



BALLARAT CRICKET ASSOCIATION
SENIOR RULES & PLAYING CONDITIONS
SEASON 2026/27



Version 1 – Updated August 22, 2026

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RULES FOR BALLARAT CRICKET COMPETITIONS

The following abbreviations will be found throughout these rules:

BCA – The Ballarat Cricket Association.

ADMINISTRATION

RULE 1 ASSOCIATION REQUIREMENTS

- 1.1 All BCA accounts, including Affiliation Fees, Turf Wicket Levies and BCA Award Dinner admission costs, issued by the BCA Board, SHALL be paid within thirty (30) days (date as specified on the tax invoice).

PENALTY: Failure to pay their account by the specified date on the tax invoice shall result in a late payment fee of \$200.00 unless a Club seeks Board approval for an extension of time of the payment, due to exceptional circumstances.

- 1.2 All fines issued by the Association Board or Committee(s) SHALL be paid or an appeal lodged within fourteen (14) days (date as specified on the tax invoice).

PENALTY: Failure to pay their fine or lodge an appeal by the specified date on the tax invoice shall result in an additional late payment fine of \$200.00.

- 1.3 All Association documents requested including affiliation forms (Teams Nomination forms, Club Executive form, Defaulting Players form), BCA information forms (Senior Club Captains, Wicket Maintenance Officers, and Junior Club Coaches) are to be lodged by the specified date as requested on these forms.

PENALTY: Failure to lodge by the specified date shall result in a late lodgement fee of \$200.

RULE 2 RULES AND BY-LAWS

The Secretaries of all Clubs shall forward to the Operations Officer of the Association on or before 1st May of each year, any suggested amendments or alterations to the Ballarat Cricket Association Rules or By Laws for the forthcoming year.

RULE 3 GENERAL, SPECIAL & JUNIOR COORDINATOR MEETINGS

Should a Club not be represented by a Club Executive Member or prior nominated person, then the Club will be requested to submit in writing, on Club letterhead, the reason for non-attendance to the BCA Board, who will decide, based on this document, if a penalty is warranted.

RULE 4 CLUBS DISBANDING

In the event of a Club disbanding, all players in the Club shall be in the hands of the Association for allocation to other Clubs in the Association.

RULE 5 PENNANT COMMITTEE POWERS AND EMERGENCY RULINGS

Any BCA Club playing a player not possessing the requisite qualifications which shall be defined as a non-registered member of the Club or not named on the competition management platform (PlayHQ) team list for that game shall, subject to the sole discretion of the Pennant Committee, be declared to have lost the match or matches in which such player(s) took part and may be liable to a fine. For each match in which the Club did not gain points a fine as determined by the Pennant Committee may be imposed.

The BCA Pennant Committee shall act against any member, official, employee, coach or player of a Club or Club's for breaking any Law of Cricket, any BCA Rule, any BCA Policy, any BCA Board direction or for bringing the game into disrepute.

The powers of the BCA Pennant Committee shall include but not be limited to:

- The levying of a Fine against a Club or Club's, any Captain, or any player.
- In its absolute discretion be empowered to increase fines for repeat offences.
- Have the absolute discretion either to wave a fine or fines as is deemed appropriate or to refer the request for waiver to the BCA Board for determination.
- In its absolute discretion, suspend a Captain or player from playing in any match or matches.
- In its absolute discretion, disallow any points earned by a Club in respect of the match.
- In its absolute discretion, amend any points earned by a Club in any match.
- In its absolute discretion, take such action with regard to the proper conduct of cricket as is deemed appropriate by *the Pennant Committee*.
- Refer any matter whatsoever at the Pennant Committee's absolute discretion to the BCA Board for its consideration and determination, which the BCA Board after such referral shall be empowered to take any action that it deems appropriate in the circumstances and such power having regard to Rule 5 but not limited in its discretion to Rule 5 and the Members Protection Policy.

RULE 6 DETERMINATION OF AND PROGRAMMES OF MATCHES

- 6.1 The season will commence not before 1st October and shall end in the next succeeding calendar year pending available weeks and consideration for the Easter holiday as the BCA Board requires.
- 6.2 The affiliated Clubs of the Association shall compete in a Premiership series of matches. Programmes shall be arranged by the Pennant Committee who shall place the number of Club nominated teams into grades that the Pennant Committee decide upon from Club histories and current Junior player lists and have them approved by the BCA Board prior to the commencement of the season. (BCA By-Law 1 applies – *"The Association shall consist of such Clubs, sections, divisions and competitions as the BCA Board in its absolute discretion deems to be appropriate from time to time"*).

Any BCA Club who disputes the Pennant Committee grading of their teams (Senior or Junior) shall lodge on Club letterhead or official email from the current and relative Club Executive, a written response detailing their reasons of dispute within ten (10) days of the receipt of the Pennant Committee notice (i.e., the date on the team's placement notice). If no disputes are lodged those team placements will be deemed final for the current season.

- 6.3 Two days not necessarily consecutive or any period of time during a day shall be allocated for each match excepting finals, providing always that upon the joint applications, in writing, of the competing Clubs, a majority of the Pennant Committee may fix other days and times for commencing or continuing any match.
- 6.4 The grounds on which the matches shall be played shall be arranged by the Pennant Committee and they may, if necessary, alter the programme in respect of dates or grounds on which any of the matches shall be played. The playing of matches due to wet weather will be decided upon by the Pennant Committee in conjunction with the Chairman of the Grounds Committee, based upon a common-sense approach as to play as much cricket as is possible under the prevailing conditions. Player safety is always the BCA priority in consideration of play on days of wet weather. If a split round is scheduled across a weekend in the same grade and a washout occurs, all completed game points stand.
- 6.5 Competition Turf matches only: Clubs seeking to change the match venues between the two competing teams shall jointly lodge a written request to the Operations Officer for the Pennant Committee by 6.00 pm on the Wednesday preceding the match.
- 6.6 The Pennant Committee shall determine the suitability of the grounds and playing conditions. The decision of the Pennant Committee shall be communicated via email to all clubs and through the BCA website and social media platforms as well.

RULE 7

BCA DEFAULTING PLAYERS

No defaulting player of any Club of the Ballarat Cricket Association since the inauguration of the premiership matches shall be allowed to take part in the premiership matches.

- 7.1 The Secretary of each Club must furnish to the Operations Officer of the Association on or before the Annual General Meeting of the Association, on the [Add/Remove Defaulting Player Form](#), a list of all current defaulting players at their Club with outstanding defaults.

Once received these defaulting players shall remain on the [Defaulting Players List](#) until removed by the Clubs using the [Add/Remove Defaulting Player Form](#).

- 7.2 Clubs may only add to their defaulting players list throughout the season by completing the details contained in the [Add/Remove Defaulting Player Form](#), for defaults in the current season.
- 7.3 Any player listed on a club's defaulting player list shall be ineligible to play with any other BCA Club, until the Operations Officer of the Association/Chairman of the Pennant Committee is notified prior to 5.30pm on the Friday preceding the next scheduled match, by using the [Add/Remove Defaulting Player Form](#) to remove their default.

PENALTY: Shall be dealt with under Rule 5.

RULE 8

PLAYER REGISTRATIONS

All players either male or female that have never registered with any Australian Cricket Club shall be required to register online via competition management platform (PlayHQ) prior to the start of the next scheduled match.

All participants in all BCA organised competitions, including Under 11 matches, must be registered via the competition management platform (PlayHQ).

If a player not registered and who has not already played as a fill-in with any other club in Australia is selected, they can be entered as a fill-in player so that are covered by insurance.

This option can be used once and then the player must be registered before they can play again, otherwise the player is treated as an ineligible player.

- 8.1 Club Registered Junior Players are to be considered the same as Senior registered players irrespective of having played Senior cricket or not.
- 8.2 Players requesting registration to a Club from outside the BCA, shall not be endorsed until a Transfer is received from their previous Club in regard to financial consideration/suspension. Once endorsed, the player/s are tied to their nominated Clubs unless transferred to another BCA Club under Rule 9. Any Club playing a player/s in its Senior grades or Junior grades that has not been correctly registered or cleared shall be dealt with under Rule 5.
- 8.3 No BCA registered player shall play in two Senior BCA matches (either open or female competitions) concurrently in the same weekend of the BCA fixture with the exception of junior players playing in the junior competition and then the open competition in the afternoon or Female Players playing in the Female Competition and then the Open Competition.
- 8.4 Minimum age of a player to participate in senior cricket is 12 years of age at the time of playing. Clubs are required to obtain parental consent. Participation of a younger player requires written documentation of exceptional circumstances, prior to approval from the chair of the BCA Junior sub-committee or the Chair of the BCA plus parental consent.

- 8.5 Premier Players (affiliated with a BCA club where they most recently played in the BCA Competition either as a junior player or a Senior player) can play a Sunday one day fixture for their home BCA club if they have already played on the weekend.

RULE 9 TRANSFERS

- 9.1 The Association Board shall determine the opening and closing dates for Player Transfers each year in accordance with By-Law 1 (f)
- 9.1.1 All Transfers lodged for players seeking to move between BCA Clubs must do so prior to February 1 of each season. Players currently not registered with a BCA club can lodge a Transfer at any time during the season.
- 9.1.2 All players wishing to transfer from one Club to another Club within the Ballarat Cricket Association shall require a Transfer if they have been registered with a Club in the Ballarat Cricket Association within the last three (3) seasons. This applies to all male and female junior and senior players.

9.1.3 PLAYER PERMITS within BCA

Player Permits Allows a player to play for a different club and/or competition for a specified period of time while retaining their club of affiliation.

Player Permits can only be granted for players affiliated with a BCA club for competitions within the BCA competition where their affiliated club does not have a team.

E.g.: - A player's affiliated club does not have an U17 team so a player can apply for a permit to play with another BCA affiliated U17 team

All Player Permits involving different clubs within the BCA will be manually approved by the Operations Officer.

9.1.4 Fill-in Players within BCA

A fill-in is a non-registered player within the current season being played who is being used to fill-in for 1 match only. They are entered via the admin or e-scoring portal.

The player being used as a fill-in player must not be registered with or have played with any other club in the BCA or any other association as a fill-in player in the current season.

The player can fill-in only once in a season for one competition anywhere in Australia, then the player must be registered with the club if required to play in any other match that season under this rule a second time.

A player playing a second fill-in is deemed to be an ineligible / unregistered player if they haven't registered.

When adding a player in as a fill-in player the following must be completed fully whether completing this in the admin portal or the e-scoring portal on match day. Failure to do this may result in the BCA Pennant Committee removing match points, and or a fine under Rule 2

Requirements for adding in a fill in player

- a. Full legal name
- b. Player's email (do not put in a club email, or the person entering the information email or a false email.)
- c. Player's full and correct date of birth

Any player who is on suspension in any competition within Australia or is subject to a transfer or permit that has not been completed and/or approved, cannot be added to a team as a fill-in in lieu of them being legally available to play.

A player who is already registered on another competition within the season cannot be used as a fill in player, they can only be used with a Player permit.

Fill-In Players cannot be used in grades that use Player Points (Premier 1st XI and Championship Division 1 and Division 2), as Player Points cannot be allocated to a Fill-In Player

Penalty – Use of the same Fill-In Player two or more times in any grade - \$50 Fine per occasion and the player is treated as an ineligible player.

