

- (i) is an unregistered player as defined in these By-Laws, including that they require a Transfer or Season Permit from their previous club and that process has not been fully approved.
- (ii) is under disqualification issued by any Association, has not paid any monies due by that player to an Association, or has been suspended by an Association, or has been suspended by his/her Club and that suspension has been reported to an Association,
- (iii) participated illegally in a match, such as the below:
 - (A) A player who has not received dispensation to play in a competition where their age does not suitable qualify
 - (B) A player playing under a false name or not named for the match
 - (C) A player who has moved between grades without approval from the Association
- (b) Any team playing unqualified players may forfeit such premiership points in respect of matches in which an unqualified player has played as determined by the Association, who may award points to their opposition.
 - (i) Except for the use of 'Fill-in Players', as outlined in Part II Clause 1 (c) (i), the Association is not required to act on unqualified players unless the opposing Club lodges a protest in accordance with the Match Result Protest and Disciplinary Enquiry Panel Process in these By-Laws.
- (c) A Club shall face sanctions from the Association if any player who is transferred into the Association, is returned to their previous Club within ten (10) days of the match they are selected in, at the discretion of the Executive Committee.

4.2 Player Movement Between Grades

- (a) Player movement between grades shall be restricted in the following circumstances of matches:
 - (i) Player movement more than one consecutive grade away from where they last played in their next match (this only applies to Clubs with more than two (2) senior teams), and
 - (ii) Player movement to a lower team in their next match, when the player's previously selected, higher team is not scheduled to play, and
 - (iii) Player movement to a lower team's next match in the last two (2) minor rounds of the season.
- (b) Any player movement, relating to Clause 4.2 (a) above, shall not be made without approval from the Association, other than in the following circumstances:
 - (i) The player has played in twelve (12) or more playing days in any one season with the lower team they are to be selected in.
 - (ii) Where a Club has more than one team then a player who has played the same or more playing days for the team playing in the lower grade than the team playing in the higher grade then that player shall not require a permit to play in any match for the team in the lower grade.
 - (iii) Any junior player participating in the HCA junior competition shall not require a permit to play in a senior grade lower than that in which they last played.
- (c) This approval shall be made to the Association no later than 10:00am on the Friday prior to the match.

5. Team Nominations, Competition Structure and Programming (including Promotion and Relegation)

5.1 Nomination of Teams

- a) At the Annual General Meeting prior to the season, Clubs shall nominate the indicative number of teams it would like to enter into each grade. Such nominations may be altered prior to the start of the season if they cannot be filled.
- b) The Association will outline the formal steps for nomination of teams each season.
- c) Teams competing in the premiership competitions shall be divided into the following Grades:



HILLS CRICKET ASSOCIATION CONSTITUTION, BY-LAWS & PLAYING CONDITIONS

- (i) **Senior Competitions:** A1 Grade, A2 Grade, A3 Grade, Senior T20
- (ii) **Junior Competitions:** Under 16, Under 14, Under 12, Under 10

5.2 Grading of Teams (including Promotion and Relegation)

- a) Grading of sides will be affected at the discretion of the Executive Committee based on the following guidelines.
 - i) There will be an even number of sides in all grades and the same number of sides in all grades and that byes (if any), including byes caused by forfeiting of sides, occur only in the lowest grade.
 - ii) The side finishing lowest in each grade (other than the bottom grade) is liable to demotion to the next lowest grade in the following season, subject to Clause 5.2 (a) (i) above. In addition, where the side finishing last has a side in the next lower grade then the side finishing next lowest which does not have a side in the lower grade is liable to demotion.
 - iii) A team finishing top at either the end of the minor round or the major round in any grade other than the highest grade will be liable to promotion to the next grade above in the next season, subject to clause i) above. Where a team finishing top at the end of the minor or major round has a side in the next higher grade then the side immediately under such side which does not have a side in the higher grade shall be liable to promotion.
 - iv) Any team may be promoted or relegated, as the Executive Committee may consider appropriate for the general competition promoted by the Association.
- (b) Sides liable to promotion or relegation in accordance with the above may make representations to be exempted from these rules so long as the submission is in writing and is received by the Association at the commencement of the Annual General Meeting prior to the commencement of the next season.

