bonus Point

G If the side bowling second loses the match however bowls 80% or more of the overs to be bowled (EG: In a 40 over match, the target is 32 overs or more), then they are awarded a Bonus Point

H If two or more teams have the same number of Competition Points, it will decide by Nett Run Rate *(Total Runs Scored / Total Overs Faced – Total Runs Conceded /Total Overs Bowled)*

**RULE 22 – SUBMITTING MATCH RESULTS**

A Match results are to be forward to The Area News by:-

1. **2nd Grade Preliminary Rounds:** 11am the Sunday following the match

(iii) **2nd Grade Finals Series & 3rd Grade Finals Series:** at the completion of the match

B Match results are to be entered into the Griffith PlayHQ Website by 5pm Friday following the match

C It is the responsibility of the home team (team named first in the fixture) to bring a device with a PlayHQ live score site to score during the match and to submit the results to The Area News and add into PlayHQ Website, while the away team (team named second in the fixture) to bring a scorebook to score during the match

D For player qualifications and points allocation, results must be submitted for abandoned/wash out matches and forfeits, listing player's names including those who did not bat in the match onto the MyCricket Website by 5pm the Friday following the match

E If scorecards are not submitted to The Area News and the PlayHQ Website by the required time, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

F The Committee may direct any team to make available to the Secretary its scorebook at any time

G It is the responsibility of the batting team to complete scorecards correctly

H If scorecards are not properly completed by the batting team into The Area News and the PlayHQ Website, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

I For forfeit matches, only the team receiving the forfeit can submit a list of players onto the PlayHQ Website

Third Grade only

J Penalties under Rule 22E and Rule 22H are in conjunction with Third Grade Two Dayers and Twenty20

**RULE 23 – FINALS STRUCTURE**

A The Finals Series matches will be played by the following placed teams at the completion of the Preliminary Rounds:-

(i) **Weekend 1** 2nd Semi Final – 1st v 2nd, 1st Semi Final – 3rd v 4th

(ii) **Weekend 2** Preliminary Final – Loser 2nd Semi Final v Winner 1st Semi Final

(iii) **Weekend 3** Grand Final – Winner 2nd Semi Final v Winner Preliminary Final

**RULE 24 – PLAYER QUALIFICATIONS**

Second Grade

A To be eligible for the Finals Series:-

(i) a senior player must have played a minimum of five games of cricket in Second Grade for their club in the current season or must have played four of the last seven games of cricket in Second Grade in the current season providing that they were not registered with the GDCA in the previous season

(ii) a Third Grade aged player must have played a minimum of six weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

(iii) a senior player who has qualified for their club and is selected in Second Grade for the first week of the finals will be deemed a Second Grade player for the entire finals series

Third Grade

B To be eligible for the Finals Series:-

(i) a Third Grade aged player must have played a minimum of six weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

(ii) a Fourth Grade aged player must have played a minimum of four weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

Both Grades

C Exemptions for Rule 24A, 24B, 24C & 24D can be sought from the committee for injuries only

D For the purpose of qualifying for the Finals Series any player listed on an official team sheet, submitted to the grade co-ordinator before 5pm on the following Friday proceeding the match,of a team involved in a wash out, abandon match or team receiving a forfeit, shall be deemed to have played in that match

E Clubs must nominate the full side of selected players so that all are counted in accordance with Rule 24F

F For the team forfeiting the match no player in that team shall be deemed to have played

G The committee will then be obliged to make a ruling in writing prior to the midnight of the Thursday preceding the commencement of the Finals Series

H Applications must be made, in writing, to an office-bearer on the GDCA committee, prior to 5pm of the Monday preceding the commencement of the Finals Series

I Applications must include, all dates of games played, reason for not qualifying and medical records from the treating doctor and/or physio which MUST include dates of treatment or recommendation when to resume playing cricket

J Complaints regarding player eligibility must be made, in writing, to an office bearer on the GDCA committee, prior to 5pm of the Monday after the game has been played

K The penalty for a club playing an ineligible player in the Finals Series, will be forfeiture of the match in which the ineligible player has played

Second Grade only

L Automatic downgrading is allowed between successive grades during the Finals Series

M Umpires official team sheets will be the only record used for finals qualifications

**RULE 25 – COVERING OF WICKETS**

A For the Finals Series, wicket covers can be used to protect the wicket from inclement weather

B The covers will be available to be used from the Thursday prior to the Finals Series

C Either team playing in the Finals Series, can organise to have the covers put on

**RULE 26 – CLOTHING, EQUIPMENT AND FOOTWEAR**

A All teams participating must wear:-

1. **2nd Grade Day matches:** predominantly white/cream clothing

(ii) **2nd Grade D/N & Third Grade Finals Series:** club colour One Day shirts and predominantly white/cream pants or club colour pants

B Batting pads must be either white/cream or club colour pads/clads

C All teams are to supply a set of stumps and all equipment so as play can start on time

D All teams are to supply a set of 12 boundary markers each

E Any player batting or bowling must wear spiked footwear

Second Grade only

F Any player who is eligible to play Third Grade or is under the age of 18 MUST wear an approved British Standard BS7928:2013 helmet with full grill when batting or fielding (including the wicket keeper) within 10 metres of batter’s end stumps

Third Grade Finals Series only

G Any player who is batting MUST wear an approved British Standard BS7928:2013 helmet with full face grid

H All fielders, including the wicket keeper, within 10 metres of batter’s end stumps except slips and gully to wear protective equipment – approved British Standard BS7928:2013 helmets (and protectors for boys)

**RULE 27 – EXTREME/MODERATE WEATHER DAYS**

Second Grade Day Matches and Third Grade Finals Series Day Match only

A At 6pm on the day before the game, if the projected maximum temperature for the following day at 3pm for Griffith on the Griffith Weatherzone Website [www.weatherzone.com.au/nsw/riverina/griffith](http://www.weatherzone.com.au/nsw/riverina/griffith)) for Day Matches is:-

(i) 42.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) Between 40.1 Degrees Celsius and 42.0 Degrees Celsius, a Moderate Weather Day will be called

(iii) 40.0 Degrees Celsius or below, a Normal Weather Day will be called

Second Grade D/N matches and Third Grade Finals Series D/N only

B At 6pm on the day before the game, if the projected maximum temperature for the following day at 6pm for Griffith on the Griffith Weatherzone Website [www.weatherzone.com.au/nsw/riverina/griffith](http://www.weatherzone.com.au/nsw/riverina/griffith)) for Day/Night matches is:-

(i)42.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) Between 40.1 Degrees Celsius and 42.0 Degrees Celsius, a Moderate Weather Day will be called

(iii)40 Degrees Celsius or below, a Normal Weather Day will be called

Both Grades

C All grounds utilised within the Griffith District Cricket Association will fall under the Griffith Weatherzone Website (eg: Yenda and Coleambally)

D The President of the Griffith District Cricket Association (or a person who has been delegated by the President) will declare that day an Extreme or Moderate Weather Day

E All players and umpires MUST NOT assume that the day is called an Extreme or Moderate Weather Day until an official decision has been made

F Any Extreme or Moderate Weather Day decisions will be displayed on the Griffith Cricket Website and emails to all club and umpire contacts just after 6pm on the night before the match

G If an Extreme Weather Day has been called, that days play will be called off

H For Normal Weather Day, matches to continue as per rules

I If a Moderate Weather Day has been called:-

(i) 20 overs will be deducted from that day’s play,

(ii) drinks break must be taken every 10 overs with longer breaks, and

(iii) all umpires and players MUST comply with the rule

**GAME 3 – THIRD GRADE TWO DAY RULES**

**RULE 2 – DURATION OF MATCHES AND COMPOSITION OF TEAMS**

A Matches shall be of two days scheduled duration

B The match will consist of a minimum of one innings per side and maximum of two innings per side

C Each first innings is limited to 40 six ball overs. A second innings Split Time if there are a minimum of 20 overs remaining for the whole match. *NB: Classed as two separate matches*

D A team shall consist of 12 players

E A minimum of 20 overs per team shall constitute a match for the first innings and minimum of 10 overs for the second innings

F If one of the teams has 12 players, one player in that team shall not be permitted to bat, all players are permitted to bowl

**RULE 3 – HOURS OF PLAY AND INTERVALS**

A Matches shall commence at 5pm\* with an innings break of 10 minutes

B One drinks break per innings shall be permitted after the 20th over or at the discretion of the Captains and/or Umpire/s

C An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted

D No other drinks shall be taken onto the field without the permission of the Umpire/s

E The provisions of Rule 27G shall be strictly observed for Moderate Weather Days

F There are no provisions in Third Grade Two Dayers for extra playing time

*\* The GDCA Committee reserve the right change the starting time*

**RULE 4 – APPOINTMENT OF UMPIRES**

A The Griffith and District Cricket Umpires Association shall be responsible for the appointment of

Umpire/s

B If no umpires are appointed, both teams must appoint an umpire or officiate the game themselves

**RULE 5 – LENGTH OF MATCH**

A Each team shall bat for 40 overs in the first innings unless all out earlier or the team batting second passes the score of the team batting team

B If the fielding team fails to bowl the required number of overs by the scheduled time of two hours and 40 minutes, play shall continue until the required number of overs have been bowled

C If the fielding team fails to bowl the required number of overs by the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

D The over in progress at the scheduled time shall count as a completed over

E The Umpire/s may not penalised the fielding team if they are of the opinion that events beyond the control of the team fielding prevented them from bowling the required number of overs by the scheduled time

F If the batting team is all out and the last wicket falls at or after the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

G If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs

G If the team batting first is dismissed in less than 40 overs in the first innings, the team batting second shall be entitled to bat for 40 overs in the first innings

H A team shall not be permitted to declare its innings closed

I At the completion of the first innings, if the total number of overs remaining in the match is 20 or more, that figure is halved with both teams batting a second innings with the same amount of overs each. *NB: Odd number of overs remaining is scaled down to the next even number*