Penalty – Use of any Fill-In Player in a competition covered by Governing Procedure 2 Player Points System – Loss of Match Points and up to \$500 Fine

9.2 PROCESSING TRANSFER APPLICATIONS

A Transfer application for a transfer between BCA Club's, shall be processed through the competition management platform (PlayHQ) by the player on initial registration or the player's new Club if a player has already registered. When lodged, the player's current Club Administrator, shall action in the competition management platform (PlayHQ) within Five (5) days or 120 hours from the lodgement of the transfer request of their decision to grant or refuse the Transfer application as per Rule 9.3.1 only.

- 9.2.1 If the Transfer application has not been actioned by the Player's current BCA Club in competition management platform (PlayHQ) within the required time, the Transfer will be granted by the BCA unless that player is on the Defaulting Player list (only applies to players wishing to transfer between BCA Clubs).

9.3 GRANTING OF TRANSFER

- 9.3.1 When receiving a Transfer application that has been officially processed through the competition management platform (PlayHQ) system, any Club receiving such Transfer application **SHALL** grant the Transfer requested **EXCEPT** when:

- (a) The player is unfinancial to the Club or possesses Club property and has been placed on the [Defaulting Player List](#).
- (b) The player is under suspension for good reason prior to receipt of the Transfer.
- (c) The player has a written and signed contract for the period of time in which the Transfer is lodged.
- (d) Any junior player who has played with a Club in either of the previous two seasons must meet with the Club with a support person prior to the Transfer being processed

9.4 REFUSAL OF TRANSFER

- 9.4.1 Should a Transfer from his/her Club be refused; a player may lodge only one (1) appeal in any season to the Pennant Committee for a decision on a Transfer application within 7 days if he/she believes there are exceptional circumstances surrounding this Transfer refusal.

The player shall provide written notification of the exceptional circumstances in their appeal notice at the time of lodging their appeal with the Association.

An Executive Member of the Club with which he/she has played shall have the right to be heard by the Pennant Committee at this meeting.

- 9.4.2 An appeal may be made to the BCA Appeals Committee within 48 hours after receipt of the decision of the Pennant Committee.

A player may lodge only one (1) appeal in any season to the Appeals Committee. Such an appeal must be lodged in writing (stating the reasons for the appeal) with the Operations Officer of the Association.

A non-refundable Appeal Fee of \$500.00 shall be lodged with the appeal application.

- 9.4.3 The appeal must be dealt with within 7 days of the date the appeal is lodged with the Operations Officer of the Association. (All parties to the dispute must receive a copy of such appeal by 48 hours prior to the Appeals Committee hearing).
- 9.4.4 Non-attendance at a Pennant/Appeals Committee hearing, or any preliminary enquiry, by the participating parties as requested and specified by the Operations Officer of the Association, shall result in a penalty upon the party in question under Rule 5.
- 9.4.5 An appeal may be made to the Victorian Country Cricket League after receipt of the decision of the Appeals Committee within a time frame as specified by the VCCL.

RULE 10 TRANSFER TO LOWER GRADES

- 10.1 After the completion of Round one (1) no player in home and away matches shall be demoted or relegated by any more than one grade/level from that played in the preceding round without the approval of the Pennant Committee. Registered Junior players are exempt from these restrictions. Levels are as below:

Level 1 – Premier 1st XI, Level 2 – Championship Division 1 and 2, Level 3 – Championship Division 3 and 4
Level 4 – A Grade, Level 5 – B Grade, Level 6 – C Grade, Level 7 – D Grade

- 10.2 Clubs seeking to play a player in a grade/level lower than permitted shall [apply online](#) via the BCA website to the Pennant Committee by 1.00pm on the Friday preceding the next scheduled match.

- 10.3 Clubs with more than 1 team in a particular grade must adhere to the following Pennant Committee Rules:

- (a) To qualify for finals a player must play a minimum of six (6) days in that particular grade with a particular team in the current home and away season.
- (b) On resumption of matches after the Christmas break, players must only play for one team in that grade for the remainder of the season. (This restriction does not apply to registered Junior players).

Clubs seeking to play a player in their alternative team for one match after the Christmas break shall [apply online](#) via the BCA website to the Pennant Committee by 1.00pm on the Friday preceding the next scheduled match.

PENALTY: Shall be dealt with under Rule 5

10.4 PLAYING CONDITIONS DURING BYES, FORFEITS AND ABANDONED MATCHES

- 10.4.1 Premier 1st XI & Championship Division 1 and 2 Playing conditions during byes, forfeits and Abandoned Matches.

If a Club has a lower grade fixture on a date that a higher grade in that Club does not have a game fixtured (i.e., a bye, forfeit or abandoned game) then only a maximum of two (2) players can drop from the higher grade observing the bye forfeit or abandoned game to the lower grade for that fixture. Applicable only to players that have played in the preceding match including the season prior. Pennant Committee approval must be requested to have any further players drop to the lower level as per Rule 10.2.

Where a club has two teams in the most immediate lower level, only a maximum of 2 players can drop to the lower level across the two teams.

10.4.2 Championship Division 3 and 4 and 1st XI Women Playing conditions during byes, forfeits and Abandoned Matches.

If a Club has a lower grade fixture on a date that a higher grade in that Club does not have a game fixtured (i.e., a bye, forfeit or abandoned game) then only a maximum of three (3) players can drop from the higher grade observing the bye forfeit or abandoned game to the lower grade for that fixture. Applicable only to players that have played in the preceding match including the season prior Pennant Committee approval must be requested to have any further players drop to the lower level as per Rule 10.2.

Where a club has two teams in the most immediate lower level, only a maximum of 3 players can drop to the lower level across the two teams.

PENALTY: Shall be dealt with under Rule 5

RULE 11 **FIXTURES AND TEAM LISTINGS**

11.1 TEAM LISTINGS ON BCA COMPETITION MANAGEMENT PLATFORM (PLAY HQ)

All Clubs shall place their Senior and Junior teams, on the BCA competition management platform by 10.00pm on the Thursday prior to the next scheduled match.

For Senior Teams a Captain must be selected and for Juniors a Coach must be selected.

Once the teams are entered, they can be adjusted prior to the start of the match.

PENALTY: Shall be dealt with under Rule 5 if teams are not lodged on time.

RULE 12 **FORFEITS**

12.1 Notice of intention to forfeit by any Club can be given by phone or email at least 24 hours before the commencement of the match to the Operations Officer of the Association. Confirmation is required in writing by 6pm on the Wednesday preceding the next scheduled match detailing the reasons for the forfeit.

12.2 Failure to comply with this rule will render the defaulting Club responsible to pay the full amount of Umpires' fees for the day in question.

12.3 Forfeits shall be considered as a match played for both premierships points and player finals qualifications. Clubs receiving a forfeit, shall lodge **their** selected side on competition management platform (PlayHQ) listing the players from their Club that would have taken part in the match to obtain finals qualifications. The listed players may not take part in another match in the same round and are limited to player grade movements like any other round.

PENALTY: Shall be dealt with under Rule 5

12.4 The team receiving a forfeit, shall receive 6 match points only in the round in which the forfeit has occurred. In Semi-Finals and Grand-Finals they will be awarded the match.

12.5 Any Club with more than one affiliated Senior team that is giving a forfeit, must forfeit their lowest grade team/s and play their higher-grade team/s.

PENALTY: Shall be dealt with under Rule 5

12.6 Where a forfeit has been given, the forfeit only applies for the duration of the round that the team has forfeited.

RULE 13

PLAYER SUBSTITUTES

- 13.1 A substitute may be allowed for any player/team Coach/manager taking part in any International, Interstate, Inter Zone or similar match (competition matches only, not practice/trial games) approved by the Pennant Committee.

Any such substitute provided that they are not engaged in another match at the same time shall be permitted to bat and/or bowl and/or act as wicket keeper and further provided that such player has been named in the team and the opposing Captain notified. Any player substituted can only play in **Premier 1st XI** and cannot force changes in any other grade.

PENALTY: Shall be dealt with under Rule 5

- 13.2 A substitute may be allowed for any player who is a member of Emergency Services.

Any such substitute provided that they are not engaged in another match at the same time shall be permitted to bat and/or bowl and/or act as wicket keeper and further provided that such player has been named or amended on the Team Sheet at the start of each days play, and the Umpire/opposition Captain notified. Substitution under this rule applies to all Senior grades but cannot force changes in any other grade.

PENALTY: Shall be dealt with under Rule 5

- 13.3 Any player selected to play in International or Interstate matches shall not be allowed to take part in any round of matches being played at the same time, without the permission of the Pennant Committee. Clubs seeking permission shall lodge a written request with the Operations Officer of the Pennant Committee by 1.00pm on the Friday preceding the next scheduled match.

RULE 14

DISPUTES AND CONTRIVED RESULT DISPUTES

14.1 DISPUTES/PROTESTS

The Pennant Committee shall have the power to inquire into and adjudicate upon all disputes/protests arising out of or in connection with all matches.

LODGEMENT REQUIREMENTS

Any Club referring a dispute/protest to the Pennant Committee shall, within 48 hours of completion of the match in which the cause of disagreement has occurred, lodge a statement in writing on Club letterhead or Clubs executive email, of the matter in dispute/protest and shall also within the same time lodge a copy of such statement with the Secretary of the other Club involved.

An appeal may be made to the BCA Tribunal (Appeals Committee with a non-refundable appeal fee of \$500). Clubs or players involved in the hearing will be given one opportunity to reject the BCA appointed date and time of the hearing and should the reason for rejection be accepted by the BCA appeals committee then the hearing may be rescheduled up to a maximum of 7 days from the original hearing date. There will be no further additional opportunity to reschedule that hearing and the hearing may proceed without a Club/person/Umpire attending. Club/person/Umpire may appoint a proxy.

14.2 CONTRIVED RESULTS

The Pennant Committee shall have power to investigate a game or the actions of the Captains of the Clubs or any players involved in a match if it suspects reasonable that the competing Clubs with or without the assistance or collusion of any person or Club have colluded to contrive the result of a match. If the Pennant Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either Captain or any player and will give any person, the opportunity to be heard.

- 14.2.1 The Operations Officer of the Association shall call on the Clubs to appear before the said Committee, which, after hearing evidence, shall decide thereon as per Rule 5. An appeal may be made to the BCA Appeals Committee within 48 hours after receipt of the decision of the Pennant Committee.

RULE 15

FINALS QUALIFICATIONS

- 15.1 A player of a Club shall not be eligible to play in any Finals matches **unless that player has been named to play** a minimum of 6 days in that particular grade, or a total of 11 days across multiple grades with that Club in the current season as per competition management platform (PlayHQ) statistics. **The player must have participated in the game where they are named to be eligible for a qualification day or days. Participation is classified as having batted, bowled or fielded in a game or been present at the game if a team has not been dismissed or taken the field.**

Any player **who has not been named to play** 6 days within any grade but 11 days in total will be considered qualified for the lowest grade played 2 days in within those 11 days. Eligible Junior players are exempt from this rule unless they have qualified (6 days) in a higher grade, in which case they are to be treated as a Senior player for qualification purposes.

'Days' shall only be considered for home and away matches. Any finals 'days' shall not be counted towards qualification for further finals matches. Refer to table below for further clarification.

A penalty of a fine will be imposed on teams for naming players who do not participate in the match in order to simply qualify players for the finals.