5.3 Programming

- a) The Association shall prepare and publish fixtures for each season.
- b) Should a change or cancellation of an entire round of matches be required in any grade, such a decision would be communicated by the Association in line with the Adverse Weather Policy outlined in Part IV.
- c) No Club shall be permitted to play in the Association without providing sufficient oval availability for the season, unless their oval(s) is under repair or in a damaged state.
- d) No Club shall be permitted to field a number of teams that exceed the number of ovals provided, on the basis of two teams per oval, unless their oval is under repair or in a damaged state.
- e) Clubs must ensure that their ovals are available for finals.

6. Match and Playing Conditions

6.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per innings per bowler for senior competitions is outlined in the Playing Conditions under Law 12.
- b) The commencement time for any match may be amended by the Executive Committee with mutual agreement of both competing Clubs.
- c) Prior to the 7:00 pm on the day preceding the scheduled start of play, Clubs may be permitted to alter the venue of matches provided the alteration does not interfere with the Association's existing programming.
- d) No alteration to venues shall be made without first obtaining the permission of the Association.
- e) The Association shall have the power to direct Clubs to alter the programmed venue for a match at any point prior to the scheduled commencement of play and may identify any oval the Association deems appropriate to be used.
- f) In the event of a breach of this clause, the offending Club will be considered to have forfeited the game (consistent with the provisions of Part II – Clause 7.1) and any individual player statistics gained shall not be counted towards awards.

6.2 Match Delay, Abandonment & Forfeit

- a) The Association Statistical Officer, Secretary or President must be notified in the event of a forfeit or abandoned match immediately after a decision has been made by the Club(s) involved.
- b) In the event of a Club forfeiting a game, the lowest senior team must be forfeited.
- c) In the event of a forfeit within one hour of, or after, the scheduled start of play, the forfeiting Club will be charged a fine per Part 1 – Clause 2 plus the full cost of any umpire fees if an umpire had been appointed by the Association.
- d) In the event of a forfeit being notified prior to one hour before the scheduled start of play, there will not be a fine imposed for the first four occurrences each season. For the fifth and each subsequent forfeit, the forfeiting Club will be fined per Part 1 – Clause 2.

6.3 Junior Bowling Restrictions

- a) The Association has adopted the *Australian Junior Bowling Guidelines 2022/23* published by Cricket Australia for the protection of players.
- b) Restrictions on the number of overs per spell and total overs per day by bowlers under the age of 19 are listed in Law 17 (The Over) of the Playing Conditions.

7. Notifying Results & Points and Reports

7.1 Premiership Points Structure

- (a) For all grades that have ladders, premiership points are determined as follows:

Grade	Format	Match Result	Points Awarded
Senior Competitions - All	One-Day, T20	Won First Innings, Super Over Win, Forfeit Win, Won by Disqualification	4
Senior Competitions - All	One-Day, T20	Tie First Innings, No Result, Draw, Cancelled	2
Senior Competitions - All	One-Day, T20	Lost First Innings, Super Over Loss, Forfeit Loss, Loss by Disqualification, BYE	0

- b) If two (2) or more teams gain the same number of points, their relative positions shall be determined by Net Run Rate (NRR) will be used as the method for ranking teams on equal points.
 - (i) NRR will be calculated by deducting the average runs per over scored against a team from the average runs per over scored by that team. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (c) In the event of a forfeit, a NRR adjustment will be calculated on the basis that both teams will be considered to have batted the full amount of overs in each innings. The winning team shall receive a number of runs equal to a run rate of 6.00, and the forfeiting team to receive a number of runs equal to a run rate of 3.00.
 - (i) The ladder adjustment for the team receiving the forfeit shall be as follows:
 - A) Overs For: as scheduled according to these By-Laws.
 - B) Runs For: the number of “Overs For” multiplied by 6.00.
 - C) Overs Against: as scheduled according to these By-Laws (must be the same as “Overs For”).
 - D) Runs Against: the number of “Overs For” multiplied by 3.00.
 - (ii) The ladder adjustment for the team conceding the forfeit shall be as follows:

- A) Overs For: as scheduled according to these By-Laws.
 - B) Runs For: the number of “Overs For” multiplied by 3.00.
 - C) Overs Against: as scheduled according to these By-Laws (must be the same as “Overs For”).
 - D) Runs Against: the number of “Overs For” multiplied by 6.00.
- d) In the event of a team playing fewer matches than other teams because of a bye, those teams shall have their own points averaged; for the types of games for which the bye occurs and adjusted to the number of matches played.