J If the remaining overs is 19 or less, the match is completed

K A partially completed over is deemed to be a whole over

L A total of 40 overs must be bowled on Day 1 regardless of time

M If the match enters a second innings Split Time, the team who batted first in the first innings will bat first in the Second Innings

N All penalties under Rule 5 apply in the second innings Split Time

**RULE 6 – DELAYED OR INTERRUPTED MATCHES**

A The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs

B There are no provisions in First Grade, Second Grade and Third Grade Twenty20 for extra playing time

C When playing time has been lost during the team batting first, the revised number of overs to be

bowled in the match shall be based on subtracting the numbers of overs that has been lost being 15 overs per hour (four minutes per over) from the original number of allocated overs for the match

D The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less that the agreed number of overs

E A team shall not be permitted to declare its innings closed

F Fractions are to be ignored in all calculations re number of overs

G If playing time is lost during the team batting first, the revised number of overs should ensure that

both teams have the opportunity of batting for the same number of overs

H When playing time has been lost during the team batting second and it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs, the number of overs shall be reduced at a rate of 15 overs per hour (four minutes per over)

I To constitute a match, a minimum of 20 overs per side has to be bowled in the first innings or 10 overs per side in the second innings as per Rule 2E, subject to a result not being achieved earlier

J If the fielding team fails to bowl the revised number of overs by the new scheduled time (four minutes per over), rules apply under Rules 5B, 5C, 5E, 5F

K Calculations of target score – refer to Rule 20

**RULE 7 – TEAM NOMINATION**

A Each Captain or any person associated with the team shall nominate the team in writing on one GDCA Team Sheet, and signed, to one of the umpires before the toss

B If a player named on the team sheet does not take the field at any stage of the match, the umpire will put a line through the players name with both the umpire/s and captain initialing the line. This team sheet is to be submitted to the GDCA

B If one team nominates 12 players as per Rule 2F, the Captain must document on the team sheet a nominated batsman and a nominated bowler who can interchange

**RULE 8 – PLAYER ELIGIBILITY**

A Players in Years eight, nine and 10 at school at the commencement of the cricket season otherwise player will be classed as being an overage player for the exception of women players of any age who are not classed as overage players

B It is permissible to have three overage players in each team, of whom the committee considers to

have similar cricketing ability to the players in the team themselves

C Rule 8B allows mature age guidance in such aspects as leadership, personal development, and

tactical play

D Overage players will be deemed to be graded players and therefore will play under Rule 8I

E Overage players:-

(i) **Bowling:** are only allowed to bowl a maximum of four overs and these overs must be bowled in the first 16 overs of the game, and

(ii) **Batting:** must retire at 35 runs

F Players are permitted to play Third Grade Two Dayers as well as First Grade or Second Grade on the same weekend

**RULE 9 – TOSS**

A The team named first on the draw will be classed as the home team is the team to toss the coin

B The toss is to be completed and decision made 15 minutes prior to the commencement of play

**RULE 10 – BATTING RESTRICTIONS**

A A Batsman must retire at 100 runs

B In the event of all batsmen being out, the retired batsmen can then re-enter to bat at the fall of the last wicket until the team is all out

C If a batsman retires before reaching 100 runs, they are not permitted to return to the crease and complete their innings after all batsmen being out

**RULE 11 – BOWLING RESTRICTIONS**

A No bowler shall bowl more than eight overs in an innings

B In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed

C Where the total overs are not divisible by five one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

D Restrictions apply to young bowlers of medium pace or faster bowlers in regard to the number of overs, which are allowed in a spell and in a day play

E No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in spell and number of overs in a day’s play

F Guidelines for age as at 30th September bowling restrictions:-

(i) **Under 19:** seven overs,

(ii) **Under 17:** six overs,

(iii) **Under 15:** five overs,

(iv) **Under 13:** four overs,

per spell

G Following a spell of bowling a pace bowler must be rested for double the number of overs he/she bowled

H A bowler who has bowled a spell fewer than the maximum number of overs set out in Rule 11F may resume bowling prior to the completion of the minimum rest period as defined in Rule 11G, but this will be considered an extension of the same spell and the limit of overs in total in the spell will still apply

I Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded

J For the purpose of calculating a bowler’s minimum rest period, any interruption to play due to wet

weather or an interval shall contribute in the amount of one over for each four minutes or part thereof

K A bowler is limited to a maximum of 10 balls in an over

**RULE 12 – FIELD MARKINGS**

A Two semi circles shall be drawn on the field of play (if available)

B The semi circles have as their centre the middle stump at either end of the pitch

C The radius of each of the semi-circle is 27.5 metres

D The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch

E Continuous painted white lines or dots shall mark the fielding restriction area

F An offside wide line shall be marked 12” in from the return crease on the off side

**RULE 13 – FIELDING RESTRICTIONS**

A At the instant of a delivery, there shall not be no more than five fieldsmen on the leg side

B At the instant of a delivery, there shall not be no more than:-

Powerplays (First Innings only)

1. Over 1 to 10: two
2. Over 11 to 30: four
3. Over 31 to 40: five

fieldsmen outside the field restriction marking

Second Innings only

1. The maximum number of overs for both teams for the second innings, the Powerplays is determine as per Appendix B

C In circumstances where the number of overs for the batting team is reduced, the number of overs in regards to the restrictions in Rules 13B above shall be reduce as per Appendix B

**RULE 14 – NO BALL**

Short Pitched Deliveries

A A bowler shall be allowed to bowl one fast short pitched delivery per over

B A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the batsman standing upright in his normal guard position at the crease

C The Umpire at the bowler’s end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled

D In addition, for the purpose of this regulation, a ball that passes clearly above head height of the

batsman, other than a fast-short pitched ball as defined above that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above the shoulder height for that over

E In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in

Rule 14A, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

F After the second instance of a fast-short pitched delivery No Ball for that over, the bowlers end Umpire may enforce LAW 41.6

G Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

Non-Pitched Deliveries

H A bowler shall not be allowed to bowl any non-pitched above waist height deliveries

I A non-pitched above waist height delivery is defined as a ball, without pitching, passes or would have passed above waist height of the batsman standing upright in his normal guard position at the crease

J In the event of a bowler bowling a non-pitched above waist height delivery as defined in Rule 14I, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

K After the second instance of a non-pitched above waist height No Ball for that over, the bowlers end Umpire may enforce LAW 41.7

L Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

M Any No Ball delivery will result in the next delivery being a free hit and cannot be given out unless either batsman is run out

**RULE 15 – WIDE BOWLING**

A Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in

order to prevent negative bowling wide of the wicket

B If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide after pitching, if the ball passes above the head height of the striker standing upright at the popping crease

C Any delivery that passes outside of the off side wide marked line shall be called a wide.

D A penalty of one run or result from a Wide ball which is not a No Ball shall be scored as Wide balls

**RULE 16 – CRICKET BALLS**

B White four piece or two-piece balls approved by either the Umpire/s or the opposing Captain can be used for Two Day matches

**RULE 17 – MATCH RESULT**

A A result is achieved by the team batting second:-

(i) passing the total number of runs of the team batting first, or

(ii) is dismissed before passing the total number of runs of the team batting first or it receives its maximum number of overs before passing the total number of runs of the team batting first

B A match shall cease when the team batting second passes the total number of runs of the team

batting first, or is dismissed or it receives its maximum number of overs

C A result can be achieved only if both teams have had the opportunity of batting for at least:-

1. **First Innings:** 20 overs
2. **Second Innings:** 10 overs

unless one team has been all out in less than

1. **First Innings:** 20 overs
2. **Second Innings:** 10 overs

or unless the team batting second scores enough runs to win in less than

1. **First Innings:** 20 overs
2. **Second Innings:** 10 overs

D A match shall be a No Result if both teams have not had the opportunity to bat for a minimum:-

1. **First Innings:** 20 overs
2. **Second Innings:** 10 overs

E In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner

F In any match in which both teams have had the opportunity to bat for a minimum of:-

1. **First Innings:** 20 overs
2. **Second Innings:** 10 overs

but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run-rate of each team

G In matches in which both teams have had the opportunity of batting for the agreed number of overs in a reduced match, the team scoring the higher number of runs shall be the winner

H If the scores are equal, the result shall be a tie

**RULE 18 – FORFEITS**

A Any team which is unable to take the field of play within 30 minutes of the time scheduled for the commencement of play shall be deemed to have forfeited and given up the match as lost

B For the purpose of Rule 18A, a team shall be deemed to mean at least seven players, not including substitutes, with a kit

C Any team that forfeits a game will be charged the total ground fees for that game for both team

**RULE 19 – PENALTY FOR LATE STARTS**

A A team arriving late or has not taken the field shall be penalised one over for every four minutes it is late starting at the scheduled start of play

B The time shall be kept by the Umpire/s

C For every over penalised, six runs will be awarded to the opposing team

D No overs will be deducted for the match

**RULE 20 – CALCULATION OF TARGET SCORES**

A If due to suspension of play after the start of the match or innings, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (1st innings minimum 20 overs and 2nd innings 10 overs), 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

B This revised target is to be calculated using the Run Rate Method

C A teams Run Rate is calculated by dividing its total number of runs scored by its total number of overs received

D For the purpose of Run Rate calculations, each fair delivery bowled counts as one-sixth of an over

E Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs

F The team with the higher Run Rate wins the match, regardless of the number of wickets that is has lost

**RULE 21 – COMPETITION POINTS**

A (i) Win 1st Innings – 6 points, 2nd Innings – 2 points

(ii) Tie 1st Innings – 3 points, 2nd Innings – 1 point

(iii) Loss 1st and 2nd Innings – 0 points

(iv) No Result (Washed Out/Abandon) 1st Innings – 3 points, 2nd Innings – 1 point