Player A	1sts	2nds	3rds	4ths	5ths	6ths	Has qualified for 1st XI only (refer Rule 15.2 for lower grade qualification)
Days played	18	0	0	0	0	0	
Qualified	✓	✗	✗	✗	✗	✗	

Player B	1sts	2nds	3rds	4ths	5ths	6ths	Has qualified for 3rd XI and higher (refer Rule 15.2 for lower grade qualification)
Days played	0	3	10	2	1	1	
Qualified for	✓	✓	✓	✗	✗	✗	

Player C	1sts	2nds	3rds	4ths	5ths	6ths	Has not played 6 days in any grade to qualify, but 11 days in total. Can play 5th XI finals and above having played 2 days in the 5th XI. (refer Rule 15.2 for lower grade qualification)
Days played	0	3	4	3	2	0	
Qualified for	✓	✓	✓	✓	✓	✗	

Jnr Player 1	1sts	2nds	3rds	4ths	5ths	6ths	Can play in any Senior grade as they have not qualified in any grade.
Days played	0	2	3	3	2	0	
Qualified for	✓	✓	✓	✓	✓	✓	

Jnr Player 2	1sts	2nds	3rds	4ths	5ths	6ths	Has qualified as a 'Senior' player in the 3rd XI. Can play 3rd XI or above. (refer Rule 15.2 for lower grade qualification)
Days played	0	0	6	2	2	0	
Qualified for	✓	✓	✓	✗	✗	✗	

PENALTY: Shall be dealt with under Rule 5

- 15.2 A player who is fully qualified (six (6) days in a particular grade) may play in any higher grade or grade immediately below that grade Finals match provided the higher-grade team of which they are fully qualified is also engaged.

PENALTY: Shall be dealt with under Rule 5

- 15.3 Clubs seeking to play a player in a grade lower than permitted shall [apply online](#) via the BCA website outlining the exceptional circumstances for seeking approval to the Pennant Committee by 1.00pm on the Friday preceding the match.

15.4 PLAYERS RETURNING AFTER A GAME OUTSIDE THE ASSOCIATION

Any player (whether BCA Registered or a player with a season permit) who plays in another Association (with the same designated playing day for their Competition – Saturday for Senior Men and Friday for Senior Women) in his/her last match and desires to return to the Ballarat Cricket Association, shall not have their qualification status reset.

Dedicated Sunday (e.g. Victorian Sunday Cricket Association or mid-week competitions do not impact on qualification status.

15.5 CLUBS WITH TEAMS IN 2 OR MORE ASSOCIATIONS

Any Club that has teams playing in both the BCA and another association/s in the 1 season must:

- (a) Nominate 8 players per team from your Club to solely play in the other association/s, making them ineligible to play in the BCA.
- (b) All other players are free to move between the associations. If a club has 2 or more teams in another association Rule 10 is applicable and no player in home and away matches shall be demoted or relegated by any more than one grade/level

PENALTY: Shall be dealt with under Rule 5

RULE 16 MATCH REPORTS

SATURDAY MATCHES

Both competing teams in each match shall be responsible for entering their own match data into the competition management platform (PlayHQ) ensuring it is correct for statistical and reporting purposes.

Premier First XI matches are to be compulsorily recorded live via competition management platform (PlayHQ) Scorer App.

Games in all other grades shall be entered by 12.00 noon on the Sunday after the match concludes.

Where a team is live scoring via the competition management platform (PlayHQ) Scorer App, a minimum of 1 scorebook needs to be used when scoring a game.

Clubs can use two scorebooks and live score as well, but available volunteers to do this needs to be accounted for, and Captains need to agree on this prior to the start of the game.

If a game is not being live scored, both teams are to provide a scorebook.

In matches where a dedicated scorer is not provided, the team batting second is expected to use the same scoring items as was used by the team batting first. If a game is being live scoring via the competition management platform (PlayHQ) Scorer App teams can swap devices in the innings break.

For games that have been live scored via the competition management platform (PlayHQ) Scorer App, the game result needs to be submitted as soon as possible after the games end. (Games cannot be edited if there are any mistakes until the result has been submitted.)

SUNDAY MATCHES

As per Saturday matches, except that all grades are to be lodged by 7.30pm on the Sunday of the match.

- 16.1 Where there are no officially appointed Umpires at a match, at the conclusion of the game, Captains shall endorse and counter sign each scorebook, in so doing, agree to the official scores and the match result. Once signed, no dispute from this match re scores/result would be heard by the Pennant/Appeals Committee's.

If a game has been live scored, both Captains are to sign the designated scorebook if only 1 has been used.

If scores/match result cannot be agreed upon, the scorebooks will be exchanged and both teams Captains will be responsible to contact the Chairman of the Pennant Committee to arrange to lodge the opposition scorebook without amendments.

If a disputed game has been live scored and only one scorebook has been used, the captain of the team that provided the live score will take a photo of the disputed scorebook. The result on the competition management platform (PlayHQ) Scorer App shall be submitted, and both teams Captains will be responsible to contact the Chairman of the Pennant Committee to arrange to lodge the scorebook and photo of disputed scorebook without amendments. The result will be determined by the Pennant Committee.

- 16.2 Where a team has its innings declared or the match is abandoned on the second day through weather conditions, the score book shall be endorsed and counter signed by the opposing **Captains** that the following players took part in the match.

16.3 CAPTAIN'S REPORT

UMPIRE'S PERFORMANCE, APPRAISAL OF CONDITIONS & REPORTING PLAYERS & BEHAVIOUR

Captain's Reports on competition management platform (PlayHQ) cover appraisal of Umpire performance, ground conditions and includes an option to report a player/s whether the game has a BCUA Umpire or no appointed umpire.

There will be two separate reports sent to Captains via Play HQ on submission of the match result. They are

- An Umpire assessment (only needs to be completed if an official umpire was in attendance)
- A game assessment including comments re opposition behaviour, ground and pitch assessments, spirit of cricket voting and the ability to make a player report for poor behaviour. For Championship Division 1 men, 1st XI Women and U17 Open, U15 Open and Under 17 Girls without Umpires there is also the requirements to enter Match Votes by the Home Team, after consultation with the opposition.
- If you do not receive a form once the game result is submitted a report can be completed via a web-form on the BCA website
 - [Umpire Assessment](#)
 - [Game Assessment](#)

The captain's report is automatically emailed to the nominated Captain with a link for the report, when the game status is marked complete after entering scores in the competition management platform (PlayHQ).

If a player, coach or club official demonstrates behaviour that is worthy of a report, the name of the player and a detailed explanation of the incident must be recorded in the Captain's Report.

After all games with an allocated Umpire there will be a mandatory 5-minute meeting with the Umpires and Captains to discuss the game, how it was played, if there were any concerns and if a Captain is considering lodging a Player Report that the Umpire and other Captain need to be aware of.

In Games without an Umpire, if a Captain is considering reporting a Player from the opposing club, they must discuss the incident and inform the Opposition Captain if they intend to report the player before leaving the game.

This report will be forwarded to the BCA Investigations Officer in accordance with the provisions of [BCA Policy 1 – Code of Behaviour](#).

A submitted Player Report from a Captain will not be referred to the BCA MIO, if the opposition Captain had not been informed at the game of the possibility of this being done.

This does not stop

- the captain from making comments in the Spirit of the Game section about how the game was played, or
- Clubs submitting a formal complaint on official club letter head signed by a member of the club executive for investigation if they believe an incident happened that requires an investigation

Captain's Reports on competition management platform (PlayHQ) also cover the rating of own team's behaviour and opposition behaviour. This is rated 1 (poor) to 5 (Excellent). If behaviour of either team is rated at 1, further details must be provided in the Captain's Report.

All Clubs are to ensure that Captain's in all grades complete and lodge the Captain's Reports on competition management platform (PlayHQ) by 11.59 pm on the Monday following the completion of each match.

PENALTY: Shall be dealt with under Rule 5

RULE 17 **SENIOR MATCH POINTS ALLOCATIONS**

17.1 All matches not played out shall be decided on the result on the first innings, except in such cases where either first innings has not been completed, the team scoring the greater number of runs shall be the winner.

17.1.1 The result of the match shall be recorded on a points system: via:

10 pts	Outright Win if winning team leads on 1 st Innings
8 pts	Outright Win where 1 st Innings was a tie
7 pts	Outright Tie where one team leads on First Innings
6 pts	Outright Win if the winning team was behind on the 1 st Innings
6 pts	First Innings Win (1- & 2-day matches)
6 pts	Bye in any grade where there is an uneven number of byes (3pts for T20 matches)
5 pts	Outright Tie
4 pts	First Innings if team beaten outright
3 pts	Tie on First Innings
3 pts	Outright Tie where one team behind on First Innings
2 pts	Outright Loss after Tie on First Innings
3 pts	Drawn or Abandoned match (1- and 2-day matches)
3 pts	20/20 Win
3 pts	20/20 Abandoned match
0 pts	Bye in any grade where all teams have the same number of byes

17.1.2 Any action regarding inequitable byes in a grade shall be the responsibility of the Pennant Committee.

17.1.3 In the event of an equality in the aggregate number of runs in which each side has two innings, one of which is not completed, the match shall be decided by the first innings, provided that the team which had not completed its second innings was leading on the first innings. If the team which had not completed its second innings was not leading on the first innings, the match shall be an outright tie.

17.1.4 If two or more teams are equal in points, their relative positions shall be determined by averages. For the purpose of ascertaining averages, the quotient ratio as calculated in play HQ will be used to ascertain ladder position.

The batting average of a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The bowling average of a team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.

The former shall be divided by the latter. The team having the highest quotient shall be considered to have the better performance.

RULE 18

UMPIRES

- 18.1 Where there are officially appointed Umpires, at the conclusion of the match, the Umpire(s) shall endorse the scorebook/s, and in so doing, agree to the official scores and match result. Once signed, no dispute from the match re scores/result would be heard by the Pennant/Appeals Committee's.

If scores/match result cannot be agreed upon, the scorebook/s will be impounded by the Umpire(s) and they will be responsible to contact the Chairman of the Pennant Committee to arrange to lodge the scorebooks without amendments.

18.2 UMPIRE FEES

SENIOR 2 DAY MATCHES:

PREMIER FIRST XI \$160 - per Umpire per day
\$220 – per Umpire per day where 1 Umpire present

CHAMPIONSHIP \$145 - per Umpire per day where 2 Umpires are present
DIVISION 1, 2 and 3 \$165 - per Umpire per day where 1 Umpire present

ALL OTHER GRADES \$140 - per Umpire per day

SENIOR 1 DAY MATCHES:

PREMIER FIRST XI \$170 - per Umpire per day
\$250 – per Umpire per day where 1 Umpire present

CHAMPIONSHIP \$150 - per Umpire per day where 2 Umpires are present
DIVISION 1, 2 and 3 \$170 - per Umpire per day where 1 Umpire present

ALL OTHER GRADES \$140 - per Umpire per day

SENIOR T20 MATCHES:

ALL GRADES \$100 - per Umpire per match

18.3 UMPIRE PAYMENTS

The appointed BCUA umpire(s) shall be paid the fee applicable to their appointment in accordance with the schedule of fees outlined in this document, save for the following exceptions:

- (a) Should play be cancelled for any reason prior to the scheduled starting time of play on any day, then no fee is payable to the appointed Umpire(s).
- (b) In the event where play has not been cancelled prior to the scheduled starting time, the appointed Umpire(s) shall be entitled to.
 - \$10.00 per hour, per Umpire, for each hour or part thereof up until the conclusion of scheduled time for the tea adjournment.
 - Should play be cancelled after the conclusion of the scheduled tea adjournment, then the appointed Umpire(s) shall be entitled to the full match fee.