7.2 Performance Points

There shall be no performance points in any competitions within this Association.

7.3 Notification of Match Results and System Entry

- a) All A1 Grade matches shall be scored using PlayHQ E-Score. This device may substitute for one scorebook. A2 Grade and A3 Grade matches can also be scored using PlayHQ E-Score as below.
 - i) The ‘Home’ or first-named team shall be responsible for supplying a suitable device with access to the relevant match.
 - ii) Both Clubs have responsibility for the commencement and continuation of the match in PlayHQ E-Score (including at the change of innings), and for finalising a match result in accordance with Part II – Clause 6.1 (l).
 - iii) During each match each team shall record enter into its scoring book or the device full details of the play, including the time at which play started and the duration of any break during play. At the conclusion of each day each captain shall in the presence of the other sign his/her opponent's scoring book, or verify the information on the electronic device.
- b) Where matches cannot be scored using PlayHQ E-Score,
 - i) The home team shall be responsible for entering the match result on the PlayHQ website, including for drawn, tied or abandoned matches.
 - ii) Both teams shall be responsible for entering their own player scores.
 - iii) In the event of a drawn, tied or abandoned match, the home team shall have responsibility for entering the match result.
 - iv) Both teams have until 12:00 pm on the Monday following the match to complete the above.
 - v) If results are not entered by the deadline in Part II – Clause 6.2(d), the Association shall impose penalties as described in Part I – Clause 2.

7.4 Captains’ and Umpires’ Reports

Captains’ Reports

- (a) The captain (or Coach, if applicable) of each team participating in any other match as the Association may direct, must, prior to 12:00pm on the Monday following the completion of the match, submit a report on the prescribed form on the particulars of that match, including pitch and ground conditions and umpire performance.

Umpires’ Match Reports

- (a) Paid, independent panel umpires officiating at any match played under these By-Laws, must, prior to 9:00am on the Monday following the completion of the match, lodge with the Competition Administration Officer a written report on the prescribed form containing the following particulars:
 - (i) Match details including Clubs, Grade, date(s) and ground.
 - (ii) Comments by the umpire relating to the conduct of the match, players, dress, ground and pitch conditions and any other remarks or observations the umpire may think fit to report.
 - (iii) The name of any bowler either umpire or captain considers has a suspect bowling action.
 - (iv) The penalty points incurred by each team in the match.

8. Finals

8.1 Player Qualification

Senior Grades – A1, A2, A3 Grade

- (a) Where a minimum of 14 available playing days were possible, to be eligible to participate in any finals game, a player must have participated in at least six playing days of minor rounds during that season for that Club. However, a player must play equal to or a greater number of matches in the lowest participating grade to qualify solely for that grade, unless;
 - (i) the Club has more than one team in the finals and provided they are successive teams as peculiar to that Club, players may be freely selected as between those teams as per the following examples, and/or

Example 1: Club 'A' has teams in A1, A2 and A3 grades and all three teams are in the finals. Players may be freely selected between A1 & A2 grades, A2 & A3 grades, but not between A1 & A3 grades.

Example 2: Club 'A' has teams in A1 & A3 grades and both teams are in the finals. Players may be freely selected between both teams where both teams are playing.