(v) Bye – 0 points

(vi) Bonus Point 1st Innings only – 1 point

(vii) Forfeit – minus 3 points

B If the side batting second reaches the target under 80% of the overs to be bowled (EG: In a 40 over match, that target is under 32 overs.), then they are awarded a Bonus Point

C If the side bowling second dismisses or restricts the other side to under 80% of the target, (EG: If a side makes 200 runs, they must restrict the other side to 159 runs), then they are awarded a Bonus Point

D Only one Bonus Point is allocated per game

E The Umpire/s and both Captains to agree on the Bonus Point target during the break between innings

F If the side batting second loses the match however reaches 80% or more of the target (EG: If a side makes 200 runs, they must make 160 runs or more), then they are awarded a Bonus Point

G If the side bowling second loses the match however bowls 80% or more of the overs to be bowled (EG: In a 40 over match, the target is 32 overs or more), then they are awarded a Bonus Point

H If two or more teams have the same number of Competition Points, it will decide by Nett Run Rate *(Total Runs Scored / Total Overs Faced – Total Runs Conceded /Total Overs Bowled)*

**RULE 22 – SUBMITTING MATCH RESULTS**

A Match results are to be forward to The Area News by 11am the Sunday following the match

B Match results are to be entered into the Griffith PlayHQ Website by 5pm Friday following the match

C It is the responsibility of the home team (team named first in the fixture) to bring a device with a PlayHQ live score site to score during the match and to submit the results to The Area News and add into PlayHQ Website, while the away team (team named second in the fixture) to bring a scorebook to score during the match

D For player qualifications and points allocation, results must be submitted for abandoned/wash out matches and forfeits, listing player's names including those who did not bat in the match onto the MyCricket Website by 5pm the Friday following the match

E If scorecards are not submitted to The Area News and the PlayHQ Website by the required time, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

F The Committee may direct any team to make available to the Secretary its scorebook at any time

G It is the responsibility of the batting team to complete scorecards correctly

H If scorecards are not properly completed by the batting team into The Area News and the PlayHQ Website, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

I For forfeit matches, only the team receiving the forfeit can submit a list of players onto the PlayHQ Website

J Penalties under Rule 22E and Rule 22H are in conjunction with Third Grade Limited Overs and Twenty20

**RULE 23 – FINALS STRUCTURE**

*Not Applicable*

**RULE 24 – PLAYER QUALIFICATIONS**

*Not Applicable*

**RULE 25 – COVERING OF WICKETS**

*Not Applicable*

**RULE 26 – CLOTHING, EQUIPMENT AND FOOTWEAR**

A All teams participating must wear club colour One Day shirts and predominantly white/cream pants or club colour pants

B Batting pads must be either white/cream or club colour pads/clads

C All teams are to supply a set of stumps and all equipment so as play can start on time

D All teams are to supply a set of 12 boundary markers each

E Any player batting or bowling must wear spiked footwear

G Any player who is batting MUST wear an approved British Standard BS7928:2013 helmet with full face grid

H All fielders, including the wicket keeper, within 10 metres of batter’s end stumps except slips and gully to wear protective equipment – approved British Standard BS7928:2013 helmets (and protectors for boys)

**RULE 27 – EXTREME/MODERATE WEATHER DAYS**

B At 6pm on the day before the game, if the projected maximum temperature for the following day at 6pm for Griffith on the Griffith Weatherzone Website [www.weatherzone.com.au/nsw/riverina/griffith](http://www.weatherzone.com.au/nsw/riverina/griffith)) for Day/Night matches is:-

(i)42.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) Between 40.1 Degrees Celsius and 42.0 Degrees Celsius, a Moderate Weather Day will be called

(iii)40 Degrees Celsius or below, a Normal Weather Day will be called

D All grounds utilised within the Griffith District Cricket Association will fall under the Griffith Weatherzone Website (eg: Yenda and Coleambally)

E The President of the Griffith District Cricket Association (or a person who has been delegated by the President) will declare that day an Extreme or Moderate Weather Day

F All players and umpires MUST NOT assume that the day is called an Extreme or Moderate Weather Day until an official decision has been made

G Any Extreme or Moderate Weather Day decisions will be displayed on the Griffith Cricket Website and emails to all club and umpire contacts just after 6pm on the night before the match

H If an Extreme Weather Day has been called, that days play will be called off

I For Normal Weather Day, matches to continue as per rules

J If a Moderate Weather Day has been called:-

(i) 20 overs will be deducted from that day’s play,

(ii) drinks break must be taken every 10 overs with longer breaks, and

(iii) all umpires and players MUST comply with the rule

**GAME 4 – FOURTH GRADE PLAYING CONDITIONS**

**RULE 2 – DURATION OF MATCHES AND COMPOSITION OF TEAMS**

A Matches shall be of one days scheduled duration

B The match will consist of one innings per side

C Each innings is limited to 25 six ball overs

D A team shall consist of 12 players

E If one of the teams has 12 players, one player in that team shall not be permitted to bat. All 12 players shall be permitted to bowl

**RULE 3 – HOURS OF PLAY AND INTERVALS**

A Matches shall commence at 4:30pm with an innings break of 10 minutes

B One drinks break per innings shall be permitted after the 13th over or at the discretion of the Captains and/or Umpire/s

C An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted

D No other drinks shall be taken onto the field without the permission of the Umpire/s

**RULE 4 – APPOINTMENT OF UMPIRES**

A The Griffith and District Cricket Umpires Association shall be responsible for the appointment of

Umpire/s

B If no umpires are appointed, both teams must appoint an umpire or officiate the game themselves

**RULE 5 – LENGTH OF MATCH**

A Each team shall bat for 25 overs unless all out earlier

B If the fielding team fails to bowl the required number of overs by the scheduled time of one hour and 40 minutes, play shall continue until the required number of overs have been bowled

C If the fielding team fails to bowl the required number of overs by the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

D The over in progress at the scheduled time shall count as a completed over

E The Umpire/s may not penalised the fielding team if they are of the opinion that events beyond the control of the team fielding prevented them from bowling the required number of overs by the scheduled time

F If the batting team is all out and the last wicket falls at or after the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

G If the team batting first is dismissed in less than 25 overs, the team batting second shall be entitled to bat for 25 overs

H A team shall not be permitted to declare its innings closed

**RULE 6 – DELAYED OR INTERRUPTED MATCHES**

*Not Applicable*

**RULE 7 – TEAM NOMINATION**

A Each Captain or any person associated with the team shall nominate the team in writing on one GDCA Team Sheet, and signed, to one of the umpires before the toss

B If a player named on the team sheet does not take the field at any stage of the match, the umpire will put a line through the players name with both the umpire/s and captain initialing the line. This team sheet is to be submitted to the GDCA

C If one team nominates 12 players as per Rule 2E, the Captain must document on the team sheet a nominated batsman and a nominated bowler who can interchange

**RULE 8 – PLAYER ELIGIBILITY**

A Players in year six and seven at school

B As this is their only club cricket each week, players of this age must have priority over younger

players who are eligible to play in Griffith Junior Cricket

C Players from year five will only be permitted to play when there are not enough year six and year

seven players available for the team that week and in accordance with Rule 8L

D Approval for under age players for the Finals Series needs to be obtained from the committee

E Any player eligible for Saturday morning cricket (EG: up to year five) cannot play Fourth Grade if they are not registered and playing Saturday morning cricket

F Players must have played in the most recent available Saturday morning prior to the next higher

grade game to be eligible to play that Grade

G Special exemptions may be granted on a week to week basis at the discretion of the committee

H Players from year four are only permitted to play if written approval is given by parent or guardian on game day

I This written consent must be given to either the umpire or opposing coach before start of match

J Year three players are NOT Permitted to play which includes substitute fielding

**RULE 9 – TOSS**

A The team:-

(i) **Preliminary Rounds:** named first on the draw will be classed as the home team,

(ii) **Finals Series:** that finished higher on the ladder,

is the team to toss the coin

B The toss is to be completed and decision made 15 minutes prior to the commencement of play

**RULE 10 – BATTING RESTRICTIONS**

A A Batsman must retire at 50 runs

B In the event of all batsmen being out, the retired batsmen can then re-enter to bat at the fall of the last wicket until the team is all out

C If a batsman retires before reaching 50 runs, they are not permitted to return to the crease and complete their innings after all batsmen being out

**RULE 11 – BOWLING RESTRICTIONS**

A No bowler shall bowl more than three overs in an innings

B A bowler is limited to a maximum of eight balls in an over

**RULE 12 – FIELD MARKINGS**

A Two semi circles shall be drawn on the field of play

B The semi circles have as their centre the middle stump at either end of the pitch

C The radius of each of the semi-circle is 27.5 metres

D The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch

E Continuous painted white lines or dots shall mark the fielding restriction area

F An offside wide line shall be marked 12” in from the return crease on the off side

G The boundary measurement shall be 45 metres from either end of the Stumps

H Pitch length to be 18 metres in length

**RULE 13 – FIELDING RESTRICTIONS**

A At the instant of a delivery, there shall not be no more than five fieldsmen on the leg side

B At the instant of a delivery, there shall not be no more than two fieldsmen outside the field restriction marking for the first eight overs

C At the instant of a delivery, there shall not be no more than five fieldsmen outside the field restriction marking for the remaining overs

D At the instant of a delivery, there shall not be no less than two fieldsmen within 14 metres of the striker for the first eight overs

**RULE 14 – NO BALL**

Short Pitched Deliveries

A A bowler shall be allowed to bowl one fast short pitched delivery per over

B A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the batsman standing upright in his normal guard position at the crease

C The Umpire at the bowler’s end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled

D In addition, for the purpose of this regulation, a ball that passes clearly above head height of the

batsman, other than a fast-short pitched ball as defined above that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above the shoulder height for that over

E In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in

Rule 14A, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

F After the second instance of a fast-short pitched delivery No Ball for that over, the bowlers end Umpire may enforce LAW 41.6

G Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

Non-Pitched Deliveries

H A bowler shall not be allowed to bowl any non-pitched above waist height deliveries

I A non-pitched above waist height delivery is defined as a ball, without pitching, passes or would have passed above waist height of the batsman standing upright in his normal guard position at the crease

J In the event of a bowler bowling a non-pitched above waist height delivery as defined in Rule 14I, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

K After the second instance of a non-pitched above waist height No Ball for that over, the bowlers end Umpire may enforce LAW 41.7

L Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

**RULE 15 – WIDE BOWLING**

A Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in

order to prevent negative bowling wide of the wicket

B If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide after pitching, if the ball passes above the head height of the striker standing upright at the popping crease

**RULE 16 – CRICKET BALLS**

A White four piece or two-piece 142 gram balls approved by either the Umpire/s or the opposing Captain for all 4th Grade matches including finals

**RULE 17 – MATCH RESULT**

A A result is achieved by the team batting second:-

(i) passing the total number of runs of the team batting first, or

(ii) is dismissed before passing the total number of runs of the team batting first or it receives its maximum number of overs before passing the total number of runs of the team batting first

B A match shall cease when the team batting second passes the total number of runs of the team

batting first, or is dismissed or it receives its maximum number of overs

J In the event of a Finals Series match (Semi Final, Preliminary Final and Grand Final) ending in a tie, the team who finished higher on the ladder at the end of the Preliminary Rounds will be declared the winner

K In the event of a Finals Series match (Semi Final, Preliminary Final and Grand Final) ending in a No Result, the match is replayed on the Thursday following the match

L In the event of a replayed Finals Series matches (Semi Final, Preliminary Final and Grand Final)

ending in a No Result, the team who finished higher on the ladder at the end of the Preliminary Rounds will be declared the winner

**RULE 18 – FORFEITS**

A Any team which is unable to take the field of play within 30 minutes of the time scheduled for the commencement of play shall be deemed to have forfeited and given up the match as lost

B For the purpose of Rule 18A, a team shall be deemed to mean at least seven players, not including substitutes, with a kit

C Any team that forfeits a game will be charged the total ground fees for that game for both teams for the exception of the Finals Series

**RULE 19 – PENALTY FOR LATE STARTS**

A A team arriving late or has not taken the field shall be penalised one over for every four minutes it is late starting at the scheduled start of play

B The time shall be kept by the Umpire/s

C For every over penalised, six runs will be awarded to the opposing team

D No overs will be deducted for the match

**RULE 20 – CALCULATION OF TARGET SCORES**

A If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 20 overs), 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

B This revised target is to be calculated using the Run Rate Method

C A teams Run Rate is calculated by dividing its total number of runs scored by its total number of overs received

D For the purpose of Run Rate calculations, each fair delivery bowled counts as one-sixth of an over

E Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs

F The team with the higher Run Rate wins the match, regardless of the number of wickets that is has lost

**RULE 21 – COMPETITION POINTS**

A (i) Win – 6 points

(ii) Tie – 3 points

(iii) Loss – 0 points

(iv) No Result (Washed Out/Abandon) – 3 points

(v) Bye – 0 points

(vi) Bonus Point – 1 point

(vii) Forfeit – minus 3 points

B If the side batting second reaches the target under 80% of the overs to be bowled (EG: In a 40 over match, that target is under 32 overs.), then they are awarded a Bonus Point

C If the side bowling second dismisses or restricts the other side to under 80% of the target, (EG: If a side makes 200 runs, they must restrict the other side to 159 runs), then they are awarded a Bonus Point

D Only one Bonus Point is allocated per game

E The Umpire/s and both Captains to agree on the Bonus Point target during the break between innings

F If the side batting second loses the match however reaches 80% or more of the target (EG: If a side makes 200 runs, they must make 160 runs or more), then they are awarded a Bonus Point

G If the side bowling second loses the match however bowls 80% or more of the overs to be bowled (EG: In a 40 over match, the target is 32 overs or more), then they are awarded a Bonus Point

H If two or more teams have the same number of Competition Points, it will decide by Nett Run Rate *(Total Runs Scored / Total Overs Faced – Total Runs Conceded /Total Overs Bowled)*

**RULE 22 – SUBMITTING MATCH RESULTS**

A Match results are to be forward to The Area News by:-

(i) **Preliminary Rounds:** Thursday following the match

(iii) **Finals Series:** at the completion of the match

B Match results are to be entered into the Griffith PlayHQ Website by 5pm Tuesday, following the match

C It is the responsibility of the home team (team named first in the fixture) to bring a device with a PlayHQ live score site to score during the match and to submit the results to The Area News and add into PlayHQ Website, while the away team (team named second in the fixture) to bring a scorebook to score during the match

D For player qualifications and points allocation, results must be submitted for abandoned/wash out matches and forfeits, listing player's names including those who did not bat in the match onto the MyCricket Website by 5pm the Tuesday, following the match

E If scorecards are not submitted to The Area News and the PlayHQ Website by the required time, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

F The Committee may direct any team to make available to the Secretary its scorebook at any time

G It is the responsibility of the batting team to complete scorecards correctly

H If scorecards are not properly completed by the batting team into The Area News and the PlayHQ Website, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

I For forfeit matches, only the team receiving the forfeit can submit a list of players onto the PlayHQ Website

**RULE 23 – FINALS STRUCTURE**

A The Finals Series matches will be played by the following placed teams at the completion of the Preliminary Rounds:-

(i) **Weekend 1** 2nd Semi Final – 1st v 2nd, 1st Semi Final – 3rd v 4th

(ii) **Weekend 2** Preliminary Final – Loser 2nd Semi Final v Winner 1st Semi Final

(iii) **Weekend 3** Grand Final – Winner 2nd Semi Final v Winner Preliminary Final

**RULE 24 – PLAYER QUALIFICATIONS**

A To be eligible for the Finals Series a Fourth Grade aged player must have played a minimum of four weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

B Exemptions for Rule 24A, 24B, 24C & 24D can be sought from the committee for injuries only

C For the purpose of qualifying for the Finals Series any player listed on an official team sheet, submitted to the grade co-ordinator before 5pm on the following Friday proceeding the match,of a team involved in a wash out, abandon match or team receiving a forfeit, shall be deemed to have played in that match

D Clubs must nominate the full side of selected players so that all are counted in accordance with Rule 24F

E For the team forfeiting the match no player in that team shall be deemed to have played

F The committee will then be obliged to make a ruling in writing prior to the midnight of the Thursday preceding the commencement of the Finals Series

G Applications must be made, in writing, to an office-bearer on the GDCA committee, prior to 5pm of the Monday preceding the commencement of the Finals Series

H Applications must include, all dates of games played, reason for not qualifying and medical records from the treating doctor and/or physio which MUST include dates of treatment or recommendation when to resume playing cricket

I Complaints regarding player eligibility must be made, in writing, to an office bearer on the GDCA committee, prior to 5pm of the Monday after the game has been played

J The penalty for a club playing an ineligible player in the Finals Series, will be forfeiture of the match in which the ineligible player has played

L PlayCricket or PlayHQ will be used to determine finals eligibility for 4th grade

**RULE 25 – COVERING OF WICKETS**

A For the Finals Series wicket covers can be used to protect the wicket from inclement weather

B The covers will be available to be used from the Thursday prior to the Finals Series

C Either team playing in the Finals Series can organise to have the covers put on

**RULE 26 – CLOTHING, EQUIPMENT AND FOOTWEAR**

A All teams participating must wear club colour One Day shirts and predominantly white/cream pants or club colour pants

B Batting pads must be either white/cream or club colour pads/clads

C All teams are to supply a set of stumps and all equipment so as play can start on time

D All teams are to supply a set of 12 boundary markers each

E Any player who is batting MUST wear an approved British Standard BS7928:2013 helmet with full face grid

F All fielders, including the wicket keeper, within 10 metres of batter’s end stumps except slips and gully to wear protective equipment – approved British Standard BS7928:2013 helmets (and protectors for boys)

G A 45 metre string line or measuring tape must be part of each club kit

**RULE 27 – EXTREME/MODERATE WEATHER DAYS**

A At 6pm on the day before the game, if the projected maximum temperature for the following day at 3pm for Griffith on the Griffith Weatherzone Website www.weatherzone.com.au/nsw/riverina/griffith) for Day Matches is:-

(i) 40.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) 39.9 Degrees Celsius or below, a Normal Weather Day will be called

B All grounds utilised within the Griffith District Cricket Association will fall under the Griffith Weatherzone Website (eg: Yenda and Coleambally)

C The President of the Griffith District Cricket Association (or a person who has been delegated by the President) will declare that day an Extreme or Moderate Weather Day

D All players and umpires MUST NOT assume that the day is called an Extreme or Moderate Weather Day until an official decision has been made

E Any Extreme or Moderate Weather Day decisions will be displayed on the Griffith Cricket Website and emails to all club and umpire contacts just after 6pm on the night before the match

F If an Extreme Weather Day has been called, that days play will be called off

G For Normal Weather Day, matches to continue as per rules

**GAME 5 – FIRST GRADE, SECOND GRADE AND THIRD GRADE TWENTY20 PLAYING CONDITIONS**

**RULE 2 – DURATION OF MATCHES AND COMPOSITION OF TEAMS**

A Matches shall be of one days scheduled duration

B The match will consist of one innings per side

C Each innings is limited to 20 six ball overs

D A team shall consist of:-

(i) **1st Grade and 2nd Grade:** 11 players

(ii) **3rd Grade:** 12 players

E A minimum of five overs per team shall constitute a match

Third Grade only

F If one of the teams has 12 players, one player in that team shall not be permitted to bat, all players are permitted to bowl

**RULE 3 – HOURS OF PLAY AND INTERVALS**

A Matches shall commence at times scheduled by the GDCA Committee with an innings break of ten minutes