- 18.4 The appointed Umpire(s) shall be paid the appropriate fee via online transfer by the BCA. Clubs will be invoiced periodically throughout the season for umpire payments

18.5 EJ CLEARY & BERNIE DAVEY MEDAL AWARDS

Refer to [BCA Governing Information - BCA Best Player Awards](#)

RULE 19 CONDUCT

Refer to [BCA Policy 1 – Code of Behaviour](#)

RULES FOR BALLARAT CRICKET COMPETITIONS

The following abbreviations will be found throughout these rules:

BCA – The Ballarat Cricket Association.

PLAYING CONDITIONS

LAWS OF CRICKET

The MCC Laws of Cricket (2017 Code, updated 3rd edition October 2022) shall apply to all BCA matches, except as hereinafter modified. The following Laws of Cricket will not be adopted by the Ballarat Cricket Association:

Laws: 2.6, 18.6, 42 in respect only to clauses relevant to 5 penalty runs when no official BCUA Umpire is standing and, in all matches, for the mandatory reporting of Captains (Seniors) and Coaches (Juniors).

RULE 20 GENERAL MATCH CONDITIONS

20.1 NUMBER OF PLAYERS IN GRADES

Premier 1st XI	11 players
All other grades	12 players

Eleven (11) only to bat or bowl in one innings and eleven (11) only to field at any one time.

20.2 CONFIRMATION OF TEAM SELECTION

Prior to the scheduled start of play on the first day of any match **the captains of each team must notify the opposing captain in the presence of the umpire(s) (if one is appointed) of the submission on PlayHQ of the selected team chosen to play in the match.**

20.3 Alterations to a team sheet shall only be made with the consent of the opposing Captain and notification to the appointed Umpire(s) up to the first drinks break in the days play.

PENALTY: Shall be dealt with under Rule 5

20.4 In the event of play being interrupted including intervals or stoppages for rain, bad light, etc., the number of overs to be bowled shall be reduced in proportion to the time lost in the ratio of one (1) over for every full three (3) minutes or part thereof of time lost.

20.5 In the event of an innings terminating within three (3) minutes of an adjournment, the game shall be resumed at the time fixed for the conclusion of that adjournment. If an innings ends or there is a stoppage caused by weather or bad light within thirty (30) minutes of the tea interval, the tea interval shall be taken immediately. The interval shall be of the agreed length and, if applicable, shall include the nine (9) minute interval between innings. If at the agreed time for the tea interval, nine (9) wickets are down, play shall continue for a period not exceeding thirty (30) minutes or until the innings has concluded.

20.6 If for some reason play does not start within 10 minutes of the appointed time, the Umpires on appeal shall declare the match lost by the team unable to proceed with the match and that team shall be responsible to pay the full amount of the Umpires fees for that day.

20.7 On any day of any 1, 2 or 4 day match, no team with less than eight (8) players who are named on **the Play HQ Team List** shall be permitted to commence play, whether batting or bowling and if a team does not have at least eight (8) players who are named in **Play HQ** present within ten (10) minutes of the appointed starting time that team shall be declared by the Umpires (or opposition Club Captain) to have lost the match.

If neither side has at least eight players who are named **in Play HQ** present within ten (10) minutes of the appointed starting time, the Umpires shall declare the match abandoned due to lack of players and no match points shall be awarded to either team by the Pennant Committee.

PENALTY: Shall be dealt with under Rule 5

- 20.8 A player who arrives late for the start of a day's play or is named in the players listed in the **official team in play hq** in any match can bowl or bat straight away provided he/she has taken the field prior to the tea adjournment.

In Premier 1st XI however, if he/she arrives after or has not taken the field prior to the tea adjournment commencing, he/she cannot bowl or bat until the Penalty Time has been served. A Player's unserved Penalty Time shall be limited to a maximum 90 minutes or for the batting side the loss of 5 wickets if a new innings has started after tea.

In Premier 1st XI if a player leaves the field or does not return after an interval and is off for more than fifteen (15) minutes, he/she must make up that time before they are allowed to bowl (or bat).

In the Championship Division and One Day League Competitions where more than eleven players may be named, players may be interchanged at any time without any penalty time to be served. Players can bowl during any stage of an innings regardless of whether or not they have been off the field.

The Laws of Cricket regarding substitute fielders are to be strictly applied and enforced by Umpires only when a 13th fielder is used.

- 20.9 Players shall be prohibited from leaving the playing area during normal drinks breaks unless with the permission from an appointed Umpire. No smoking is to be permitted on the field of play during the course of the game, including drinks breaks.

PENALTY: Shall be dealt with under Rule 5

RULE 21 MATCH EQUIPMENT

- 21.1 All Premier 1st XI matches shall have a scoreboard at the ground. It shall be the responsibility of the home named team in the fixture to provide the scoreboard at all matches. The batting team shall be responsible for keeping the scores up to date during their innings. In Semi Finals & Grand Finals of all grades, a scoreboard is to be provided as far as practicable.

PENALTY: Shall be dealt with under Rule 5

- 21.1.1 The first named team in the fixture shall be responsible for 'inner circle' fielding restriction markings (either discs, painted continuous line or white dots at least 20cm in diameter).

PENALTY: Shall be dealt with under Rule 5

- 21.2 The first named team in the fixture shall be in possession of 40 boundary markers and responsible for marking the boundary prior to commencement of all day's play. The markers must be placed in position of at least 60 metres from the centre of the pitch, not more than 10 metres apart and 2 metres in front of any football goal/behind posts. Markers must be placed at least 1 metre inside any boundary fence.

- 21.3 The first named team in the fixture shall be responsible for supplying both sets of stumps and bails to be used in the match. Stumps without metal must be used in all Senior grades.

- 21.4 The first named team in the fixture shall be responsible for ensuring sufficient dirt is provided in hard wicket stump boxes and that the creases are marked out in the proper manner for each match.

PENALTY: Shall be dealt with under Rule 5

- 21.5 All cricket balls used in any match shall be a make, character and size approved by the BCA Board. Approved Balls listed below.

CRICKET BALLS

Approved Cricket Balls for the current season are as follows:

- Exclusively Kookaburra Balls, stamped with BCA sponsor or BCA Logo
- Premier 1st XI and Championship Division 1 and 2 - 2 Day matches - Four (4) piece RED balls – Kookaburra Regulation
- Premier 1st XI and Championship Division 1 and 2 - 1 Day matches - Four (4) piece WHITE balls – Kookaburra Regulation
- All other Senior grades - 2- & 1-Day turf matches - Four (4) piece RED balls – Kookaburra Regulation
- All other Senior grades - 2- & 1-Day synthetic matches - Two (2) piece RED balls – Kookaburra Tuf Pitch

- 21.6 Only when eighty (80) overs have been bowled can the fielding side replace their ball with a new one. If requested by either Captain, the Umpire shall determine whether a ball in play is unfit for use and a substitute is necessary.

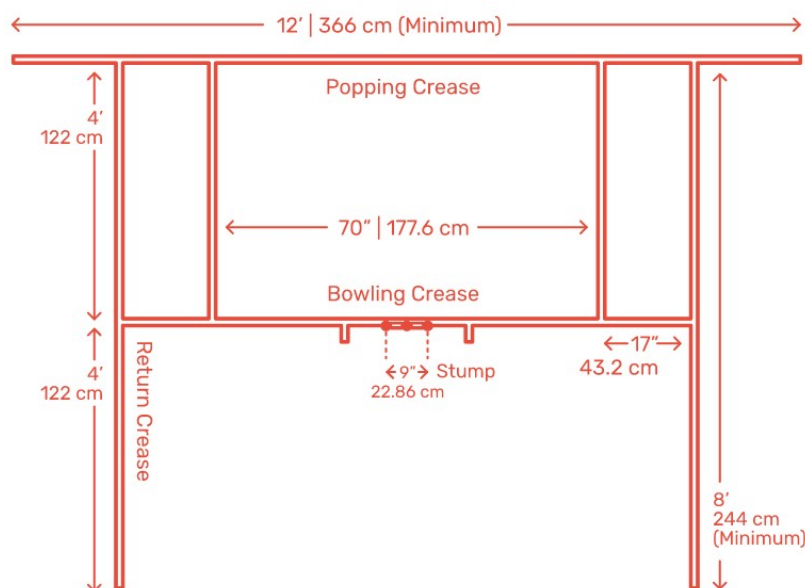
- 21.7 All players must use bowling markers

RULE 22 GROUND RULES - TURF MATCHES

22.1 PITCH PREPARATION

Home Clubs are responsible for:

- (a) The marking of the wicket including the wide guidelines for 1 day matches as outlined below
- (b) Rolling of the wicket on the morning of each day's play.



- 22.2 The preparation of the wicket in Semi Final and Grand Final matches shall be in the hands of the curator who shall prepare the best possible wicket for each day's play.
- 22.3 The ground may be rolled, watered, mown or beaten prior to each day's play, and may also be rolled and swept for seven minutes before the commencement of each innings.
- 22.4 The fitness of the wicket and/or the grounds for play shall be decided by the Umpires, who shall see that the necessary steps are taken to improve the ground and the wicket, with the view of expediting play, and shall not draw the stumps until the fixed hours by the rules for the conclusion of the day's play, unless satisfied there is no possibility of play.
- 22.5 In all matches, in exceptional circumstances other than those of weather, ground or light the Umpires shall suspend play. The Pennant Committee has the right to alter the venue of play and allot additional time if necessary.

- 22.6 Only BCA approved club curators and their trained assistants are permitted to roll their home allocated turf wicket at any time, except for the Eastern Oval where the City of Ballarat appointed curator has total authority for wicket rolling. The City of Ballarat Eastern Oval curator may at his or her discretion delegate wicket rolling to trained club personnel.

Should Ballarat win the right to conduct a state or national carnival (For example a state under 15 carnival) the City of Ballarat curators will have access for the preparation of wickets and will work with BCA approved club curators. These provisions are in line with the BCA Strategic Partnership Agreement with the City of Ballarat.

- 22.7 Any registered Club person found guilty of unlawfully rolling a wicket shall be disqualified from playing for a minimum of three (3) equivalent two-day games or any such greater penalty that either the Pennant Committee and or the Association deems appropriate. Should the person not be a member of any Club, then the police shall be notified, and appropriate charges laid.
- 22.8 Should the person found guilty of unlawfully rolling a wicket be a member of an affiliated Club, other than the home Club, then that Club shall be fined \$1000 or such greater amount as deemed appropriate by the Pennant Committee and or the Association. In addition to the fine, the game shall be treated as a forfeit by the visiting Club and no player from the visiting Club shall gain finals qualifications from that game.
- 22.9 Should the visiting Club that is drawn to play on the wicket which in its opinion is not properly prepared, that Club shall have the right to notify either of the Chairman of the Grounds Committee or the Chairman of the Pennant Committee requesting an immediate inspection of the ground save that this request shall take place no later than 9 am on the morning of the game.

Should it be determined that the wicket requires more preparation, the home Club Captain (in the case of Juniors, the Coach) will immediately undertake the directions of either Chairman. Such additional preparation shall only take place until the appointed Umpires take control of the game as per the Laws of Cricket (30 minutes before the scheduled commencement of play).