- (ii) The player has been selected for a lower team in a Semi Final match and that original selection is permitted in this By-Law, and therefore does not need approval from the Association to play in the Grand Final.
 - (iii) The Senior T20 Competition will be treated as follows:
 - (A) If “double header” (2 games) T20 games are played on one Saturday this only counts as one playing Saturday towards finals qualification for the club.
 - (B) T20 Finals do not count towards season qualification as not all clubs will participate on T20 Finals Day.
 - (C) Where the T20 competition is played on Saturday it will count towards the relevant Grade Saturday/game qualification for end of season. Example - A Grade 3 games, A Grade T20 1 game, B Grade 3 games will equal A Grade 4 games and B Grade 3 games.
- (b) Where a Club has more than one team then a player who has played the same or more playing days for the team playing in the higher grade than the team playing in the lower grade then that player shall not play in any finals match for the team in the lower grade without approval from the Association.
- (c) Where fewer than 14 playing days were possible during the season, permits for finals qualification can be applied for by member Clubs.
- (d) Any player who, having been granted approval to play in this Association and subsequently plays for a SACA Premier Cricket Club shall not be eligible to play any final matches, unless they have played in four consecutive playing days immediately prior to the first Semi Final.
- (e) For the purposes of determining playing days,
 - i) These shall only include minor round matches.
 - (ii) Where a junior player plays both a senior and junior game on the same day this shall count as two playing days. A position of a 12th Man shall not count towards these playing days, nor shall abandoned matches where play does not commence.
 - (iii) Where a junior player plays for a combined team that is formally recorded in such a manner (e.g. Aldgate-Mt Lofty), then junior matches played will count to determine qualification for finals for their senior club as too will senior matches count to determine finals eligibility for the combined junior side.
 - (iv) Where a junior player plays for different clubs in junior and senior grades and the junior team is not formally recognised as a combined team then games played for each club will not count towards finals' eligibility for the other club.

- (v) A forfeit received shall count as a playing day provided this is lodged as per By-Law 4.1 (c) and the whole of this By-Law is adhered to.

Senior T20 Competitions

- a) A player must have played 3 playing Saturdays for the Club (in any grade) at the end of the minor round of the T20 Series to qualify for the T20 Finals Series.
- b) If double header (2 games) T20 games are played on one Saturday this only counts as one playing Saturday towards finals qualification.

8.2 Match Conditions

- (a) Finals games shall be played at the conclusion of the minor round of each season between teams in the following positions on the premiership ladder.
- (b) In finals series of two weekends (all grades other than A1 Grade), the four (4) teams leading on points at the completion of the Minor Rounds of matches shall compete in Finals as follows:
 - (i) On the first weekend, the Saturday will have Semi Final (1st vs 4th and 2nd vs 3rd) matches.
 - (ii) On the second weekend, the Saturday will have the winners of the Semi Final matches play in the Grand Final.
- (c) In finals series of three weekends (A1 Grade), the four (4) teams leading on points at the completion of the Minor Rounds of matches shall compete in Finals as follows:
 - i) On the first weekend, the Saturday will have the Qualifying Final (1st vs 2nd) and the Elimination Final (3rd vs 4th) matches.
 - ii) On the second weekend, the Saturday will have the Preliminary Final (Loser of the Qualifying Final vs Winner of the Elimination Final) match
 - iii) On the third weekend, the Saturday will have the winners of the Qualifying Final and Preliminary matches play in the Grand Final.

8.3 Ground Allocations for Finals

- (a) The team finishing in the higher position at the end of the minor round shall have the choice of grounds in the finals series

BY-LAWS PART III: PLAYING CONDITIONS

Matches organised by the Association are played in accordance with the *MCC Laws of Cricket* (as published from time to time) and as amended in these By-Laws. In the event of a contradiction between the MCC Laws of Cricket and these By-Laws, these By-Laws shall take precedent. For the purposes of the MCC Laws of Cricket the Association shall fulfill the duties of the 'Governing Body' and the home side the 'Ground Authority'.

Law 1 – The Players

Law 1 shall apply in addition to the below.

In **Law 1.2 (Nomination and replacement of players)**, Law 1.2.1 is replaced with the following:

1.2.1 The selected team shall be nominated in PlayHQ prior to the commencement of the match.

Law 1.4 (Responsibility of captains) is amended to include the following:

Furthermore, Clubs are expected to lead their own players, coaches, parents, spectators and members, who in turn also share the responsibility outlined in this Law.

Law 1.5 (Dress) is created to include the following:

1.5.1 All players will wear predominantly white clothing and in A1 and A2 Grade will wear long white trousers. In finals matches any player not wearing predominantly white clothing shall not be allowed to bowl or field in a position, which in the opinion of the umpire may be distracting to the batter. Shirts or T shirts with large writing on the front and/or coloured sleeves which in the opinion of an umpire could be distracting shall not be regarded as predominantly white even though the area of which may exceed the area of the coloured writing and/or the coloured sleeves.