B No drinks break shall be permitted

C An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted

D No other drinks shall be taken onto the field without the permission of the Umpire/s

E There are no provisions in First Grade, Second Grade and Third Grade Twenty20 for Moderate Weather Days

F There are no provisions in First Grade, Second Grade and Third Grade Twenty20 for extra playing time

**RULE 4 – APPOINTMENT OF UMPIRES**

A The Griffith and District Cricket Umpires Association shall be responsible for the appointment of

Umpire/s

B If no umpires are appointed, both teams must appoint an umpire or officiate the game themselves

**RULE 5 – LENGTH OF MATCH**

A Each team shall bat for 20 overs, unless all out earlier, or the team batting second passes the score of the team batting first

B If the fielding team fails to bowl the required number of overs by the scheduled time of 80 minutes play shall continue until the required number of overs have been bowled

C If the fielding team fails to bowl the required number of overs by the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

D The over in progress at the scheduled time shall count as a completed over

E The Umpire/s may not penalised the fielding team if they are of the opinion that events beyond the control of the team fielding prevented them from bowling the required number of overs by the scheduled time

F If the batting team is all out and the last wicket falls at or after the scheduled time, the batting team will be awarded six penalty runs for every over remaining that has not commenced

G If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs

H A team shall not be permitted to declare its innings closed

**RULE 6 – DELAYED OR INTERRUPTED MATCHES**

A The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs

B There are no provisions in First Grade, Second Grade and Third Grade Twenty20 for extra playing time

C When playing time has been lost during the team batting first, the revised number of overs to be

bowled in the match shall be based on subtracting the numbers of overs that has been lost being 15 overs per hour (four minutes per over) from the original number of allocated overs for the match

D The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less that the agreed number of overs

E A team shall not be permitted to declare its innings closed

F Fractions are to be ignored in all calculations re number of overs

G If playing time is lost during the team batting first, the revised number of overs should ensure that

both teams have the opportunity of batting for the same number of overs

H When playing time has been lost during the team batting second and it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs, the number of overs shall be reduced at a rate of 15 overs per hour (four minutes per over)

I To constitute a match, a minimum of 20 overs per side has to be bowled as per Rule 2E, subject to a result not being achieved earlier

J If the fielding team fails to bowl the revised number of overs by the new scheduled time (four minutes per over), rules apply under Rules 5B, 5C, 5E, 5F

K Calculations of target score – refer to Rule 20

**RULE 7 – TEAM NOMINATION**

A Each Captain or any person associated with the team shall nominate the team in writing on one GDCA Team Sheet, and signed, to one of the umpires before the toss

B If a player named on the team sheet does not take the field at any stage of the match, the umpire will put a line through the players name with both the umpire/s and captain initialing the line. This team sheet is to be submitted to the GDCA

Third Grade only

B If one team nominates 12 players as per Rule 2F, the Captain must document on the team sheet a nominated batsman and a nominated bowler who can interchange

**RULE 8 – PLAYER ELIGIBILITY**

First Grade and Second Grade

A Fourth Grade aged players are NOT permitted to play which includes substitute fielding

B Third Grade aged players are permitted to play Third Grade as well as First Grade and Second Grade Twenty20 on the same weekend

Third Grade

C Players in Years eight, nine and 10 at school at the commencement of the cricket season otherwise player will be classed as being an overage player for the exception of women players of any age who are not classed as overage players

D It is permissible to have three overage players in each team, of whom the committee considers to

have similar cricketing ability to the players in the team themselves

E Rule 8D allows mature age guidance in such aspects as leadership, personal development, and

tactical play

F Overage players will be deemed to be graded players and therefore will play under Rule 8E

G Overage players:-

(i) **Bowling:** are only allowed to bowl a maximum of four overs and these overs must be bowled in the first 16 overs of the game, and

(ii) **Batting:** must retire at 35 runs

H Players are permitted to play Third Grade Twenty20 as well as First Grade or Second Grade on the same weekend

**RULE 9 – TOSS**

A The team:-

(i) **Preliminary Rounds:** named first on the draw will be classed as the home team,

(ii) **Final:** that finished higher on the ladder,

is the team to toss the coin

B The toss is to be completed and decision made 15 minutes prior to the commencement of play

**RULE 10 – BATTING RESTRICTIONS**

First Grade and Second Grade Only

*Not Applicable*

Third Grade only

A A Batsman must retire at 50 runs

B In the event of all batsmen being out, the retired batsmen can then re-enter to bat at the fall of the last wicket until the team is all out

C If a batsman retires before reaching 50 runs they are not permitted to return to the crease and complete their innings after all batsmen being out

**RULE 11 – BOWLING RESTRICTIONS**

A No bowler shall bowl more than four overs in an innings

B In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs allowed

C Where the total overs are not divisible by five one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

D There are no Restrictions to young bowlers of medium pace or faster bowlers in regard to the number of overs

Third Grade only

E A bowler is limited to a maximum of 10 balls in an over

**RULE 12 – FIELD MARKINGS**

A Two semi circles shall be drawn on the field of play (if available)

B The semi circles have as their centre the middle stump at either end of the pitch

C The radius of each of the semi-circle is 27.5 metres

D The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch

E Continuous painted white lines or dots shall mark the fielding restriction area

F An offside wide line shall be marked 12” in from the return crease on the off side

**RULE 13 – FIELDING RESTRICTIONS**

A At the instant of a delivery, there shall not be no more than five fieldsmen on the leg side

B At the instant of a delivery, there shall not be no more than two fieldsmen outside the field restriction marking for the first six overs

C At the instant of a delivery, there shall not be no more than five fieldsmen outside the field restriction marking for the remaining overs

D At the instant of a delivery, there shall not be no less than two fieldsmen within 14 metres of the striker for the first six overs

E In circumstances where the number of overs for the batting team is reduced, the number of overs in regards to the restrictions in Rules 13B, 13C and 13D above shall be reduce proportionately in a ration of (32.5%) in accordance with Rule 13G

F Fractions are to be ignored in all calculations re the number of overs

G Fielding Restrictions table:-

(i) **5 to 7:** two overs

(ii) **8 to 10:** three overs

(iii) **11 to 13:** four overs

(iv) **14 to 16:** five overs

(v) **17 to 20:** six overs

**RULE 14 – NO BALL**

Short Pitched Deliveries

A A bowler shall be allowed to bowl one fast short pitched delivery per over

B A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the batsman standing upright in his normal guard position at the crease

C The Umpire at the bowler’s end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled

D In addition, for the purpose of this regulation, a ball that passes clearly above head height of the

batsman, other than a fast-short pitched ball as defined above that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above the shoulder height for that over

E In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in

Rule 14A, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

F After the second instance of a fast-short pitched delivery No Ball for that over, the bowlers end Umpire may enforce LAW 41.6

G Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

Non-Pitched Deliveries

H A bowler shall not be allowed to bowl any non-pitched above waist height deliveries

I A non-pitched above waist height delivery is defined as a ball, without pitching, passes or would have passed above waist height of the batsman standing upright in his normal guard position at the crease

J In the event of a bowler bowling a non-pitched above waist height delivery as defined in Rule 14I, the Umpire at the bowler’s end shall call and signal No Ball on each occasion

K After the second instance of a non-pitched above waist height No Ball for that over, the bowlers end Umpire may enforce LAW 41.7

L Each No Ball delivered will result in the batting side receiving one run plus, any other runs scored in normal run of play, and the bowler will deliver an extra legitimate delivery

M Any No Ball delivery will result in the next delivery being a free hit and cannot be given out unless either batsman is run out

**RULE 15 – WIDE BOWLING**

A Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in

order to prevent negative bowling wide of the wicket

B If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide after pitching, if the ball passes above the head height of the striker standing upright at the popping crease

C Any delivery that passes outside of the off side wide marked line shall be called a wide.

D A penalty of one run or result from a Wide ball which is not a No Ball shall be scored as Wide balls

First Grade only

E Any delivery that passes outside the leg side danger zone mark without any contact with the striker’s bat or person shall be a Wide, unless the ball passes between the striker and the stumps

**RULE 16 – CRICKET BALLS**

A – White:-

(i) **1st Grade:** Kookaburra four-piece branded balls shall be used

(ii) **2nd Grade & 3rd Grade:** Kookaburratwo-piece branded balls shall be used

**RULE 17 – MATCH RESULT**

A A result is achieved by the team batting second:-

(i) passing the total number of runs of the team batting first, or

(ii) is dismissed before passing the total number of runs of the team batting first or it receives its maximum number of overs before passing the total number of runs of the team batting first

B A match shall cease when the team batting second passes the total number of runs of the team

batting first, or is dismissed or it receives its maximum number of overs

C A result can be achieved only if both teams have had the opportunity of batting for at least five overs unless one team has been all out in less than five overs or unless the team batting second scores enough runs to win in less than five overs

D A match shall be a No Result if both teams have not had the opportunity to bat for a minimum five overs

E In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner

F In any match in which both teams have had the opportunity to bat for a minimum of five overs, but

have not had the opportunity to bat for the same number of overs, the result shall be determined by the run-rate of each team

G In matches in which both teams have had the opportunity of batting for the agreed number of overs in a reduced match, the team scoring the higher number of runs shall be the winner

H If the scores are equal, the result shall be a tie

I In the event of the Final ending in a Tie or the match is abandon, the team who finished higher on the ladder at the end of the Preliminary Rounds will be declared the winner

**RULE 18 – FORFEITS**

A Any team which is unable to take the field of play within 30 minutes of the time scheduled for the commencement of play shall be deemed to have forfeited and given up the match as lost

B For the purpose of Rule 18A, a team shall be deemed to mean at least seven players, not including substitutes, with a kit

Third Grade only

C Any team that forfeits a game will be charged the total ground fees for that game for both teams

**RULE 19 – PENALTY FOR LATE STARTS**

A A team arriving late or has not taken the field shall be penalised one over for every four minutes it is late starting at the scheduled start of play