RULE 23 TURF WICKET COVERS

23.1 COVERS SHALL BE USED FOR ALL TURF MATCHES PLAYED IN THE BALLARAT CRICKET ASSOCIATION

23.1.1 Covers shall consist of:

- Hessian of a size to cover the length and width of the prepared playing pitch.
- A cover of material approved by the Association of sufficient size to cover the length and width of the prepared playing pitch.
- A cover of material approved by the Association of sufficient size to cover the entire turf wicket square.
- Enough pegs to enable proper securing of the overall cover.

23.2 PLACEMENT AND REMOVAL OF COVERS RESPONSIBILITIES

23.2.1 HOME AND AWAY FIXTURES

The Club allocated home team status by the Pennant Committee at the commencement of the current season (i.e. responsible for pitch preparation) is responsible for covers on all days scheduled in the match. Should the Umpires direct covers to be placed on the wicket during the game both sides are to assist.

23.2.2 The Chairman of the Grounds Committee shall be consulted where the following rules have not been applied in the placement and removal of covers as per below. Covers are to be placed and removed as follows:

- (a) Placed no later than 7.00pm on the day prior to play (8.00pm during daylight savings).
- (b) Removed no later than 8.00am on the day of play unless the Grounds Committee Chairman has been contacted for a ruling.

23.2.3 Removal of covers as in 23.2.2 may not be advisable during inclement weather. Given such conditions, home Club to use their discretion to provide the best possible conditions. (Grounds Committee Chairman or nominated person to be informed of the decision made). All Clubs must do everything possible to apply

covers during the week to allow for wet weather forecast to enable the best possible conditions for play the following Saturday.

23.2.4 For finals, the time for removal of covers to be mutually agreed by both competing Club Captains. (Grounds Committee Chairman or nominated person to be informed of the decision made).

23.3 From 30 minutes prior to the commencement of play until cessation of the days play the Umpire/s are in total control and can direct covers to be placed or removed. Both Clubs must assist with their directions.

23.3.1 Clubs are directed as follows:

- (a) Clubs are required to provide enough people to place and remove the covers for home and away fixtures. For finals, enough people from each competing Club as directed by the Pennant Committee.
- (b) Hessian is to be laid on the match strip (double layer) and the overall cover to be placed so as to cover the entire wicket area and then secured in place.
- (c) When removing covers, Clubs are to ensure hessian is dried if wet and that both the hessian and the overall cover are correctly stored as per directions issued by the Grounds Committee.
- (d) It is the responsible Clubs duty to ensure they are conversant with the location of all necessary equipment at each turf ground and the means of gaining access to same.
- (e) Clubs may, if they so desire, cover wickets earlier than the day prior to play.

PENALTY: Shall be dealt with under Rule 5

23.4 Any complaints regarding covers, must be lodged within 48 hours of the completion of the match and be in writing along with a fee of \$50.00 to the Operations Officer of the Association.

The Operations Officer is to obtain all relevant details from all parties concerned and pass on such information and the complaint to the Pennant Committee for ruling upon. Should the Pennant Committee consider the complaint frivolous, the fee shall be forfeited to the Association.

RULE 24 PROPER CRICKET ATTIRE

24.1 All players under the age of 18 participating in senior BCA competitions shall wear an approved BS7928:2013 compliant helmet when batting and wicket keeping up to the stumps.

In line with Cricket Australia policy players aged 18 and above are strongly recommended to wear an approved BS7928:2013 compliant helmet while batting or keeping up to the stumps in all BCA competitions and at training, to maximise personal safety and minimise the potential for head injury.

<https://play.cricket.com.au/community/clubs/managing-your-club/helmet-recommendations>

PENALTY: Shall be dealt with under Rule 5

24.2 All players participating in BCA competitions shall wear an approved BS7928:2013 compliant helmet at all times when fielding in close. Fielding in close description as per CA - "(or in a zero-reaction time position) In elite cricket, a zero-reaction time position is considered any position within 7 metres of the batter except any position behind square on the off side - therefore, if fielding at silly mid-off or short-leg you would need to wear a helmet, whereas you would not if fielding at gully or (regulation) slip.

PENALTY: Shall be dealt with under Rule 5

24.3 TWO DAY AND FOUR DAY MATCHES - All grades, proper cricket attire must be worn by all players in all grades in the Senior competitions as follows:

(a) Trousers may be all white or cream and shall be full length

(b) Other club designed trousers may be worn:

- They must be full length and 80% white or cream
- May have sponsor logos placed on the outside of their trouser leg.
- All trousers must be Pennant Committee approved

(c) Shirts may be all white cricket shirts with collars

(d) Other club designed shirts may be worn:

- The front of the shirts must be predominately white or cream. The definition of “predominately” would be at the Pennant Committee discretion, but 80% is a guideline.
- Club logo to be placed on the front left of the shirt (over the heart)
- Advertising/sponsors logos must be placed on the right front (over the right breast) and/or on either/both sleeves of the shirt and/or on the back of the shirt.
- There are no restrictions on the size of the logos except they are to be kept to a reasonable size and must not conflict with BCA sponsorship.
- All shirts must be Pennant Committee approved.

(e) Pullovers, socks and footwear shall be predominately white or cream.

(f) Approved Club caps/sunhats or white/cream broad brimmed sunhats.

Once approved only modifications to shirt/trousers design or sponsor names are required to be advised to the Pennant Committee before the start of each new season.

After approval of club designed shirts and trousers, all players must be in the same shirts/trousers. (No mix of approved shirts-trousers/plain white shirts-trousers allowed.

PENALTY: Shall be dealt with under Rule 5

24.4 ONE DAY & T20 CRICKET (Premier 1ST XI and Championship Division 1, 2 and 3)

(a) All playing attire must be approved by the BCA Pennant Committee prior to each season.

(b) Any changes to a club's playing attire **MUST** be submitted to the Pennant Committee for approval before it can be implemented.

(c) A detailed drawing of the new uniform must be submitted to the Pennant Committee. This design should include a front and back view.

(d) The Pennant Committee through the Operations Officer will contact the club of their decision on any proposed changes.

After approval, all players must be dressed exactly as approved in the same shirts/trousers.

No mix of approved shirts-trousers/plain white shirts-trousers allowed

PENALTY: Shall be dealt with under Rule 5

PLAYING ATTIRE – ONE DAY CRICKET (Premier 1ST XI and Championship Division 1, 2 and 3)

Proper cricket attire must be worn by all players as follows:

- Trousers shall be full length, club coloured (non-white) and may have sponsor logos placed on or close to the pocket area of their trouser leg.
- Shirts to be club coloured (non-white).
 - Are required to have the BCA logo on the right breast
 - Any advertising logos on the front right-hand side of the shirt must be situated below the BCA logo.
 - There are no restrictions on the size of the logo, except that they are to be kept to a reasonable size and must not conflict with BCA sponsorship
 - Sponsors logos on sleeves are accepted.
 - Sponsors logos on the back of shirts are accepted.
 - Player Surnames and numbers on the back of shirts are optional, but “nick” names are not acceptable
- Batting pads/clads must be non-white and free of sponsor logos.
- Pullovers to be club coloured (non-white), socks and footwear can be any colour.
- Club branded and coloured caps/baggy/wide brim etc or coloured generic wide brim hats are accepted.
- Non-club branded caps or non-general cricket head wear is not accepted.

Once approved, only modifications to uniform design or sponsor names are required by the Pennant Committee before the start of each season.

Any club found to be wearing playing attire that is not approved and/or outside of the guidelines shall be dealt with by the Pennant Committee.

PENALTY: Shall be dealt with under Rule 5

PLAYING ATTIRE – ONE DAY & TWO DAY CRICKET (Championship Division 4 and 5 and LOWER)

Proper cricket attire must be worn by all players in these senior competitions by following the requirements for two day matches as outlined in 24.3

The Pennant Committee may approve alternative cricket attire prior to each season.

Any team found to be wearing playing attire that is not approved and/or outside of the requirements shall be dealt with by the Pennant Committee.

PENALTY: Shall be dealt with under Rule 5

RULE 25**TIMES OF PLAY, INTERVALS, HOSPITALITY AND OVERS TO BE BOWLED****TWO DAY COMPETITIONS**

Two Day Games (Including Semi/Grand Finals)			
	Premier 1st XI	Championship Division 1, 2 & 3	Championship Division 4 and 5
Times of Play	1.00 - 6.00PM*	1.00 - 6.00PM*	1.00 – 5.15PM*
	* Or on completion of scheduled overs	* Or on completion of scheduled overs	* Or on completion of scheduled overs
Scheduled Overs	80	80	70
Tea Adjournment	3.20 - 3.40PM	3.20 - 3.40PM	3.00 - 3.20PM

It is expected in the Premier 1st XI and Championship Division 1 and 2 Competitions that the home team provides afternoon tea for the opposing side and Match Officials.

If this is for whatever reason not possible, the Home Captain needs to inform the opposing Captain prior to match day.

PENALTY: Shall be dealt with under Rule 5

25.1 CONDITIONS OF PLAY FOR TWO DAY MATCHES

Where the first week of a scheduled two-day game is washed out, heated out or smoked out, the game reverts to a one-day condition utilising Rule 26 for playing conditions and Rule 24.4 for clothing

25.2 On the first day of a scheduled two-day match, (not applicable to semi-finals) where weather prevents play from starting at the scheduled time, the Umpire(s), or Captains if no Umpires present, shall endeavour to get play underway at the earliest possible time. If, however, after taking an early tea break, play is not then immediately possible, the match shall revert to a one-day match (Refer Rule 26)

25.3 Where a match is rescheduled to be played on the second day under Rule 26 any toss for choice of innings or nomination of teams that may have been made on the first day shall be disregarded.

25.4 INNINGS OF TEAM BATTING FIRST**25.4.1 COMPULSORY CLOSURE – PREMIER FIRST XI MATCHES**

In all two day matches the innings of the side batting first shall be compulsorily closed at the completion of 80 overs.

- (a) If 80 overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team batting second will only receive the number of overs equal to what they bowled at the scheduled cessation time on day 1. (e.g., If 77 overs bowled at 6pm, play will continue until 80 overs are complete and only 77 overs will be available on Day 2 for the team batting second). When interpreting this rule, umpires must take into consideration time lost, when tea was taken and the amended overs table in 25.4.2.
- (b) If the team batting first is dismissed prior to the scheduled cessation time the penalty is not applicable and the team batting second will receive the full allocation of available overs. In the event of a wicket falling in the last over of the days play the over is to be completed.
- (c) Team batting second - If 80 overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team bowling second will be penalised 5 runs per over they that have failed to bowl. (e.g., If 77 overs bowled at 6pm, play will continue until 80 overs are complete [or 10 wickets fall/result achieved] with 15 added penalty runs for the team batting second)
- (d) Captains are responsible for slow over rates. A Captain who is penalised on the third instance will also be suspended for the next fixtured match.

CHAMPIONSHIP DIVISION 1, 2,3 4 and 5 MATCHES

In all two day matches the innings of the side batting first shall be compulsorily closed on the completion of the scheduled overs allocated for that grade, regardless of time. In the event of a wicket falling in the last over of the days play the over is to be completed.

25.4.2 INTERRUPTIONS TO PLAY NOT EXCEEDING 120 MINUTES

Where interruptions to play occur which do not exceed One Hundred and Twenty (120) minutes in total, the number of overs to be bowled shall be adjusted and compulsory closure shall occur at the completion of those overs or the scheduled finish time allowing for more overs to be bowled if time permits.