Exemption To Dress

1.5.2 Clubs will be permitted to wear cricket shirts displaying club colours and featuring sponsorship names and or badges in all grades on the following conditions:

1.5.2.1 The shirt is an official shirt of the cricket club.

1.5.2.2 A proposed draft design of the shirt depicting the proposed colours and insignia be presented and approved by the Hills Cricket Association Executive Committee.

1.5.2.3 The front of the shirt must remain predominantly white whilst displaying all its paraphernalia.

Law 2 – The Umpires

Law 2 shall apply except for the conditions below:

Law 2.1 (Appointment and attendance) is amended with the following text included in addition to the law:

2.1.1 Where no Association umpires attend, the captain of the batting side shall be responsible for the appointment of umpires whilst their team is batting.

2.1.2 Where only one Association umpire is appointed the captain of the batting side shall be responsible for the appointment of a square leg umpire. The appointed square leg umpire will ensure they are clearly identifiable and distinguishable from fielders.

Law 2.2 (Change of umpire) is amended to include the following additional text:

If the fielding side is unhappy with an umpire who is a player, it shall be the responsibility of the fielding captain to notify the batting captain that they wish the umpire to be replaced. Upon receiving the request, the batting captain must oblige immediately.

Participants are reminded that Law 2.7 (fitness for play) defines that it is the umpire (or the captains by agreement if no Association appointed umpire is present) that decide when conditions are not considered safe for play. There is no requirement to stop play during rain and play may commence while rain is falling so long as the umpire determines that it is safe to do so.

Law 3 – The Scorers

Law 3 shall apply in its entirety.

Law 4 – The Ball

Law 4 shall apply except for the conditions below:

Law 4.6 (Specifications) is replaced with the following text:

- 4.6 The ball used in matches organised by the Association shall be in accordance with the table as follows. The same ball must be used by both teams in each match.

Grade	Ball Type
A1 Grade	Kookaburra Tuf Pitch 156g
A2 Grade	Kookaburra Tuf Pitch 156g
A3 Grade	Kookaburra Tuf Pitch 156g
Senior T20	Kookaburra Pink Jaffer 156g

Law 5 – The Bat

Law 5 shall apply in its entirety.

Law 6 – The Pitch

Law 6 shall apply in its entirety.

Law 7 – The Creases

Law 7 shall apply and is amended to include the condition below:

Law 7.4 (The return creases) is amended to include the following additional text:

- For hosting A1 Grade and Senior T20 matches, the home side will be required to place a mark on each side of the stumps 60cm from the centre of middle stump on the return crease.

Law 8 – The Wickets

Law 8 shall apply in its entirety.

Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply in its entirety.

Law 10 – Covering the Pitch

Law 10 shall not apply.

Law 11 – Intervals

Law 11 shall apply in its entirety.

Law 11.2.2 (Duration of intervals) is replaced with, and 11.2.3 created to include the following:

- 11.2.2 An interval between innings shall be twenty (20) minutes, commencing from the close of an innings until the call of Play for the start of the next innings.
- 11.2.3 All A1 Grade teams are to provide afternoon tea at each designated home game with the expense to be borne by the home team

Law 11.8.1 and 11.8.2 (Interval for drinks) are replaced with:

- 11.8.1 Drinks shall be taken at the midway point of each innings. The midway point is defined as after the completion of 23 overs for A1 Grade matches and 20 overs for A2 and A3 grade matches. Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- 11.8.2 Unless, as permitted in 11.9, the captains agree to forgo it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batter retires in the over immediately prior to the scheduled drinks interval drinks shall be taken immediately. Variations to timing and the number of drinks intervals are permitted in agreement between umpires and captains if required to manage player welfare, such as for play during hot weather (refer to the *Hot Weather Policy*).

Law 12 – Start of Play; Cessation of Play

Law 12.1 (Call of Play) and **Law 12.9 (Conclusion of match)** shall apply.

Law 12.2–12.8, 12.10–12.11 shall not apply.