B The time shall be kept by the Umpire/s

C For every over penalised, six runs will be awarded to the opposing team

D No overs will be deducted for the match

**RULE 20 – CALCULATION OF TARGET SCORES**

A If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum five overs), 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

B This revised target is to be calculated using the Run Rate Method

C A teams Run Rate is calculated by dividing its total number of runs scored by its total number of overs received

D For the purpose of Run Rate calculations, each fair delivery bowled counts as one-sixth of an over

E Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs

F The team with the higher Run Rate wins the match, regardless of the number of wickets that is has lost

**RULE 21 – COMPETITION POINTS**

A (i) Win – 6 points

(ii) Tie – 3 points

(iii) Loss – 0 points

(iv) No Result (Washed Out/Abandon) – 3 points

(v) Bye – 0 points

(vi) Bonus Point – 1 point

(vii) Forfeit – minus 3 points

B If the side batting second reaches the target under 80% of the overs to be bowled (EG: In a 40 over match, that target is under 32 overs.), then they are awarded a Bonus Point

C If the side bowling second dismisses or restricts the other side to under 80% of the target, (EG: If a side makes 200 runs, they must restrict the other side to 159 runs), then they are awarded a Bonus Point

D Only one Bonus Point is allocated per game

E The Umpire/s and both Captains to agree on the Bonus Point target during the break between innings

F If the side batting second loses the match however reaches 80% or more of the target (EG: If a side makes 200 runs, they must make 160 runs or more), then they are awarded a Bonus Point

G If the side bowling second loses the match however bowls 80% or more of the overs to be bowled (EG: In a 40 over match, the target is 32 overs or more), then they are awarded a Bonus Point

H If two or more teams have the same number of Competition Points, it will be decided by Nett Run Rate *(Total Runs Scored / Total Overs Faced – Total Runs Conceded /Total Overs Bowled)*

**RULE 22 – SUBMITTING MATCH RESULTS**

A Match results:-

(i) **Senior:** will be entered into the Griffith PlayHQ Website by a member of the GDCA Committee

(ii) **3rd Grade:** are to be forward to The Area News by 11am the Sunday following the match

Third Grade only

B Match results are to be entered into the Griffith PlayHQ Website by 5pm Friday following the match

All Grades

C It is the responsibility of the home team (team named first in the fixture) to bring a device with a PlayHQ live score site to score during the match and to submit the results to The Area News and add into PlayHQ Website, while the away team (team named second in the fixture) to bring a scorebook to score during the match

D For player qualifications and points allocation, results must be submitted for abandoned/wash out matches and forfeits, listing player's names including those who did not bat in the match onto the PlayHQ Website by 5pm the Friday following the match

E If scorecards are not submitted to The Area News and the PlayHQ Website by the required time, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

F The Committee may direct any team to make available to the Secretary its scorebook at any time

G It is the responsibility of the batting team to complete scorecards correctly

H If scorecards are not properly completed by the batting team into The Area News and the PlayHQ Website, First offence – Warning, Second offence - $100 fine, Third offence - $200 fine, Fourth offence – two competition points, further offences progressive of two competition points

I For forfeit matches, only the team receiving the forfeit can submit a list of players onto the PlayHQ Website

J Penalties under Rule 22E and Rule 22H are in conjunction with Second Limited Overs & Third Grade Limited Overs and Two Dayers

**RULE 23 – FINALS STRUCTURE**

A The Final will be played by the following placed teams at the completion of the Preliminary Rounds – 1st v 2nd

**RULE 24 – PLAYER QUALIFICATIONS**

First Grade and Second Grade Only

A (i) To be eligible for the Final, a Senior player must have played a minimum of one game of Senior Twenty20 cricket for their club

(ii) Third Grade aged players must have played a minimum of 3 weeks of cricket for their club in any grade in the current season.

Third Grade Only

A (i) a Third Grade aged player must have played a minimum of six weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

(ii) a Fourth Grade aged player must have played a minimum of four weeks of cricket for their club in any grade in the current season or must have played three of the last six weeks of cricket for their club in any grade in the current season providing that they were not registered with the GDCA in the previous season

**RULE 25 – COVERING OF WICKETS**

*Not Applicable*

**RULE 26 – CLOTHING, EQUIPMENT AND FOOTWEAR**

A All teams participating must wear club colour One Day shirts and predominantly white/cream pants or club colour pants

B Batting pads must be either white/cream or club colour pads/clads

C All teams are to supply a set of stumps and all equipment so as play can start on time

D All teams are to supply a set of 12 boundary markers each

E Any player batting or bowling must wear spiked footwear

First Grade and Second Grade Only

F Any player who is eligible to play Third Grade or is under the age of 18 MUST wear an approved British Standard BS7928:2013 helmet with full grill when batting or fielding (including the wicket keeper) within 10 metres of batter’s end stumps

Third Grade Only

G Any player who is batting MUST wear an approved British Standard BS7928:2013 helmet with full face grill

H Any player who is eligible to play Third Grade or is under the age of 18 MUST wear an approved British Standard BS7928:2013 helmet with full grill when batting or fielding (including the wicket keeper) within 10 metres of batter’s end stumps

**RULE 27 – EXTREME/MODERATE WEATHER DAYS**

First Grade and Second Grade Only

A At 6pm on the day before the game, if the projected maximum temperature at 3pm on the following day for Griffith on the Griffith Weatherzone Website [www.weatherzone.com.au/nsw/riverina/griffith](http://www.weatherzone.com.au/nsw/riverina/griffith)) is:-

(i) 42.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) 42.0 Degrees Celsius or below, a Normal Weather Day will be called

Third Grade only

B At 6pm on the day before the game, if the projected maximum temperature at 6pm on the following day for Griffith on the following day Griffith Weatherzone Website ([www.weatherzone.com.au/nsw/riverina/griffith](http://www.weatherzone.com.au/nsw/riverina/griffith)) is:-

(i) 42.1 Degrees Celsius or over, an Extreme Weather Day will be called

(ii) 42.0 Degrees Celsius or below, a Normal Weather Day will be called

All Grades

C All grounds utilised within the Griffith District Cricket Association will fall under the Griffith Weatherzone Website (eg: Yenda and Coleambally)

D The President of the Griffith District Cricket Association (or a person who has been delegated by the President) will declare that day an Extreme Weather Day

E All players and umpires MUST NOT assume that the day is called an Extreme Weather Day until an official decision has been made

F Any Extreme Weather Day decisions will be displayed on the Griffith Cricket Website and emails to all club and umpire contacts just after 6pm on the night before the game

G If an Extreme Weather Day has been called, that days play will be called off

H For Normal Weather Day, matches to continue as per rules

**APPENDIX A**

|  |  |  |  |
| --- | --- | --- | --- |
| **Innings Duration** | **Powerplay 1** | **Powerplay 2** | **Powerplay 3** |
| **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 | 25 | 9 |
| **44** | 10 | 25 | 9 |
| **45** | 10 | 25 | 10 |

**APPENDIX B**

|  |  |  |  |
| --- | --- | --- | --- |
| **Innings Duration** | **Powerplay 1** | **Powerplay 2** | **Powerplay 3** |
| **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** | 8 | 20 | 7 |
| **36** | 8 | 20 | 8 |
| **37** | 9 | 20 | 8 |
| **38** | 9 | 20 | 9 |
| **39** | 10 | 20 | 9 |
| **40** | 10 | 20 | 10 |

**APPENDIX C**

|  |  |  |  |
| --- | --- | --- | --- |
| **Innings Duration** | **Powerplay 1** | **Powerplay 2** | **Powerplay 3** |
| **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** | 6 | 15 | 5 |
| **27** | 6 | 15 | 6 |
| **28** | 7 | 15 | 6 |
| **29** | 7 | 15 | 7 |
| **30** | 8 | 15 | 7 |
| **31** | 8 | 15 | 8 |
| **32** | 9 | 15 | 8 |
| **33** | 9 | 15 | 9 |
| **34** | 10 | 15 | 9 |
| **35** | 10 | 15 | 10 |

**PART 3 – REPRESENTATIVE CRICKET**

**RULE 1 – QUALIFICATION OF CAPS**

A To qualify to be presented with a cap when a Griffith team wins a competition under the auspices of the Murrumbidgee Cricket Council, a player must have:-

(i) played at least fifty percent (50%) of the scheduled games, and/or

(ii) played in the Final of the competition

B For challenge competitions, like the O’Farrell Cup, a player must have played three winning games or five games in total to qualify for a cap

C The final decision as to who receives a cap, as per Rule 1A and 1B will be left to the discretion of the Committee

**RULE 2 – GUIDELINES TO HOME GAMES**

A Two members of the Association, other than the Captain of the town team and Representative selectors, are to be appointed and held responsible for ensuring that Rule 2B and 2C is followed

B The two members appointed under Rules 2A are to have readily accessible to:-

(i) list of contacts of all competing towns and their telephone numbers

(ii) list of radio stations in the playing area and their telephone numbers

C The following guidelines are to be followed by the two appointees for all home games:-

(i) Playing facilities to be inspected the night prior to the scheduled game when the weather is inclement

(ii) Visiting team contact to be notified if weather is inclement, and advised to await notification of conditions on the morning of the match

(iii) Playing facilities to be inspected on the morning of the scheduled match regardless of the conditions

(iv) If the match is cancelled then relevant radio stations are to be advised

**RULE 3 – SENIOR REPRESENTATIVE SELECTION**

A All seven GDCA Clubs must nominate one person to be on the selection committee

B Those on the selection committee must nominate minimum of two players to be available for selection

C Selection committee will meet no later than the Wednesday prior to that Representative game/s

D Any member on the selection committee do not provide the minimum two nominations from their club, four Competition Points will be deducted from their First Grade ladder