As per rules for Day 2, overs will only be lost after the first 30 minutes off the playing field. Scheduled finish time will be extended by the initial 30 minutes playing time lost

(e.g. 56 minutes have been lost and the game has been reduced to 75 overs per side. If the 73 overs are completed prior to the adjusted scheduled finish time play will continue until the adjusted scheduled finish time utilising the overs from the "Maximum 1st Inns Overs Day 2").

The adjusted overs shall be calculated using following table:

Mins Lost	Min Overs	Min 1st Inns Overs Day 1	Max 1st Inns Overs Day 2
1-6	80	80	NA
7-12	80	80	NA
13-18	80	80	NA
19-24	80	80	NA
25-30	80	80	NA
31-36	79	79	NA
37-42	78	78	NA
43-48	77	77	NA
49-54	76	75	1
55-60	75	73	2
61-66	74	71	3
67-72	73	69	4
73-78	72	67	5
79-84	71	65	6
85-90	70	63	7
91-96	69	61	8
97-102	68	59	9
103-108	67	57	10
109-114	66	55	11
115-120	65	53	12

25.4.3 INTERRUPTIONS TO PLAY AT SCHEDULED TIME OF COMPLETION

If aggregate playing time lost does not exceed thirty (30) minutes but play is not in progress at the scheduled finishing time of the innings or is interrupted after that time compulsory closure shall occur immediately.

25.4.4 INTERRUPTIONS TO PLAY EXCEEDING 120 MINUTES

If the total playing time lost during the first innings exceeds one hundred and twenty (120) minutes and 20 overs or less are completed on day 1, the match shall revert to a one-day match (refer Rule 26) on day two.

Where a match is rescheduled to be played on the second day under Rule 26, any toss for choice of innings, match scores or nomination of teams that may have been made/scored on the first day shall be disregarded. If 20.1 overs have been bowled, there is no compulsory closure for the side batting first. Play will continue until the scheduled finishing time allowing for a minimum of 80 overs per day to be bowled less adjustment for time lost – 1 over for every full 3 minutes or part thereof.

25.4.5 **WEATHER CONDITIONS including EXTREME WEATHER CONDITIONS (Heat, Light, Lightning, Thunderstorms and Air Quality).** - Refer [BCA Policy 5 – Weather including Bad Light](#)

25.5 INNINGS OF TEAM BATTING SECOND

25.5.1 TEAM BATTING FIRST COMPULSORY CLOSURE

If the innings of the side batting first has been compulsorily closed the side batting second shall only be entitled to the same number of overs (refer 25.5.2 c). In this circumstance, the match shall be decided on the number of runs scored in each innings irrespective of the number of wickets lost.

25.5.2 TEAM BATTING FIRST - DISMISSED OR DECLARED

If the side batting first has been dismissed or declared the side batting second shall be entitled to receive:

- (a) If dismissal or declaration occurs prior to the side batting first completing its allocated overs, then the side batting second is entitled to its allocated overs plus a maximum of the number of whole overs not faced by the side batting first subject to rule 25.5.2 (c). Minus three (3) overs for the changeover of innings
- (b) If the side batting second commences its innings on the first day, the last over of that day shall be completed regardless of any wickets or retirements that might occur in that over.
- (c) If the first batting side is dismissed before the scheduled end of play, allowing for any weather interruptions the second batting side shall commence its innings. The side batting second will bat until the scheduled end of play, or it has received the scheduled number of overs required for the day (whichever comes first). There is no requirement to complete the scheduled overs on day one in these circumstances if the scheduled end of play has been reached. On day two the second batting side is entitled to receive the scheduled overs required on the day
- (d) An over started is to be counted as a completed over when calculating remaining overs to be bowled. (E.g. Team dismissed in 73.4 overs, counted as 74 overs).

25.5.3 INTERRUPTIONS TO PLAY NOT EXCEEDING 30 MINUTES

If on the second day the innings is delayed or interrupted for a total of playing time not exceeding thirty (30) minutes, play shall continue until the full entitlement of overs of the batting side has been bowled.

25.5.4 INTERRUPTIONS TO PLAY EXCEEDING 30 MINUTES

If on the second day the innings is delayed or interrupted for a total of playing time exceeding thirty (30) minutes and play is able to resume the following shall apply: The minimum number overs to be bowled shall be calculated by deducting from the scheduled overs one over for every full three minutes or part thereof lost beyond the initial 30 minutes and the batting side shall be entitled to receive the minimum number of overs as calculated provided the total overs bowled does not exceed their entitlement under Rule 25.5.1. Where a first innings result is not obtained the match shall be considered drawn.

25.5.5 INTERRUPTIONS TO PLAY AT SCHEDULED FINISHING TIME

If the total playing time lost has exceeded thirty (30) minutes at the scheduled finishing time or exceeds thirty (30) minutes after the scheduled finishing time and play is not in progress at either time the match shall thereupon end.

25.6 Where both sides have completed an innings, the match shall continue until the scheduled eighty (80) overs per day have been bowled (less 3 overs per change of innings). However, on the second day when a result has been reached and on agreement of both Captains, stumps may be drawn at any time after the scheduled tea adjournment. (Full day Umpire fees will apply).

25.7 A team batting first and leading by at least the number of runs stipulated hereunder shall have the option of requiring the other side to follow on.

Two day matches 100 runs

Four day matches 150 runs

25.8 **NO BALL & WIDE BALL**

On hard wickets, any ball pitched off the side of the carpet wicket shall be called a "No Ball".

NO BALL: the penalty for a No Ball shall be one run plus any runs scored from this delivery.

WIDE BALL: the penalty for a Wide Ball shall be one run plus any runs scored from that delivery.

UNFAIR PLAY: any significant movement, offline (i.e. sideways) or in depth

25.9 **BOWLING OF DANGEROUS AND UNFAIR NON-PITCHING DELIVERIES**

(MCC LAW 41.7.1, 47.7.2 and 47.7.3)

(a) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

(b) The bowling of a delivery as defined in 25.9 (a) is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall: - disregard any protective equipment worn by the striker be mindful of: - the speed, height and direction of the delivery the skill of the striker - the repeated nature of such deliveries.

(c) If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 25.9 (b), when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

25.9.1 (MCC LAW 41.7.4)

(a) Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall call and signal No ball when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. Additionally, the umpire shall inform the batters and, as soon as practicable, the captain of the batting side. The umpires together shall report the occurrence as soon as possible after the match to the executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

(c) The warning and action sequences in 25.9 (c) and 25.9.1 (a) are independent of those in 25.9.1 (c).

(c) If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be unfair as defined in 25.9 (a), then the caution and warning in 25.9 (c) shall be dispensed with. The umpire shall immediately call and signal No ball. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. inform the batters and, as soon as practicable, the captain of the batting side. The umpires together shall report the occurrence as soon as possible after the match to the executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

25.10 FAST SHORT PITCHED DELIVERIES

25.10.1 FAST SHORT PITCH LIMIT PER OVER

- (a) A bowler shall be limited to two fast short pitched deliveries per over. A fast short pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (b) Should a third such delivery be bowled in an over either Umpire shall call and signal no ball and caution the bowler in accordance with Law 41.6.3
- (c) If the bowler is no balled for the same offence a second time in the innings the final warning and removal procedures of Law 41.6.4 shall be invoked as applicable.

25.10.2 FAST SHORT PITCHED DELIVERY NOT WITHIN THE STRIKERS REACH

Any fast pitched delivery, not being a no ball otherwise, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled wide ball by the Umpire at the bowler's end. Such a delivery shall be counted in the fast short pitched limit of two allowed under the rules.

RULE 26 CONDITIONS OF PLAY FOR ONE DAY MATCHES

	One Day Games within Two Day competitions			
	Premier 1st XI	Championship Division 1, 2 & 3	Championship Division 4 and 5	One Day League
Times of Play	12:00 – 6:30PM	12:30 – 6:20PM	1:00 – 6:20PM	1:00 – 6:20PM
Scheduled Overs	50	45	40	40
Tea Adjournments	20 Mins on completion of allocated overs by 3:05pm	20 Mins on completion of allocated overs	20 Mins on completion of allocated overs	20 Mins on completion of allocated overs

It is expected in the Premier 1st XI and Championship Division 1 and 2 Competitions that the home team provides afternoon tea for the opposing side and Match Officials.

If this is for whatever reason not possible, the Home Captain needs to inform the opposing Captain prior to match day.

PENALTY: Shall be dealt with under Rule 5

26.1 CONDITIONS OF PLAY FOR ONE DAY MATCHES

26.2 TEA ADJOURNMENT – PREMIER 1ST XI MATCHES

In all one day matches the innings of the side batting first shall be compulsorily closed at the completion of 50 overs.

- (a) If 50 overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team batting second will only receive the number of overs equal to what they bowled at the scheduled cessation time (e.g., If 47 overs bowled at 3:05pm, play will continue until 50 overs are complete and only 47 overs will be available for the team batting second)
- (b) If the team batting first is dismissed prior to the scheduled cessation time the penalty is not applicable and the team batting second will receive the full allocation of available overs. In the event of a wicket falling in the last over of the days play the over is to be completed.
- (c) Team batting second - If 50 overs are not completed by the scheduled cessation time, and in the opinion of the Umpires the bowling team is at fault, the team bowling second will be penalised 5 runs per over they that have failed to bowl. (e.g., If 47 overs bowled at 6:40pm, play will continue until 50 overs are complete [or 10 wickets fall/result achieved] with 15 added penalty runs for the team batting second)
- (d) Captains are responsible for slow over rates. A Captain who is penalised on the third instance will also be suspended for the next fixtured match.

TEA ADJOURNMENT – NON-PREMIER 1st XI MATCHES

The tea adjournment will be taken at the completion of the first innings irrespective of time or number of overs bowled in the first innings.

26.3 ONE DAY MATCHES – COLORED APPAREL

Premier First XI & Championship Division 1 and 2 teams to wear full coloured apparel – Refer to Rule 24
All other grades apparel subject to Pennant Committee approval.

PENALTY: Shall be dealt with under Rule 5

26.4 PRINCIPLES OF PLAY

The matches will consist of one innings per team limited to Fifty (50) overs (Premier First XI), Forty-Five (45) overs (Championship Division 1 and 2), 40 overs (Championship Division 3 and 4 and One Day League). For explanatory purposes in these conditions, 'Side A' is defined as the side which bats first, and 'Side B' is defined as the side which bats second.

26.4.1 DECLARATIONS

Law 15.1 - The Laws of Cricket shall not apply. The captain of the batting team may NOT declare their team's innings closed during the course of the match.

26.4.2 Where both sides have commenced their innings, the match shall immediately end once a result has been obtained.

26.4.3 CONDITIONS OF PLAY IN AN UNINTERRUPTED MATCH

- (a) If Side A has not previously completed its innings, the innings shall be compulsorily closed on completion of the bowling of the allocated overs for that grade.
- (b) If Side A is dismissed in less than its full quota of overs, Side B shall be entitled to bat for its full quota of allocated overs for that grade unless a result has been obtained.

26.5 IN MATCHES WHERE PLAY IS DELAYED OR INTERRUPTED

(All interruptions to play including wet weather, unsafe ground conditions and extreme heat conditions)

26.5.1 **EXTREME HEAT CONDITIONS** - Refer [BCA Policy 5 - Weather](#)

26.5.2 SIDE A FIRST INNINGS

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

26.5.3 The scheduled required number of overs are outlined in the table below. Tea break will be at the completion of the 1st innings.