The Scheduled Playing Hours, Intervals and Required Overs are listed at the table below:

Grade	Maximum Overs Per Innings	Start Time (First Innings)	Innings Changeover	Start of Second Innings	Scheduled Finish Time	Number of Drinks Breaks (Innings)
A1 Grade	45	12:30pm	20 minutes	3:40pm	6:30pm	1
A2 Grade	40	1:00pm	20 minutes	3:40pm	6:00pm	1
A3 Grade	40	1:00pm	20 minutes	3:40pm	6:00pm	1
Senior T20	20	5:30pm	10 minutes	6:55pm	8:10pm	0

- Nominal times have been based on an over rate of 3.5 minutes per over and drinks breaks of five (5) minutes. If, based on this over rate, a minor round match has not commenced with sufficient time for the minimum number of overs listed in Law 16 (The Result) to constitute a match with a ten-minute innings changeover, the match shall be abandoned without play.
- The Tea break shall be taken at the completion of the First Session End Time, or at the completion of the team batting first's innings.
- Where unforeseen circumstances prevent the side batting first from receiving their entitled overs prior to 3.20pm in A1 Grade or 3.30pm in A2 and A3 Grade, play will continue to allow these overs to be received or until the batting side is dismissed, whichever occurs first.
- Each team batting first is entitled to receive the maximum overs listed above unless dismissed earlier.
- The game shall cease once the team batting second has passed the required runs. On the agreement of both Captains the match may continue, however the side batting second can receive no more than the maximum overs per innings.

Note: Account shall be taken where the team batting first did not, as a result of unforeseen circumstances, receive its full entitlement of overs and was not dismissed. It shall be entitled to receive one half of the total number of overs available for play (refer to Allowance for Lost Time) or until it is dismissed, whichever occurs first. The side batting second will then be entitled to receive the same number of overs.

Law 13 – Innings

Law 13 shall apply except for the conditions below.

Law 13.1 (Number of innings) is amended to add the condition below:

- 13.1.3 Except for the stipulated adjustments due to a weather delay, the captains or umpires may not change the duration of overs for a match without the prior approval of the Association. If the match duration is altered without prior approval the outcome of the match shall be a draw per Law 16.5.2. **Law 13.1.2** is replaced by the below.

13.1.2 Matches where play is delayed due to adverse weather or pitch and ground conditions

One-Day Matches

One-Day Matches where no time is lost to adverse weather or pitch and ground conditions

- a) Provided the team batting first is not all out nor declared, they may bat until it has received the maximum overs for the innings. Once received, the innings shall be compulsorily closed.
- b) The team batting second shall be entitled to receive the maximum amount of overs, unless dismissed all out or a first innings result is achieved. Play shall then cease for the match.

One-Day Matches where the commencement of play is delayed due to adverse weather or pitch and ground conditions

- c) The total playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of the match (after allowing for any intervals) shall be divided by three and a half (3.5) and the resultant nearest whole number shall become the quota of overs for each team in its first innings, provided that the match shall be abandoned without play if play does not commence with sufficient time to allow for the minimum number of overs with a ten minute Innings Changeover.

Example: Play has been underway 45 minutes, and the team batting first has received 12 overs, when rain delays play for 70 minutes. Overs to be bowled = $80 - (70/3.5) = 60$. The team batting first is entitled to a further 18 overs. The team batting second is entitled to 30 overs.

One-Day Matches in Major Rounds where play is delayed to adverse weather or pitch or ground conditions

- d) Where due to unforeseen circumstances a One-Day finals match is unable to be completed within the prescribed hours of play, the match shall be continued on a reserve day. The reserve day will be determined at the discretion of the Executive Committee.
- e) To avoid the need to recommence a game on the reserve day the match may continue past the prescribed hours of play with the agreement of both captains.
- f) Where agreement is not reached between both captains to extend the hours of play then play shall cease at the prescribed time and recommence on the reserve day.
- g) Where both captains agree to extend the hours of play the game must continue until a result is achieved or until the playing conditions are unsuitable for play as set out under the Laws of Cricket.
- h) Play must not extend beyond 6.30pm on the reserve day. Where a result has not been reached by 6.30pm on the reserve day, refer to Law 16 (The Result).

Senior Grades – T20 Matches

If the commencement of play is delayed due to pitch, ground, weather or light conditions

- i) The total playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of the match (after allowing for any intervals) shall be divided by seven (7) and the resultant nearest whole number shall become the quota of overs for each team in its first innings, provided that the match shall be abandoned without play if play cannot commence with sufficient time to play five (5) overs per innings with a ten (10) minute changeover.
- j) Any shortened match must finish no more than 150 minutes after the scheduled start time

When the first innings of the team batting first is compulsorily declared

- k) The team batting second shall be entitled to receive in its first innings the quota of overs applicable to the match (unless the innings is terminated beforehand), and if on completion of the quota the innings has not been completed, it shall be compulsorily declared.
- l) Teams are to ensure they bowl their allotment of overs within seventy (70) minutes
- m) A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs.