E Players nominated must be of First Grade standard

F Any player selected withdraws from the team, Part 6 Rule 3 applies

**PART 4 – GENERAL**

**RULE 1 – DRESS AND CONDUCT**

A The conduct of members of this Association shall be exemplary both on and off the field at all times when participating or attending matches or functions under the auspices of the Association

B All players, members, umpires, officials and office bearers of affiliated clubs and organisations,

participating in, or attending District cricket matches are to comply with the GDCA Code of Behavior and are liable for any penalties that apply

C No player shall be permitted to participate in any match unless he is correctly attired

D The correct dress attire for a player shall consist of:-

(i) Day Matches (white clothing)

a) GDCA Affiliated Club white shirt or plain white shirt

b) White/cream trousers, white/cream socks, white boots/shoes, white/cream jumper

c) GDCA Affiliated Club hats/caps or plain white hat

(ii) Day/Night Matches, Senior T20 and Fourth Grade (coloured clothing)

a) GDCA Affiliated Club colour shirts only

b) White/cream or club colour trousers, white/cream socks, white boots/shoes, white/cream jumper

c) GDCA Affiliated Club hats/caps or plain white hat

E Plain white shirt or hat means only that shirts or hats makers brand is permitted. Non GDCA affiliated club or Representative shirts or any other shirt with logos, words, patterns, colours etc

F Any GDCA affiliated club wanting to change any of their white or coloured shirts must seek approval by the committee

G Club white shirts can contain colour (if approved by the committee) however must contain at least 70% of white

**RULE 2 – PROTESTS**

A Notice of any protest, dispute or appeal, shall be given in writing to the Secretary, or, in his absence, a member of the Committee within three days of the date of the happening of the incident giving rise to the protest, dispute or appeal

B All protests, disputes, and appeals shall be heard and determined by a tribunal consisting of three

members, without an interest in the protest, dispute or appeal, of the Committee

C Tribunal shall be empowered to order any member before the Tribunal and any such member shall not be entitled to participate in any competition match until he/she has appeared before the Tribunal as ordered

D The Tribunal shall adjudicate upon any protest, dispute, or appeal, and may hear and receive such matters in support or opposition to the protest, dispute, or appeal, and it shall impose such a penalty, if warranted, as it considers in the circumstances is just and equitable

E The GDCA Code of Behavior may be invoked

**RULE 3 – BREACH OF RULES**

A Except as herein provided, the Committee shall deal with breaches, or in the Committee’s opinion intended breaches, by any club, team, or member of these rules and shall for any breach or intended breach have the power to fine, suspend, or disqualify or penalise any club, team or member as it thinks fit, just and equitable under the circumstances in accordance with the GDCA Code of Behavior

**RULE 4 – CLUB NOMINATIONS**

A If the Association accepts a nomination from a club to field more than one team in the same grade, players will be deemed to be registered with the First Grade team played with

B Normal rules apply to players wanting to change teams. (EG: Only once per season, request to

GDCA before christmas)

C Any new team playing in the GDCA competition will be required to pay a nomination fee of $200

which will be deducted from their annual fees

**RULE 5 – PRACTICE/TRAINING BOWLING RESTRICTIONS FOR YOUNG BOWLERS**

A No medium pace or faster bowler (broadly defined as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a practice session

B Practice restrictions for age as at 30th September:-

(i) **Under 19:** seven overs

(ii) **Under 17:** six overs

(iii) **Under 15:** five overs

(iv) **Under 13:** four overs

**RULE 6 – CONCRETE AND SYNTHETIC WICKETS**

A Runs cannot be scored, batsman cannot be dismissed from balls hitting the edge of a concrete or synthetic wicket. This will be a dead ball and wide for scoring

B Overthrows cannot be added from balls hitting the edge of concrete or synthetic wickets

**RULE 7 – LIGHTNING AND THUNDER**

A Play shall cease immediately, in the event that a lightening flash is followed by thunder less than 30 seconds later

B Play shall not resume until 30 minutes after the last lightning strike

C It is recommended that no person enter the field of play during the period that play is suspended

under this rule

**RULE 8 – ABANDON MATCHES**

A Washouts will be notified by GDCA Committee via email and the Griffith Cricket website by 11am on the morning of the match

B If there are no notifications by 11am, teams are to attend their respective venues at the scheduled playing time where the umpires and captains will make a determination whether the match proceeds, match is reduced or abandon

**PART 5 – PREAMBLE TO THE LAWS**

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains*

**RULE 1 – THERE ARE TWO LAWS WHICH PLACES RESPONSIBILITY FOR THE TEAM’S CONDUCT FIRMLY ON THE CAPTAIN**

A The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws

B In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action

**RULE 2 – FAIR AND UNFAIR PLAY**

A According to the Laws the umpires is the sole judges of fair and unfair play

B The umpires may intervene at any time and it is the responsibility of the captain to take action where required

**RULE 3 – THE UMPIRES ARE AUTHORISED TO INTERVENE IN CASES OF**

A Time wasting

B Damaging the pitch

C Dangerous or unfair bowling

D Tampering with the ball

E Any other action that they consider to be unfair

**RULE 4 – THE SPIRIT OF THE GAME INVOLVES RESPECT FOR**

A Your opponents

B Your own captain

C The roles of the umpires

D The game's traditional values

**RULE 5 – IT IS AGAINST THE SPIRIT OF THE GAME**

A To dispute an umpire's decision by word, action or gesture

B To direct abusive language towards an opponent or umpire

C To indulge in cheating or any sharp practice, for instance:-

(i) to appeal knowing that the batsman is not out

(ii) to advance towards an umpire in an aggressive manner when appealing

(iii) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

**RULE 6 – VIOLENCE**

A There is no place for any act of violence on the field of play

**RULE 7 – PLAYERS**

A Captains and umpires together set the tone for the conduct of a cricket match. Every player is

expected to make an important contribution towards this

**PART 6 – CODE OF BEHAVIOUR**

**RULE 1 – GENERAL**

A The object of the Code of Behaviour is to ensure that ALL cricket under GDCA control is played in the spirit and traditions of the game, and enjoyed by all participants (it is not meant to cause the cessation of on field competition), including players, coaches, Umpires and spectators (including parents/guardians)

B This Code of Behaviour ("the Code") will apply to all players, coaches, members, officials, office

bearers of affiliated clubs and organisations and parents/guardians of players, participating in, or

attending district cricket matches

C Person who is subject to the Code must not:-

(i) assault or attempt to assault an Umpire, a player, a coach or spectator (including parents/guardians), or abuse an umpire, a player, a coach or spectator (including parents/guardians)

(ii) dispute, as distinct from question, an Umpire's decision, or reach obviously provocative or disapproving manner towards an Umpire, his decision (following an umpire decision) or generally

(iii) use crude and/or abusive language or engage in any form of conduct detrimental to the spirit of the game, or likely to bring the game into disrepute

(iv) in any way use crude or abusive hand signals or other gestures

(v) engage in any other conduct, either on or in the vicinity of the field of play, detrimental or prejudicial to the best interests of the game of cricket, the GDCA, or an affiliated club, organisation, or sponsors

D An alleged breach of the Code may be reported by:-

(i) a player or coach participating in the particular match in which an alleged breach occurs will report any incident through the umpire

(ii) either or both Umpires officiating in the match

(iii) an office bearer or committee person of either club involved in the match

(iv) any member of the GDCA Management Committee, its selection committee or players

E Where the conduct or behaviour of any person referred to in Rule 1C is to be a subject of a report by an officiating Umpire, the Umpire will:-

(i) submit to the Secretary of the GDCA by 6:30pm on the Monday following the incident, a written report containing details of alleged conduct or behavior, including the names of the persons

(ii) attend the meeting of the Judiciary Committee which considers the report

F The Secretary of the GDCA will inform that person’s club Secretary of the report outlining the alleged incident, prescribed penalties if alleged offence is proven by 6:30pm the Tuesday following the incident

G The club’s Secretary will inform the GDCA Secretary if the person reported will plea guilty or not guilty to the alleged offence by 6:30pm the Wednesday following the incident

H If the reported person enters a not guilty plea for the alleged offence, the Secretary of the GDCA will refer the report to the judiciary committee which shall hear and determine charges of alleged misconduct or misbehaviour in accordance with the Rules of the Association

I No person, other than the Secretary of the GDCA may publish the fact that a report has been made under this rule

J The captain (or vice-captain if the captain is unavailable) or Club Committee Member of a person cited to appear before the Judiciary Committee must attend the Judiciary Committee Meeting Hearing

K Failure to do so will result in that person being automatically suspended until such time as they

appear before the Judiciary Committee unless there are extenuating circumstances acceptable to the Judiciary Committee

L Definition of Parent/Guardian under this rule means a person who has bring up, be the parent

of, look after, take care of, raise, nurture of a player who is under the age of 18 years on the day of the match

M All offences under this rule covers before, during and after matches

**RULE 2 – PLAYERS CONDUCT *(as per Law 42 of ‘THE LAWS OF CRICKET 2017 CODE’)***

**Law 42.1 Unacceptable conduct**

42.1.1 The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 42.2 to 42.5

42.1.2 If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred.  If so, they shall determine into which of the Levels the conduct falls, as set out in 42.2 to 42.5 below, and then apply the related sanctions

42.1.4 For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player’s captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain

**42.2 Level 1 offences and action by umpires**

42.2.1  Any of the following actions by a player shall constitute a Level 1 offence:-

* wilfully mistreating any part of the cricket ground, equipment or implements used in the match
* showing dissent at an umpire’s decision by word or action
* using language that, in the circumstances, is obscene, offensive or insulting
* making an obscene gesture
* appealing excessively
* advancing towards an umpire in an aggressive manner when appealing
* any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence

42.2.2  If such an offence is committed, 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level:-

* 42.2.2.1 The umpire shall call Time, if necessary
* 42.2.2.2 Together the umpires shall summon and inform the offending player’s captain

that an offence at this Level has occurred

* 42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire

Shall:-

* 42.2.2.3.1 issue a first and final warning which shall apply to all members of the

team for the remainder of the match

* 42.2.2.3.2 warn the offending player’s captain that any further Level 1 offence by

any member of his/her team shall result in the award of 5 Penalty runs to the opposing team