Mins Lost	First XI	Second XI	All other grades
0	50	45	40
1-6	49	44	39
7-12	48	43	38
13-18	47	42	37
19-24	46	41	36
25-30	45	40	35
31-36	44	39	34
37-42	43	38	33
43-48	42	37	32
49-54	41	36	31
55-60	40	35	30
61-66	39	34	29
67-72	38	33	28
73-78	37	32	27
79-84	36	31	26
85-90	35	30	25
91-96	34	29	24
97-102	33	28	23
103-108	32	27	22
109-114	31	26	21
115-120	30	25	20
121-126	29	24	Match abandoned
127-132	28	23	
133-138	27	22	
139-144	26	21	
145-150	25	20	
151-156	24	Match abandoned	
157-162	23		
163-168	22		
169-174	21		
175-180	20		
180+	Match abandoned		

26.5.5 If Side A is dismissed in less than its full quota of overs, Side B shall be entitled to bat for its full quota of allocated overs for that grade unless a result has been obtained.

26.6 SIDE B - FIRST INNINGS

26.6.1 INTERRUPTIONS TO PLAY NOT EXCEEDING 30 MINUTES

If the innings of Side B is delayed or interrupted for a total of playing time not exceeding 30 minutes, play shall continue until the full entitlement of overs of the batting Side B has been bowled.

26.6.2 INTERRUPTIONS TO PLAY EXCEEDING 30 MINUTES

If the innings of Side B is delayed or interrupted for a total of playing time exceeding 30 minutes and play can resume the following shall apply:

- (a) The number of overs to be bowled shall be calculated by deducting from the scheduled overs, one over for every full three minutes or part thereof lost.
- (b) Where a result is not obtained the match shall be considered drawn.
- (c) Side B shall not bat for a greater number of overs than Side A unless Side A has been dismissed in less than the required number of overs.

26.6.3 CALCULATION OF TARGET SCORE – DUCKWORTH-LEWIS STERN CALCULATOR (PREMIER 1ST XI MATCHES ONLY)

(a) Interrupted Matches - Calculation of the Target Score

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 Duckworth/Lewis Stern method calculated by the competition management platform – Play HQ E-Scoring

(b) Prematurely Terminated Matches

If the innings of the team batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the target score determined at the instant of the suspension by the Duckworth/Lewis Stern method. If the score is equal to the par score, the match is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

INSTRUCTIONS

1. Refer to BCA Rule 26.6.3
2. DLS calculation relies on entering all stoppages that reduce over limits and knowing the revised over limit (usually provided by an Umpire or Scorer).
3. Stoppage during the 1st Innings
 - a. Actions -> Break -> select the break type -> Apply
 - b. Adjust Parameters -> enter the new over limit -> Resume scoring
 - c. If the Innings has now concluded it's still important to add the stoppage before Ending Innings as this will impact the target in the 2nd Innings:
 - d. When selecting Adjust Parameters set the Over Limit to the current state as at the stoppage
 - e. Manually End Innings -> select opening batters and bowler -> set up 2nd Innings parameters
4. Setting DLS in the innings break
 - a. Select opening batters and bowler -> on the innings setup page confirm the Over Limit with your Umpires / Scorers -> select the DLS tab under Target -> Update & Resume
 - b. The revised DLS target considers all stoppages in the 1st Innings which is why you must include a stoppage that ultimately ended the 1st Innings
 - c. If you can't set the DLS parameters during the innings break -> on the E-Scoring screen, select Actions -> Parameters to update the Overs / DLS target
5. Adding Stoppages in the 2nd Innings
 - a. Actions -> Break -> select the break type -> Apply
 - b. Adjust Parameters -> enter the new over limit -> Resume scoring
 - c. Enter any stoppage that ultimately ends the 2nd Innings / Match
6. Understanding 2nd Innings Parameters
 - a. Displayed underneath the team names next to Parameters
 - b. Over Limit – Maximum overs available in 2nd Innings
 - c. Par Score – If the match ends now, the batting team score must be above this number
 - d. Par Score will change with each ball and each wicket
 - e. Par Score only applies once the Minimum Over Limit (per playing regulations) has been met
 - f. Target – Batting team wins the match once this target score is reached, and regardless of how many overs are bowled or wickets lost

7. Ending the Match

- a. Scorer is prompted as normal when the over limit is met, all wickets are taken or the target is reached.
- b. Manually end the match, after entering a final stoppage, by selecting Actions -> End Innings
- c. Submit Game Result as normal:
- d. Match result will be based on the target score if the over limit is reached
- e. Match result will be based on the par score if the final stoppages ends the match before the over limit is reached (provided the stoppage has been added)

8. Updating DLS Outcomes in PlayHQ Admin

- a. Game Details -> Update Scores & Stats -> Add DLS/Custom Result (located below the editable match detail boxes)
- b. Select result type as either Custom or DLS and select the 1st Innings batting team
- c. Set the final revised target and over limit
- d. If a stoppage ended the 2nd Innings early, use the Par Score and final overs faced to these boxes

9. Using DLS without E-Scoring and downloading printable Par Score Tables

- a. Available at the Play Cricket website - <https://play.cricket.com.au/dls-calculator>
- b. Enter stoppages in both Innings per the above steps -> Generate Target
- c. Over-by-over table – Used by teams to track progress / plan innings with potential weather delays imminent
- d. Ball-by-ball table – Used to determine a winner / track progress when the stoppage or closure occurs while an over is in progress

Minimum overs required for a result are per you're playing conditions

- (c) Captains and umpires must complete and record the Duckworth-Lewis calculations at the change of innings and during any suspensions to play in the 2nd innings of a match.

26.7 **DETERMINATION OF RESULT - DETERMINATION OF WINNER**

In matches which both teams have had the opportunity of batting for the agreed number of overs each in an uninterrupted match, or a lesser number of overs in an interrupted match, the team scoring the higher number of runs shall be the winner. Points will be allocated to the winner only in accordance with the points rating system. (Refer Rule 17.1.1).

26.8 OVER LIMITS FOR BOWLERS

26.8.1 Limit per Bowler: A bowler shall not deliver more than one-fifth of the maximum of overs permitted for an uninterrupted innings, but where the maximum is reduced because of interruptions, the limit shall be one-fifth of the adjusted maximum except for any bowler who already has exceeded the reduced limit. When a re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next highest number for as many bowlers as is necessary to absorb the balance in whole overs.

26.8.2 Limit Reached or Exceeded:

No further deliveries shall be made by a bowler who has reached or exceeded a recalculated limit except to complete an over previously commenced by them.

26.8.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls must be bowled by another bowler. In those circumstances each bowler will be regarded as having bowled a complete over in so far as each individual's limit is concerned, but only one over will be counted towards the team's total.

26.8.5 INNER FIELD RESTRICTION AREA for PREMIER FIRST XI & CHAMPIONSHIP DIVISION 1 and 2 only

Area and Marking of Restriction Area

- Two semicircles shall be drawn on the field of play.
- The semicircles shall have as their centre the middle stump at either end of the pitch.
- The radius of each of the semicircles shall be 27.5 metres.
- The semicircles shall be linked by two parallel straight lines drawn on the field.
- The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven-metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

FIELDING RESTRICTIONS

26.8.6 On-Side Fielders

At the instant of delivery, there may not be more than five fielders on the leg side.

26.8.7 Fielding Restriction Overs

In addition to the restriction contained in 26.8.5 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs) are set out in the paragraphs and table below.

26.8.8 Fielding Restriction Overs – Uninterrupted Match Subject to the provisions below, the distribution of Fielding Restriction Overs shall be in accordance with that contained in the table at 26.8.9 and be taken as follows:

- (a) Fielding Restrictions 1: no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 1 to 10 inclusive (Premier 1st XI) and in an innings of 45 overs these are 1 to 9 inclusive (Championship Division 1 and 2).
- (b) Fielding Restrictions 2: no more than four (4) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 11 to 40 inclusive (Premier 1st XI) and in an innings of 45 overs these are 10 to 36 inclusive (Championship Division 1 and 2).
- (c) Fielding Restrictions 3: no more than five (5) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs these are 41 to 50 inclusive (Premier 1st XI). In an innings of 45 overs these are 37 to 45 inclusive (Championship Division 1 and 2).

All other grades no field restrictions in place.

26.8.9 FIELDING RESTRICTIONS - INFRINGEMENT

In the event of an infringement of any of the above fielding restrictions, either Umpire shall call and signal no-ball.

26.8.10 Fielding Restriction Overs – Distribution

The number of Fielding Restriction Overs shall be in accordance with the following table below which shall be applied independently to both innings of the match.

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

26.8.11 Fielding Restriction Overs – Commencement

Each block of Fielding Restriction Overs must commence at the start of an over.

26.8.12 Fielding Restriction Overs – Interrupted Match Recalculation

If play is interrupted during non- Fielding Restriction Overs, then on resumption, it is necessary to determine how many remaining Fielding Restriction Overs should be allocated. The total number of Fielding Restriction Overs for the innings is derived from the table in 26.8.10. Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation then the batting team's allocation.

26.8.13 Fielding Restriction Overs – Interruptions

- (a) If play is interrupted during the first Fielding Restriction and on resumption the overs required to be bowled in that Fielding Restriction have already been exceeded, then the Powerplay will assume to have been taken consecutively up to that point.
- (b) If play is interrupted during a Fielding Restriction and on resumption the total number of Fielding Restriction Overs has already been exceeded, then the fielding restrictions will be lifted immediately.

Note: This is the only circumstance under which the Fielding Restriction status can be changed during an over.

- (c) If following an interruption while a Fielding Restriction is not in progress, it is found on resumption that the recalculated number of Fielding Restriction Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the final Fielding Restriction will commence at the start of the next over.

26.9 NO BALL

Free Hit After ANY No Ball (PREMIER FIRST XI and CHAMPIONSHIP DIVISION 1 and 2 only)

The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide.

Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery. The bowler's end Umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

26.10 WIDES: Wide Bowling - Judging a Wide

PREMIER FIRST XI, CHAMPIONSHIP DIVISION 1,2,3 and 4

The Home club is responsible for ensuring that the specified pitch markings are provided on turf wickets as per Rule 22.1. For synthetic pitches, the edge of the carpet is to be used in the absence of painted lines. 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. Any off side delivery which passes the batter outside the guidelines in the opinion of the Umpire shall be called a wide. Also, any ball which passes outside the line of the leg stump, regardless of width, shall be called a wide with the exemption of when the batter has moved after the ball has come into play (see note below)

Note: A ball will be adjudged a wide if the ball passes wide of where the batter is standing or has stood at any point after the ball has come into play for that delivery, and which also would have passed wide of the batter standing in a normal batting position

ONE DAY LEAGUE

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. Any delivery on either side of the wicket, which in the opinion of the Umpire does not give the batter a reasonable opportunity to score, shall be called a Wide.

26.11 The Bowling of Fast Short Pitched Balls

A bowler shall be allowed to bowl one short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes above shoulder height of a batter standing upright at the crease. In the event of the bowler bowling more than one fast short pitched delivery in an over, either Umpire shall call and signal no ball. (The above regulation is not a substitute for Law 41.7, which Umpires may apply at any time).