- n) All matches in which both teams have not had an opportunity of batting for the minimum number of overs, shall be declared a draw.

Law 13.4 (The toss) is replaced with the below:

- 13.4 The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires (where an Association Umpire is appointed) not earlier than 20 minutes, nor later than 10 minutes before the scheduled time for commencement.

- 13.4.1 Any team whose captain is not prepared to toss 10 minutes prior to the commencement of play, shall forfeit the right to toss and the opposing team shall be deemed as having won the toss.

Law 13.6 (Slow over rates) is created with the below.

For matches in A Grade and Senior T20 Penalties for slow over rates shall apply.

- 13.6.1 If at the conclusion of the over in progress at the expiration of the quota time, the bowling team has not completed the quota of overs, six (6) runs shall be added to the score of the batting team for each over in the quota that they have failed to complete. In all cases, the full quota of overs shall still be completed.

Note: Subject to the right of either team to enter a protest to the independent umpire (if appointed) shall determine what are unforeseen circumstances and the duration of the same within this rule.

Law 14 – The Follow-on

Law 14 shall not apply.

Law 15 – Declaration and Forfeiture

Law 15 shall not apply.

Law 16 – The Result

Law 16 shall apply and is amended to add the conditions below

Law 16.1 (A win – two-innings match) shall not apply in senior matches due to the one-day match format

Law 16.2 (A win – one-innings match) shall be replaced with the following:

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match.

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (i.e. 'Win on Forfeit),
- i) A result can be achieved only if both teams have had the opportunity of batting for the minimum overs in the table below, unless one team has been all out in less than that minimum overs or unless the team batting second scores enough runs to win in less than the minimum overs
- ii) All matches in which both teams have not had an opportunity of batting for the stated minimum overs, shall be declared a No Result.

Grade	Minimum Overs
A1 Grade, A2 Grade, A3 Grade	20
Senior T20	5

The following shall be added to **Law 16.3.1 (a match shall be lost by a side which):**

- 16.3.1.3 does not have at least seven (7) players present within 30 minutes after the scheduled start time for commencement of the match.

*The following shall replace **Law 16.5 (All other matches – A Tie or Draw)***

16.5.1 A Tie

If the match is a Tie,

- a) Relative to all senior matches excluding Senior T20, in all minor round matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- b) Relative to Major Round matches, other than Senior T20, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, in the event of a tie in a Semi Final the team which finished higher on the minor premiership list will be declared the winner and will progress to the Grand Final. In the event of a tie in a Grand Final the two teams shall be joint winners of the competition.
- c) Relative to all Senior T20 matches, in matches in which both teams have had the opportunity of batting for the scheduled number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, a “Super Over” shall occur.

16.5.1.1 “Super Over”

The “Super Over” shall occur as follows:

- a) Subject to weather conditions the “Super Over” will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.
- b) The “Super Over” will take place on the pitch allocated for the match unless otherwise determined by the umpires with the sides batting in the reverse order to the main match. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- c) Prior to the commencement of the “Super Over” each team shall select three (3) batters and one (1) bowler who shall already have played in the match and the selected players shall be given in writing to the umpires.
- d) Each team’s over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
- e) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team’s innings shall be used for both team’s “extra” over.
- f) The loss of two (2) wickets in the over ends the team’s one (1) over innings.
- g) In the event of the teams having the same score after the “Super Over” has been completed, the “Super Over” shall be repeated until a winner is obtained.

“Super Over” not possible

- h) In Minor Round matches, if the minimum number of overs has been bowled to constitute a match (five (5) overs per team) and circumstances make a “Super Over” impossible (both in the case of an initial or repeated “Super Over”), the match shall be declared a tie.
- i) If circumstances make a “Super Over” impossible (both in the case of an initial or repeated “Super Over”) in the Grand Final the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.

16.5.2 A Draw

All matches in which both teams have not had an opportunity of batting for the below minimum of overs, shall be declared a draw, unless the team batting second achieves a result in less than the minimum overs.