* 42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire

shall award 5 Penalty runs to the opposing team

* 42.2.2.5 As soon as practicable the umpire shall call Play
* 42.2.2.6 The umpires together shall report the occurrence as soon as possible after the

match to the Executive of the offending player’s team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

**42.3 Level 2 offences and action by umpires**

42.3.1 Any of the following actions by a player shall constitute a Level 2 offence:-

* showing serious dissent at an umpire’s decision by word or action
* making inappropriate and deliberate physical contact with another player
* throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
* using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
* or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence

42.3.2  If such an offence is committed, 42.3.2.1 to 42.3.2.6 shall be implemented:-

* 42.3.2.1 The umpire shall call Time, if necessary
* 42.3.2.2 Together the umpires shall summon and inform the offending player’s captain

that an offence at this Level has occurred

* 42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team
* 42.3.2.4 The umpire shall warn the offending player’s captain that any future Level 1

offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team

* 42.3.2.5 As soon as practicable the Umpire shall call Play
* 42.3.2.6 The umpires together shall report the occurrence as soon as possible after the

match to the Executive of the offending player’s team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

**42.4 Level 3 offences and action by umpires**

42.4.1 Either of the following actions by a player shall constitute a Level 3 offence:-

* intimidating an umpire by language or gesture
* threatening to assault a player or any other person except an umpire (See 42.5.1)
  + 1. If such an offence is committed, 42.4.2.1 to 42.4.2.8 shall be implemented:-
* 42.4.2.1 The umpire shall call Time, if necessary
* 42.4.2.2 Together the umpires shall summon and inform the offending player’s captain

that an offence at this Level has occurred

* 42.4.2.3 The umpires shall direct the captain to remove the offending player immediately

from the field of play for a period in accordance with the following:-

* 42.4.2.3.1 In a match where the innings are not limited to a number of overs, the

player shall be suspended from the field of play for 10 overs

* 42.4.2.3.2 In a match where the innings are limited to a number of overs, the player

shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over.  Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended

* 42.4.2.3.3 If the offending player is a fielder, no substitute shall be allowed for

him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately

* 42.4.2.3.4 If a bowler is suspended mid-over, then that over must be completed by

a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over

* 42.4.2.3.5 If the offending player is a not out batsman, he/she shall be replaced by

another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman’s suspension, the innings is completed.  If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out

* 42.4.2.3.6 If the offending player is a dismissed member of the batting side, the

period of suspension will not commence until the start of the next innings.  Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended

* 42.4.2.3.7 Warn the offending player’s captain that any future Level 1 offence shall

result in the award of 5 Penalty runs to the opposing team

* 42.4.2.3.8 Any overs remaining to be served from a suspension shall be carried

forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended

* 42.4.2.4 As soon as practicable, the umpire shall:-
* award 5 Penalty runs to the opposing team
* signal the Level 3 penalty to the scorers
* call Play
* 42.4.2.5 The umpires together shall report the occurrence as soon as possible after the

match to the Executive of the offending player’s team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

**42.5 Level 4 offences and action by umpires**

42.5.1  Any of the following actions by a player shall constitute a Level 4 offence:-

* threatening to assault an umpire
* making inappropriate and deliberate physical contact with an umpire
* physically assaulting a player or any other person
* committing any other act of violence

42.5.2  If such an offence is committed, 42.5.2.1 to 42.5.2.5 shall be implemented:-

* 42.5.2.1 The umpire shall call Time, if necessary
* 42.5.2.2 Together the umpires shall summon and inform the offending player’s captain

that an offence at this Level has occurred

* 42.5.2.3 The umpires shall direct the captain to remove the offending player immediately

from the field of play for the remainder of the match and shall apply the following:-

* + 42.5.2.3.1 If the offending player is a fielder, no substitute shall be allowed for

him/her.  He/She is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.

* + 42.5.2.3.2 If a bowler is suspended mid-over, then that over must be completed by

a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

* + 42.5.2.3.3 If the offending player is a batsman he/she is to be recorded as Retired –

out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side.  If no further batsman is available to bat, the innings is completed.

* + 42.5.2.3.4 Warn the offending player’s captain that any future Level 1 offence shall

result in the award of 5 Penalty runs to the opposing team.

* 42.5.2.4 As soon as practicable, the umpire shall:-
  + award 5 Penalty runs to the opposing team
  + signal the Level 4 penalty to the scorers
  + call Play
* 42.5.2.5 The umpires together shall report the occurrence as soon as possible after the

match to the Executive of the offending player’s team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

**42.6 Captain refusing to remove a player from the field**

42.6.1  If a captain refuses to carry out an instruction under 42.4.2.3 or 42.5.2.3, the umpires shall invoke Law 16.3 (Umpires awarding a match)

42.6.2  If both captains refuse to carry out instructions under 42.4.2.3 or 42.5.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field.  The match is not concluded as in Law 12.9 (Conclusion of match) and there shall be no result under Law 16 (The result)

**42.7 Additional points relating to Level 3 and Level 4 offences**

42.7.1 If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicket-keeper, even if another fielder becomes injured or ill and is replaced by a substitute

42.7.2  A nominated player who has a substitute or runner will also suffer the penalty for any Level 3 or Level 4 offence committed by the substitute or runner.  However, only the substitute or runner will be reported under Laws 42.4.2.5 or 42.5.2.5

**RULE 3 – SCHEDULE OF PRESCRIBED PENALTIES**

A The following Rules is a recommended schedule of prescribed penalties:-

B If a player that has been reported fails to attend the tribunal when summoned will received the maximum penalties as per prescribed penalty for that offence

C Grade 1 – Early Guilty Plea (no tribunal) – One match suspension, Found Guilty by the Judiciary at Tribunal – Two match suspension:-

1. A witness to the offence failures to attend the tribunal when summoned
2. Misconduct/behaving in a manner not acceptable including smoking on the ground during play, time wasting, bat throwing, breaking the formed stumps with the bat or by kicking, audible offensive language
3. Bringing the game into disrepute/unsportsmanlike behavior
4. Disputing an umpire's decision
5. A player who turns up to cricket after one hour of start of play after being selected to Represent Griffith in any Representative Cricket matches without a legitimate explanation
6. wilfully mistreating any part of the cricket ground, equipment or implements used in the match *(LAW 42 – Level 1 offence)*
7. showing dissent at an umpire’s decision by word or action *(LAW 42 – Level 1 offence)*
8. using language that, in the circumstances, is obscene, offensive or insulting *(LAW 42 – Level 1 offence)*
9. making an obscene gesture *(LAW 42 – Level 1 offence)*
10. appealing excessively *(LAW 42 – Level 1 offence)*
11. advancing towards an umpire in an aggressive manner when appealing *(LAW 42 – Level 1 offence)*
12. any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence *(LAW 42 – Level 1 offence)*

D Grade 2 – Early Guilty Plea (no tribunal) – Two match suspension, Found Guilty by the Judiciary at Tribunal – Four match suspension:-

1. Using insolent and insulting remarks towards players and/or spectators
2. Using abusive/offensive language towards players and/or spectators
3. Provocative/intimidating behavior towards players and/or spectators
4. A player who fails to turn up to cricket after being selected to Represent Griffith in any Representative Cricket matches without a legitimate explanation
5. showing serious dissent at an umpire’s decision by word or action *(LAW 42 – Level 2 offence)*
6. making inappropriate and deliberate physical contact with another player *(LAW 42 – Level 2 offence)*
7. throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner *(LAW 42 – Level 2 offence)*
8. using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature *(LAW 42 – Level 2 offence)*
9. or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence *(LAW 42 – Level 2 offence)*

E Grade 3 – Early Guilty Plea (no tribunal) – Ten match suspension, Found Guilty by the Judiciary at Tribunal – Twenty match suspension:-

1. threatening to assault an umpire *(LAW 42 – Level 4 offence)*
2. intimidating an umpire by language or gesture *(LAW 42 – Level 3 offence)*
3. threatening to assault a player *(LAW 42 – Level 3 offence)*

F Grade 4 – Early Guilty Plea (no tribunal) – Five seasons, Found Guilty by the Judiciary at Tribunal – 10 seasons:-

1. making inappropriate and deliberate physical contact with an umpire (including spitting, elbowing, chesting, shouldering, pushing, provocative gestures, striking with bat or with ball or with a stump) *(LAW 42 – Level 4 offence)*
2. physically assaulting a player or any other person *(LAW 42 – Level 4 offence)*
3. committing any other act of violence *(LAW 42 – Level 4 offence)*

**RULE 3 – CAPTAIN’S RESPONSIBILITY**

A The captain is considered responsible for player's conduct on the field and will be held jointly responsible if misconduct is found to have occurred by one or more of his/her players, and in the opinion of the GDCA Committee and/or Judiciary Committee did not take appropriate action

B In this instance, the captain may be liable for up to exactly half the suspension handed out to any of his players found guilty of misconduct or behavior, which breaches the Code

**RULE 4 – CLUB PENALTIES**

A In the case of a Club, if any of its players is suspended during a season a club may be placed on a good behavior bond not exceeding $200.00

B Alternatively, this will be imposed as a fine depending on the nature of the incident

**RULE 5 – NOTES**

A Penalties apply throughout all grade of competition

B For instance, a player suspended as a result of an incident in a First Grade match cannot continue to play in Second Grade, or other grades, or Representative cricket, for the duration of his/her suspension

C The suspension penalties are for club matches therefore any representative Cricket in between or on the same weekend of that suspended match will be part of that suspension

D Under 14 years old to be dealt with by their club to GDCA approval

E All Representative players, including under 14 will be dealt with by GDCA