RULE 27

STRUCTURE & CONDITIONS OF PLAY FOR FIRST WEEKEND OF FINALS

All finals matches will be played across the final 3 available weekends of the season. Both Saturdays and Sundays can/will be utilised to maximise the chances of obtaining results for each match as outlined in the following:

PREMIER FIRST XI COMPETITION:

The 4 competing teams that have obtained the highest number of points at the completion of the programme series of matches shall compete in a Semi Final round of matches. These matches are to be conducted over 2 consecutive days being the Saturday and Sunday of the first weekend of finals.

Semi Final 1 – 1st vs 4th as placed on the ladder at completion of the programme series of matches.

Semi Final 2 – 2nd vs 3rd as placed on the ladder at completion of the programme series of matches.

All Semi Final matches shall be played under the same conditions as apply to minor round 2 Day games with the exception of Rule 25.4.4 which shall not apply.

Should no decision be reached or a tie result, the winner shall be deemed to be the team higher on the ladder at the completion of the programme series of matches. If a decision is reached on the final day of the match, play may cease if the captain of the side trailing on the first innings concedes defeat.

The winning teams shall then play off in a 4-day Grand Final conducted over the following 2 weekends.

CHAMPIONSHIP DIVISION COMPETITIONS:

Should there be less than 12 teams competing in this grade, the finals format will follow that of the Premier 1st XI competition but for a 2-Day Grand Final only. Should there be 12 or more teams competing in these grades, the following system will be used.

The 6 competing teams that have obtained the highest number of points at the completion of the programme series of matches shall compete in a round of Qualifying matches. These matches are to be conducted over 2 consecutive days being the Saturday and Sunday of the first weekend of finals.

Qualifying Final 1 – 1st vs 6th as placed on the ladder at completion of the programme series of matches.

Qualifying Final 2 – 2nd vs 5th as placed on the ladder at completion of the programme series of matches.

Qualifying Final 3 – 3rd vs 4th as placed on the ladder at completion of the programme series of matches.

All Qualifying Final matches shall be played under the same conditions as apply to minor round 2 Day games with the exception of Rule 25.4.4 which shall not apply.

Should no decision be reached or a tie result, the winner shall be deemed to be the team higher on the ladder at the completion of the programme series of matches. If a decision is reached on the final day of the match, play may cease if the captain of the side trailing on the first innings concedes defeat.

The two lowest ranked losing teams will be eliminated, with the remaining four teams re ranked according to their Qualifying Final results. Re ranked teams will then play in a Semi Final with 1st v 4th & 2nd v 3rd.

ONE DAY LEAGUE COMPETITIONS

Should there be less than 12 teams competing in this grade, the finals format will follow that of the Premier 1st XI competition but for a 1 Day Grand Final only. Should there be 12 or more teams competing in these grades, the following system will be used.

The 6 competing teams that have obtained the highest number of points at the completion of the programme series of matches shall compete in a round of Qualifying Finals. These matches are to be conducted on the Saturday of the first weekend of finals.

Qualifying Final 1 – 1st vs 6th as placed on the ladder at completion of the programme series of matches.

Qualifying Final 2 – 2nd vs 5th as placed on the ladder at completion of the programme series of matches.

Qualifying Final 3 – 3rd vs 4th as placed on the ladder at completion of the programme series of matches.

All Qualifying Final matches shall be played under the same conditions as apply to minor round 1 Day games. If no result due to weather interruption is possible on the Saturday of the first weekend of finals, then the Sunday shall be used as a reserve day.

Should no decision be reached or a tie result, the winner shall be deemed to be the team higher on the ladder at the completion of the programme series of matches.

The two lowest ranked losing teams will be eliminated, with the remaining four teams re ranked according to their Qualifying Final results. Re ranked teams will then play in a Semi Final with 1st v 4th & 2nd v 3rd.

The table below outlines the structure of the Top 6 Finals system.

Qualifying winners			Highest loser	Semi Final Fixture					
1	2	3	4	1	v	4	2	v	3
1	2	4	3	1	v	3	2	v	4
1	3	5	2	1	v	2	3	v	5
1	4	5	2	1	v	2	4	v	5

Qualifying winners			Highest loser	Semi Final Fixture					
2	3	6	1	2	v	1	3	v	6
2	4	6	1	2	v	1	4	v	6
3	5	6	1	3	v	1	5	v	6
4	5	6	1	4	v	1	5	v	6

RULE 28 STRUCTURE & CONDITIONS OF PLAY FOR SECOND WEEKEND OF FINALS

CHAMPIONSHIP DIVISION COMPETITIONS:

The 4 competing teams that have obtained a position as outlined in Rule 27 shall compete in a round of Semi Final matches. These matches are to be conducted over 2 consecutive days being the Saturday and Sunday of the second weekend of finals.

All Semi Final matches shall be played under the same conditions as apply to minor round 2 Day games with the exception of Rule 25.4.4 which shall not apply.

Should no decision be reached or a tie result, the winner shall be deemed to be the team highest ranked after the Qualifying Finals. If a decision is reached on the final day of the match, play may cease if the captain of the side trailing on the first innings concedes defeat.

The winning teams shall play off in a 2-Day Grand Final conducted on the third weekend of finals.

ONE DAY LEAGUE COMPETITIONS:

The 4 competing teams that have obtained a position as outlined in Rule 27 shall compete in a round of Semi Final matches. These matches are to be conducted on the Saturday of the second weekend of finals.

All Semi Final matches shall be played under the same conditions as apply to minor round 1 Day games. If no result due to weather interruption is possible on the Saturday of the second weekend of finals, then the Sunday shall be used as a reserve day.

Should no decision be reached or a tie result, the winner shall be deemed to be the team highest ranked after the Qualifying Finals.

The winning teams shall play off in a Grand Final conducted on the Saturday of the third weekend of finals.

RULE 29 STRUCTURE & CONDITIONS OF PLAY FOR GRAND FINALS

PREMIER FIRST XI COMPETITION - 4 DAY GRAND FINAL:

Four (4) days shall be allocated for Grand Final matches for the First XI competition with each day's play scheduled for eighty (80) overs to be completed.

In the event of play being interrupted including intervals or stoppages for rain, bad light, etc. The number of overs to be bowled per day shall be reduced in proportion to the time lost in the ratio of one (1) over for every full three (3) minutes or part thereof of time lost.

Regardless of any interruptions to play on Day 1 and/ or Day 2, both sides are entitled to bat their 80 overs before compulsory close, even if that means the first innings finishes on Day 3 or Day 4.

Rule 25.5.2 (c) shall not apply for a scheduled 4-Day Grand Final

THE SIDE BATTING FIRST IS NOT DISMISSED

The side batting first shall have its first innings compulsorily closed after their allocated overs. The side batting second (if not previously dismissed) shall be entitled to receive their allocated overs whereupon their first innings shall end.

THE SIDE BATTING FIRST IS DISMISSED OR DECLARES

If the dismissal or declaration occurs prior to the side batting first completing its allocated overs, then the side batting second (if not previously dismissed) is entitled to receive their allocated overs plus the number of whole overs not faced by the side batting first. Minus three (3) overs for the changeover of innings

After the completion of both teams first innings the game continues with no division of batting time for both teams second innings. (Rule 25 applies for minimum number of overs per day).

If a decision has been reached at the conclusion of the third day's play, or at any time on the final day, play may cease if both Captains agree.

TIED GRAND FINAL

Should no decision be reached or a tie result, the winner shall be deemed to be the team higher on the ladder at the completion of the home and programme series of matches. If a decision is reached on the final day of the match, play may cease if the captain of the side of the side trailing on the first innings concedes defeat.

CHAMPIONSHIP DIVISION - 2 DAY GRAND FINAL:

Two (2) days shall be allocated for Grand Final matches for the Championship Division 1, 2, 3 and 4 competitions with each day's play scheduled for eighty (80) overs to be completed.

All Grand Final matches shall be played under the same conditions as apply to minor round 2 Day games with the exception of Rule 25.4.4 which shall not apply.

Grand Final matches shall be played with an equal division of batting time (refer to table in rule 25.4.2 for interrupted play) for both teams first innings

Should no decision be reached or a tie result, the winner shall be deemed to be the team highest ranked after the Qualifying Finals. If a decision is reached on the final day of the match, play may cease if the captain of the side trailing on the first innings concedes defeat.

TIED GRAND FINAL

Should no decision be reached or a tie result, the winner shall be deemed to be the team higher on the ladder at the completion of the home and programme series of matches.

ONE DAY LEAGUE – 1 DAY GRAND FINAL:

One (1) day shall be allocated for Grand Final matches for all One Day competitions with a reserve day on the Sunday of the third weekend of finals to be utilised if any match cannot obtain a result.

All Grand Final matches shall be played under the same conditions as apply to minor round 1 Day games.

TIED GRAND FINAL

Should no decision be reached or a tie result, the winner shall be deemed to be the team higher on the ladder at the completion of the home and programme series of matches.

29.1 PRESENTATION TO PREMIERSHIP WINNERS

A perpetual shield shall be presented to each winning team at the final's venue by a BCA Official. Each winning team shall receive 15 medals for distribution to players and such others as deemed appropriate. Premier 1st XI and Championship Division 1 and 2 winners will also be presented with a pennant flag.

RULE 30 UNDERAGE BOWLING RESTRICTIONS

NOTE: The limitations in this appendix do not apply to slow bowlers unless specified herein.

a. Definitions

- I. **Bowling Type:** Bowlers of medium pace or faster (as determined by the umpires and broadly defined as a bowler to whom the wicketkeeper would normally stand back). The umpires shall immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.
- II. **Players Age:** The player's age shall be determined as their age on 1st September preceding each cricket season (i.e. Under-19 players will be eighteen (18) on 1st September; Under-17 players will be sixteen (16) or under on 1st September etc.) and the appropriate bowling limitations shall apply for the entire season.

Note: the bowling limitations apply to the age of the bowler and not the age category of the competition.

b. Notification The team captain shall indicate to the umpires on the team sheet each player to whom this Playing Condition applies and indicate their age.

c. Bowling Limitations Apply at the Following Ages:

Under-19: Medium or Pace Bowler

A maximum spell of six (6) consecutive overs.

A maximum daily allocation of eighteen (18) overs.

Under-18: Medium or Pace Bowler

A maximum spell of six (6) consecutive overs.

A maximum daily allocation of seventeen (17) overs.

Under-17: Medium or Pace Bowler

A maximum spell of six (6) consecutive overs. A maximum daily allocation of sixteen (16) overs.

Under-15: Medium or Pace Bowler

A maximum spell of five (5) consecutive overs. A maximum daily allocation of twelve (12) overs.

d. Length of Break The break between spells is to be a minimum of thirty (30) minutes (including the Tea interval and any unscheduled breaks in play).

- I. A bowler who has bowled a spell of less than the maximum spell permitted for his/her age (defined above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break of thirty (30) minutes between spells will apply and the break within the spell is disregarded.
- II. If a change of innings occurs, and a bowler commences bowling in the new innings within thirty (30) minutes of bowling in the previous innings, this will be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.
- III. If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one (1) over for the purposes of calculating the bowler's spell and daily limits. If this over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.

e. Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

- I. If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.
- II. If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

f. Management

- I. It is the responsibility of the fielding captain to ensure that this Playing Condition is upheld. The umpires shall not be responsible for maintaining records to enable the enforcement of this rule; this is the responsibility of the scorers in the match. Scorers shall notify the umpires and fielding captain whenever a bowler reaches the maximum number of overs, he/she may bowl without a break, and shall notify the umpires immediately if a bowler starts (or is about to start) an over when he/she is not permitted to bowl under this rule.
- II. If the umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- III. Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.